GARLIC CITY CLUB

POKER GAMES

COLLECTION FEE SCHEDULE

Garlic City Club provides house dealers for all games and collects a service fee (depending on the game played and number of players present) per hand or per ½ hour but does not participate in the actual play of the games and has no financial interest in the outcome of play.
No player ever plays against or makes a wager against Garlic City Club.
Fees are taken "Before the Deal" from the Pot.
The service fees are listed below.
(Some, poker limits games will include "kill", "½ kill" or "overs" button)

no additional fees for "kill".

Texas Hold'em
Pineapple *and* Crazy Pineapple

SERVICE FEE COLLECTION PER HAND

	Number of Players			
Limit	9,8 & 7	6	5 or Less	Jackpot
$2 / 4	$3.00	$2.00	$1.00	$1.00
$3 / 6 thru $10 / 20	$4.00	$2.00	$2.00	$1.00

	Number of Players			
No Limit	9,8 & 7	6	5 or Less	Jackpot
$100 Maximum Buy In	$4.00	$3.00	$2.00	$1.00

SERVICE FEE COLLECTION PER ONE-HALF HOUR

	Number of Players			
Limit	9,8 & 7	6	5 or Less	Jackpot
$15 / 30	$6.00	$5.00	$4.00	$1.00
$20 / 40	$7.00	$6.00	$5.00	$1.00
$40 / 80	$9.00	$7.00	$5.00	$1.00
$60 / 120	$10.00	$8.00	$5.00	$1.00
$80 / 160	$11.00	$8.00	$6.00	$1.00
$100 / 200	$12.00	$9.00	$6.00	$1.00

No Limit	9,8 & 7	6	5 or Less	Jackpot

Omaha High/Lo Split 8 or Better *and* Crazy Pineapple High/Lo Split

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players 9,8 & 7	6	5 or Less	Jackpot
$2 / 4 thru $6 / 12	$4.00	$3.00	$1.00	$1.00
$10 / 20 thru $100 / 200	$4.00	$3.00	$2.00	$1.00

7 Card Stud *and* 7 Card Stud High/Lo Split 8 or Better

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players 9,8 & 7	6	5 or Less	Jackpot
$2 / 4	$3.00	$2.00	$1.00	$1.00
$3 / 6 THRU $100 / 200	$4.00	$3.00	$2.00	$1.00

Lowball / Draw Poker *and* Chinese 13 Card Poker

SERVICE FEE COLLECTION PER ONE HALF HOUR

Limit	Number of Players 8,7,6 & 5	4 or Less	Jackpot
$2 thru $30	$5.00	$3.00	$1.00
$40 thru $200	$8.00	$6.00	$1.00

Panguine *(Pan)*

SERVICE FEE COLLECTION

PER HAND

Number of Players	$2	$3	$5
7	$2.00	$3.00	$3.00
6	$2.00	$3.00	$3.00
4 & 5	$2.00	$3.00	$3.00
3 or less "if they play"	$1.00	$1.00	$1.00

PER ONE-HALF HOUR

Number of Players	$10	$20	$40
2 to 7	$8.00	$8.00	$12.00

Mexican Poker

SERVICE FEE COLLECTION PER HAND

Limit	Number of Players 6or More	5 or Less	Jackpot
$2 / 4	$2.50	2.00	$1.00
$3 / 6	$3.00	$4.00	$1.00
$6 / 12	$4.00	$2.50	$1.00

No Limit	6 or More	5 or Less	Jackpot
$50	$4.00	$3.00	$1.00
$100	$5.00	$3.00	$1.00
$500	$10.00	$5.00	$1.00

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California/Asian Games

Collection Rate Schedule

Garlic City Club provides house dealers for all games and collects a service fee (depending on the game played and number of players present) per hand or per 1/2 hour, but does not participate in the actual play of the games and has no finacial interest in the outcome of play. No player ever plays against or makes a wager against Garlic City Club. Fees are taken "Before the Deal" from the pot.

Caribbean Stud Poker, Pai Gow Tiles, Pai Gow Double Hand Poker, Super Pan 9, Three Card Poker

Table Limit	Player Collection Fee (per hand)	Player Backline Collection Fee (per square)	Player/Dealer Collection Fee (per hand)
$5 - $100	$1.00	$1.00	$2.00
$5 - $100	$2.00	$2.00	$3.00
$25 - $100	$1.00	$1.00	$2.00
$25 - $200	$2.00	$2.00	$3.00
$50 - $200	$1.00	$2.00	$2.00
$100 - $200	$1.00	$2.00	$2.00

- Collections will be placed and collected prior to any cards being dealt.
- Only one option may be used per table. Patrons will be given ample notice which collection rate schedule is being used prior to playing.

GARLIC CITY CLUB

3 CARD POKER

3 Card Poker Basic Strategy

In 3 Card Poker, the player competes against the dealer "banker", not other players. As a player, you will need to have a better hand than the dealer or get a hand that ends up in a pair or higher. Follow these tips to increase your chances of winning.

- If you have a Queen or better, place a bet in the "Play" spot, otherwise fold
- A dealer will qualify with a Queen on approximately 2/3 of the hands, also 4 out of every 10 "Ante" hands will win an ante bonus

3 Card Poker Hand Rankings

Hand	Description
Straight Flush	A hand with all three cards in sequence and all of the same suit with Ace-King-Queen being the highest
Three of a Kind	A hand with three cards of the same rank
Straight	A hand with all three cards in sequence but not all in one suit
Flush	A hand with all three cards in the same suit but not all in a sequence
Pair	A hand with two cards of the same rank

3 Card Poker Rules

3 Card Poker is played with a standard deck of 52 cards. The player and dealer are dealt three cards each, with cards being shuffled after each hand. Straights have a higher ranking than a flush since there are less ways to make a three card straight. Aces can be used for either high or low.

There are two bets a player can make that can effect the game payout - they are Ante and Pair Plus. The Ante bet is the fee charged to the player for playing the hand. The Pair Plus is a bet that the player will get at least a pair or higher. The player is not required to make both bets, but the player must make at least the Ante bet to play.

The player antes by placing their bet in the "Ante" spot on the game table. The player and dealer are dealt three cards facing down. The player then decides if their cards are adequate to bet against the dealer or fold. If the player folds, the player will lose the ante. If the player chooses to play against the dealer, the player needs to place a bet equal to the ante in the "Play" spot on the table. If the player wins the hand, the player will receive both the Ante and the Pair Plus payouts.

Dealer Must Have Queen or Better To Qualify

In 3 Card Poker, the dealer's hand must have a Queen or better to qualify. If the dealer's hand does not qualify, the player will receive payment on their ante only which pays even money (1 to 1) as long as the player did not fold.

3 Card Poker Ante Payout

Winning Hand	Payout
Straight	1 to 1
Three of a Kind	4 to 1
Straight Flush	5 to 1

3 Card Poker Pair Plus Payout

Winning Hand	Payout
Pair	1 to 1
Flush	4 to 1
Straight	6 to 1
Three of a Kind	30 to 1
Straight Flush	40 to 1

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The Floor Manager's Decision is Final.

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TEXAS HOLD'EM

Hold'em is a poker game where each player receives two cards face down as their initial hand. There is a round of betting after these cards have been dealt. Three board cards are turned up simultaneously (which is called "the flop) and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is referred to as, playing the board.

Hold'em uses a flat disc called a Dealer Button to indicate the player, who in theory only, deals the cards for that pot. The Button (player, with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his/her cards. Blinds count as part of the player's bet, with the exception of the middle blind when a player is posting missed blinds.

Blinds are posted and by the 2 players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. The Dealer Button always moves clockwise and the blinds are adjusted accordingly.

At the end of all betting rounds, the player or players with the best hand will be awarded the pot.

RULES

The buy-in for Hold'em games is: 10 times the *Big* Blind amount.

All games are table stakes. No cash allowed on the table. All chips must stay on the table. Players may not pass chips to other players on the table.

English only on or around table when hands are in play. No vulgar or obscene language will be tolerated. No throwing cards, or criticizing other player's actions.

A new player entering into an existing game, may pick up a hand right away, or let the Button pass without posting. However, a new player to the game may not play a hand in-between the blinds. All players in a new game starting up have the obligation to take the blinds.

Splitting of blinds (chop/chop) not permitted.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that is short on his blind will not be eligible for the Button. If a player goes all-in and does not win the pot, that player may let the blinds pass him/her and come in after the Button without posting.

If an existing player misses his blind, he/she must post the middle and big blind or wait for the big blind. When posting missed blinds, only the big blind will be live and the middle blind will be placed in the center of the pot.

A player, who moves away from the blind, must post the amount of the big blind In order to receive a hand or wait for the same position they left.

Check and raise is permitted.

A bet and 3 raises are allowed unless play is heads up. There is no limit on raises with only 2 players left in the betting round.

String raises are not allowed. A player must put in the full raise in one motion or announce his/her intention to raise before putting the bet out. Any player at the table may call a string raise.
A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless the player announces the intent to raise before putting the chip into the pot.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a *$4/$8* game, on the last card, the first player bets $8. The next player goes all-in for $10. The next player to act may call the initial bet of $8 and $2 (a total of $10) or may raise the initial bet of $8 to $16. This assuming the next player to, act has not bet prior. If player had previously bet and there were no raises before the all-in action, then that player may only call the all-in bet. A player may not raise him/herself.

If one of a player's hole cards is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the two they are supposed to receive, and it is discovered before 2 players take action, it is a misdeal. If it is discovered after 2 or more players have acted, then that hand is considered dead. All monies, "including blinds" are forfeited by that player.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's' place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then, deal the fifth card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

At the showdown, after all betting rounds are completed, the player with the winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand. All losing hands will be killed and the winning hand should remain face-up until the pot has been awarded. A player throwing his hand face down is considered a dead hand as soon as it touches any other cards on the table. Players may "play the board" only if: (a) the hand has been check around or (b) there has been a bet and a call, and the best hand is on the board. A verbal declaration is not necessary.

Cards speak, but a player who intentionally miscalls his hand and caused another player to discard their hand may be asked to leave.

It is the player's responsibility to protect their hands at all times.

A player may not hold a seat in a live game while playing any other game. A player may hold a seat until a 3rd missed blind button is issued.

Management reserves the right to modify the rules as any situations warrant, to protect the players.

GARLIC CITY CLUB

7-CARD STUD

7-Card Stud is a form of poker. It is played with a standard 52-card deck. Hands are valued according to a traditional poker-ranking chart (see poker ranking chart). Players do not deal the cards. The "House" provides a dealer that deals the cards and runs the game. The dealer does not have a hand or an interest in the pot. Players compete against each other for a pot. Before the hand begins, players put up Antes (in 4-8 limit stud the ante is $1). The antes serve to "seed" the pot. This gives the players an incentive to play the hand and something to win initially.

Once all the players have put up an ante, the house dealer delivers two cards dealt facedown and one card dealt face up, to each player, as their initial hand. After these cards have been delivered, the player with the lowest card (determined by value and suit clubs, diamonds, hearts, and spades -lowest to highest) showing must bet at least the opening minimum ($1 in a 4-8 limit stud game) but also has the option to bring it in for the lower betting limit ($4 in a 4-8 limit game). Each player after that must either: call, complete the opening bet to the lower betting limit, raise, or throw their hand away (fold). Betting on the first two rounds of betting will be at the lower limit ($4 in a 4-8 game). Betting on the last three rounds will be at the higher limit. A maximum of three raises are allowed in any betting round.

Once all players remaining have called all the bets, the dealer will give each player an additional up card. Players may now either check or bet. The action starts with the player showing the highest hand. If a player is showing an open pair at this point, any player may, at any point, bet at the higher limit ($8 in a 4-8 limit game). The action continues as it did in the first round of betting until all remaining players have called all the bets.

The dealer will give each player another card dealt face-up and another round of betting will occur at the higher limit. This process is repeated for the sixth card.

The seventh and final card is delivered to each player facedown. After the last round of betting is completed, the players will show their hands face-up to determine the winner. The player with the best five-card poker hand (of his/her seven total cards) will win the pot (suit does not matter when ranking hands).

The minimum buy-in for 7-Card Stud is 10 times the lower limit of the game ($40 in a 4-8 stud game).

Object of the Game

Obtain the highest-ranking hand to win the pot. Each player will be dealt 7 cards. You may only use 5 of the 7 cards for your poker hand.

The game is played with a standard deck of 52 cards (No Joker).

The deck consists of four suites:

- Spades
- Hearts
- Diamonds
- Clubs

The suits are all equal value. Each suit has 13 cards. Ranking from highest to lowest are:

- Ace
- King
- Queen
- Jack
- 10,9,8,7,6,5,4,3,2, and Ace = 1

Note: An Ace may be played high or low for a 5-card straight.

Example: *A-2-3-4-5 = Low Straight*

10-J-Q-K-A = High Straight

Rank of Hands:

- Straight Flush
- Four of a Kind
- Full House
- Flush
- Straight
- Three of a Kind
- Two Pair
- One Pair
- High Card

Example:

$4 and $8 limit. The lower limit is initially used and higher limit is wagered after the fifth card, or optionally if there is a pair on fourth street.

Exceptions: The opening forced bet or player going all in.

A bet and 3 raises are allowed.

Check and raise are permitted.

GARLIC CITY CLUB

PANGUINGUE (Pan)

1) PANGUINGUE (pan-ginn'-gay), popularly known as "PAN", has been played in California since the early 1900s. The following are simple-to-understand rules.

2) The Object of the Game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win chips from the other players in different ways that will be described below.

3) Number of Players: 2 to 7 players may play.

4) The Deck: Eight decks of regular playing cards are used to play the game; 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)

5) Cards in each suit rank as follows: King being the highest, Queen, Jack, 7, 6, 5, 4, 3, 2, A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.

6) The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a counter-clockwise direction. The dealer will start with:

(a) The player who is dealt the lowest card face up at the beginning of a new game.

(b) The winner of the last hand.

(c) The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.

7) The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.

8) The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.

9) Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.

10) A drawn card is discarded when it is released toward the dealer.

11) Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.

12) A player overlooking or ignoring an option card which can be used in one of his board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option card without forcing it; he may not subsequently decide to force it.

13) If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:

(a) Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;
(b) Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid;
(c) When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

14) The Play: Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.

15) After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.

16) Set: Three cards or more of the same rank but all of different suits would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.

17) Forcing Cards: If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.

18) A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.

19) A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.

20) Any player in action may choose to end the hand for lower pay by forcing the out card.

21) Foul Hands: A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.

22) Irregularities: If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.

23) If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.

24) Going Out: When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.

25) When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it, that puts the opponent to his right out.

26) Incorrect Meld: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it, there is no penalty.

27) Pays and Collections: All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.

28) The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.

29) A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.

30) On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.

31) A player may ask the dealer for help in calculating the value of a collection or of the outs.

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

33) Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.

34) The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.

35) The dealer will intervene when unearned pay is requested.

36) The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).

37) The dealer will foul a player's hand at the request of another player in action when justified by the rules.

38) General: The minimum buy-in is twenty (20) chips of equal value for the condition of the game.

39) There is to be no playing for Tops. A player without one chip of the appropriate value has a dead hand and may not continue playing for the Tops.

40) A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.

41) On the deal, foreign cards (8, 9, 10, Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.

42) Each player is responsible for counting the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.

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GARLIC CITY CLUB

Lo-Ball

(California)

DESCRIPTION

LO-BALL poker is a draw poker game played with the standard 52-card deck and one joker added, making 53.The joker is considered to be the lowest card not present in a hand.

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

METHOD OF PLAY

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

The Floor Managers decision is final in all disputes and in the interpretation of all rules.

GARLIC CITY CLUB

Draw Poker

Draw Poker is played with a standard 52-card deck. Standard poker rankings apply. Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). 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. In the event of a tie, the pot is split equally.

Draw Poker Jacks 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.

Draw Poker Jacks Back

Draw Poker Jacks Back 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. All players place their ante in the pot.

Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). If no player has a pair of Jacks or better (higher) after the initial deal, the game converts to the game of Lowball, i.e., California or Kansas City Lowball.

If a player has a pair of Jacks or better after the initial deal, 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.

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7-Card Stud, High-Low Split

Object of the Game

A qualifier of 8 or better for low will be used for all High-Low Split games. If no player qualifies for low, the high hand wins the entire pot. A player may use any 5 cards to make the best possible high hand. The player may use any other grouping of five cards to make the best possible low hand, whether or not it is the same as the player's high hand.

The Play

The low card by suit (Clubs, Diamonds, Hearts and Spades) initiates the first forced bet. Ace counts as high card on the first betting round. In all other betting rounds, the high hand initiates the action. The lower limit will be used through the fourth street. An open pair does not affect the betting limit. On fifth street, the higher limit goes into effect. Aces may be used for high and low. Straights and flushes do not impair the value of a hand for low.

A bet and 3 raises are allowed.

Check and raise are permitted.

The Floor Managers decision is final in all disputes and in the interpretation of all rules.

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GARLIC CITY CLUB

CARIBBEAN STUD POKER

Caribbean Stud Poker Basic Strategy

In Caribbean Stud Poker, the player competes against the dealer "banker", not other players. Garlic City Club does not participate in the actual play of the game, and has no interest in the outcome of the play. No player ever plays against or makes a wager against Garlic City Club.

Follow these tips to increase your chances of winning.

- Never try to bluff - always fold when you hold a nothing hand
- Always make the bet with a pair or better
- If your hand has an Ace-King, make the bet if one of your remaining three cards match the dealers
- Always make the bet with any Ace-King with a Jack, 8 and 3 or better against any dealer up-card
- Don't wager on any jackpot bets

Caribbean Stud Poker Hand Rankings

Hand	Description
Royal Flush	A hand with A, K, Q, J and 10 all of the same suite
Straight Flush	A hand with all five cards in sequence and of the same suit
Four of a Kind	A hand with four cards of the same rank
Full House	A hand with three cards of one rank and two cards of another rank
Flush	A hand with all five cards in the same suit but not all in a sequence
Straight	A hand with all five cards in sequence but not all in one suit
Three of a Kind	A hand with three cards of the same rank
Two Pair	A hand with two cards of one rank and two cards of another rank
Pair of Jacks or Better	A hand with two cards of the same rank

Caribbean Stud Poker Rules

Caribbean Stud Poker is played with a standard deck of 52 cards. A player needs to first place an "ante bet". The player and dealer are both dealt five cards each. One of the dealer's cards is dealt face up. In Caribbean Stud Poker, no additional cards are drawn. The player and dealer compare hands from their five cards.

You need to choose whether to bet and challenge the dealer's hand or to surrender. If you want to challenge the dealer, bet two times the ante. When the bet has been placed, the dealer exposes their remaining four cards and the hands are compared. If you do not want to challenge the dealer's hand, you need to surrender and loose your ante.

Dealer Must Have Ace-King To Qualify

In Caribbean Stud Poker, the dealer's hand must have an Ace and a King to qualify. If the dealer's hand does not qualify, the player will receive payment on their ante only which pays even money (1 to 1).

If the dealer's hand does qualify the ante and the back bet will be paid according to the winnings table.

Tie

When the player and dealer have the same hand value, it is considered a tie or push. The bet is returned to the player.

Caribbean Stud Poker House Payout

Winning Hand	Payout
Ace-King	1 to 1
One Pair	1 to 1
Two Pair	2 to 1
Three of a Kind	3 to 1
Straight	4 to 1
Flush	5 to 1
Full House	7 to 1
Four of a Kind	20 to 1
Straight Flush	50 to 1
Royal Flush	100 to 1

Management reserves the right to modify the rules as any situations warrant, to protect the players.
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Chinese (13 Card) Poker

Chinese (13 Card) Poker is played with a standard 52-card deck. Up to four players can play.

Each player receives 13 cards; face down, one at a time, in rotation. A hand is dealt to all four positions even if vacant. The hand must be arranged with three cards in front, five cards in the middle, and five cards in the back, where the backhand should rank higher or equal to the middle hand, and the middle hand should rank higher than the front hand. Standard poker rankings apply. Straights and flushes do not count in the front hand except in the event of an automatic win (see below).

Points keep scores. Each part of the hand is assigned one point. Each point is given a monetary value for each game.

Hands are then compared with each player, one at a time. The player with the higher-ranking hand in the front segment wins one point. The player with the higher-ranking middle hand wins one point. The player with the higher-ranking backhand wins one point.

If two out of three of the players' hands ranks higher than an opponent's hand, the first player wins two points. For example, the player would win two points, minus one point (the one an opponent won) plus one point for a majority of segments win, thereby, winning two points total.

If all three parts of the player's hand ranks higher than the opponent's hand, the winner gets four points. (The player wins three points (net win), one point for winning each of the three hands minus zero points (the opponent didn't win any) plus one point for the majority of hands won, totaling four points.)

Automatic Win

There are also hands known as an "automatic win" and the player may declare the win by placing the stack of cards down on the table. However, the player must declare the automatic win before the hands are opened, otherwise the hands will play the way the player sets. The automatic win hands are as follows:

1. The Dragon Hand: Ace through King of any suit. This hand beats all other automatic win hands.
2. Any 13-card hand that has six pairs. Note that four-of-a-kind can be counted as two pairs.
3. Any 13-card hand that has suited cards in all three parts.
4. Any 13-card hand that has straights in all three parts.

A Straight Flush can be used as a Straight or a Flush for bonus hands.

Improperly Set Hands

A hand is set improperly if: Any part of the three segment hands has the wrong number of cards; or, any part of the three segment hands are set out of ranking order. Any player that sets his or her hand improperly must pay four points to all of the other players.

Eastern, Western and Mandarin Bonus Points Variations

Eastern Version point awarding Variation: The play of the game is the same as 13 Card Poker. In addition to the basic point system as in 13 Card Poker, bonus systems of awarding points is used for making certain hands in the front, middle and back positions. In addition to the basic point system, points can be earned on bonus hands as follows: (a) Bonus point hands in the back: (1) straight flush-five (5) points; (2) Four of a kind- four (4) points. (b) Bonus point hand in the middle: (1) straight flush - then (10) points; (2) Four of a kind - eight (8) points; (3) Full house - two (2) points. (c) Bonus point hands in the front: (1) Three of a kind - three (3) points. If a player wins two out of three hands, the player is awarded two points for their winning hands and loses one point to his opponent for a total of one point from that opponent. When a bonus hand is involved, the winning hand earns only the bonus hand points.

Western Version point awarding Variation: The play of the game is the same as 13 Card Poker. In addition to the basic point system, this point system awards one additional point to the player who wins the majority of hands. If a player beats his opponent two out of three hands, they receive a total of two points for their winning hands.

Mandarin Version point awarding Variation: The play of the game is the same as 13 Card Poker with opportunities to earn extra points. A player earns one point for each winning hand as in 13 Card Poker. Three of a kind in the front hand triples the point value. A bonus can be received which awards additional points for making certain hands in the front, middle and back positions. If a bonus hand is present, the points for that bonus hand are then added on. Two special bonus situations can occur, the "shot" and the "home run." A "shot" situation occurs when a player wins all three hands against an opponent. The regular point value for each hand is doubles and added to the total. A "home run" situation occurs, only in a four-handed game, when a player wins all three hands on the showdown against all three of their opponents. The regular point value for each hand is tripled and added to the total.

Scoring

Before the hand is dealt, the players agree on what stakes are in effect. This is always quoted in dollars per point. Then, after the hands are played, each player compares his three hands against those of each of the other players, one player at a time. In a four-handed game, therefore, each player will make three separate comparisons - once against each of the other three players. The results of the comparisons depends, on which of several scoring systems is in use. We'll look at 2 variations.

2-4 scoring

2-4 scoring is used in Chinese Poker tournaments and is popular with the Poker tournament crowd. In most cases these simple rules apply:

A player who wins 2 out of 3 hands wins 2 points.

A player who wins all 3 hands wins 4 points (a sweep).

These scoring rules are shortcuts derived from the general method of scoring:

The player with the higher Back hand gets one point.

The player with the higher Middle hand gets one point.

The player with the higher Front hand gets one point.

Bonus points, if any, are added to each player's total.

The player with the higher total gets an additional point called the overall point.

The player with the higher total collects the difference between the two scores.

Here's an example: four players named A, B, C, and D have set their hands as shown. We examine each of the six comparisons that take place and calculate the results. *(We will use the letter T to stand for a Ten.)*

	Player A	Player B	Player C	Player D
Back	QJT98 straight	22277 full house	JJ334 two pair	TTT88 full house
Middle	99447 two pair	45678 straight	66559 two pair	QQ532 pair
Front	AAJ pair	AK6 high card	KKQ pair	AK6 high card

A vs B: Player B wins the Back and Middle hands for two points. Player A wins the Front hand for one point. B wins the overall point, making the final score 3-1, so B collects 2 chips from A. SHORTCUT - the player who wins two of the three hands wins 2 chips.

A vs C: Player A wins all three hands (a sweep). She scores 1 point for each hand plus the overall point, so she collects 4 chips from C. SHORTCUT - a sweep wins 4 chips.

A vs D: Player A wins the Middle and Front hands, while D wins the Back. A collects 2 chips from D.

B vs C: Player B wins the Back and Middle; C wins the Front. B gets 2 chips from C.

B vs D: Player B wins the Middle; D wins the Back; the Front is a tie. B and D break even.

C vs D: Player C wins the Middle and Front; D wins the Back. C gets 2 chips from D.

Final results: A wins 4, B wins 4, C loses 4, and D loses 4.

Notice that in each player's hand, the Back hand is the highest ranking, the Middle hand is next highest, and the Front hand is the lowest ranking. This is required by the rules of the game, as explained above.

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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-Low Split

Crazy Pineapple Hi-Low Split is played with a standard 52-card deck. In order for a hand to qualify for the low hand, the hand must contain an 8-low or better (lower). 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 (one hole card and four from the board, etc.) to determine their best high and qualifying low hand(s). A player may use all of the board cards (playing the board). The qualifying low hand must have an 8-low or better. The winning hand must show both hole cards face up on the table. The best five-card high and five-card qualifying low poker hand splits the pot. If there is no qualifying low hand, the high hand wins the entire pot. In the event of a tie, that portion of the pot is split equally.

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Lowball (Kansas City Lowball)
aka Duece-to-Seven Lowball

Kansas City Lowball is played exactly like Low-Ball California, except that the best possible low hand is 2-3-4-5-7, not of the same suit. The lowest five-card poker hand wins the pot. In the event of a tie the pot is split equally among winning hands.

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MEXICAN POKER

Each player receives a total of 5 cards, of which the 1st card is down and the 2nd card is up. The first betting round begins with a forced opening bet to the highest card clockwise of the dealer button. After the first betting round is complete, the player has the option to receive their card face up or face down. The fourth and fifth cards are then dealt and played according to the same format.

Ranking of Hands from Highest to Lowest

(A Flush beats a Full House)

No 8's, 9's or 10's in the deck Five of a Kind

- Royal Flush
- Straight Flush
- Four of a Kind
- Flush
- Full House
- Straight
- Three of a Kind
- Two Pair
- One Pair
- High Card

Straights are:

- A-2-3-4-5
- 4-5-6-7-J
- 5-6-7-J-Q
- 6-7-J-Q-K
- 7-J-Q-K-A

Ace may be used for a small straight or a large straight

- Antes, No Blinds.
- Joker Up is for Aces, Straights, and Flushes.

- Joker Down is Wild, if player turns the joker face up it remains wild. 5-6-7-J-Q
- High Card must open (forced bet)
- Forced Bet can bring it in for 2 or 4 in a 2-4 Game, or 4-8 in a 4-8 Game.
- Minimum bet on 4th and 5th street is 2-4 $4.00, 4-8 $8.00.
- Check and Raise is permitted.
- 3 Burns only on 3rd, 4th and 5th street.

Gaming Rules

If the cards on the initial deal are dealt out of sequence, on the initial down card, a misdeal will be declared. However, Two instances of action will indicate acceptance, in which case there will be no misdeal.

Cards on 3rd, 4th or 5th streets are dealt either face up or face down; any cards dealt out of sequence on those streets, will be moved (face up) to their correct position. If betting should occur on that affected round, all bets will be returned to the players. Once cards are placed in proper sequence, betting will again resume for that round.

If a player exposes their card other than prescribed times, it is not considered an exposed card, and will be required to play as a down card that round. If a joker is dealt up by a dealer that should have been down it will be played as a wild card. If a down card is exposed by the dealer, the player will receive his/her next card face down and have the option to declare "all-in".

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OMAHA HI-LO SPLIT (8 OR BETTER)

Object of the Game

The game is played exactly like Omaha, except the best high hand splits the pot with the best low hand. However, to win the low half, the player must have an 8 or better (lower) to qualify, or the high hand wins the entire pot.

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OMAHA

Omaha is a poker game where each player receives four cards face down as their initial hand. There is a round of betting after these cards have been dealt. Three board cards are turned up simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player must use a combination of 2 cards in their hand and 3 cards from the board to determine their best 5-card hand. There is an K8 or Better" qualifier for the low hand. Players may use any combination of 2 cards from their hand for both high and low hands. If no player can make a low hand of "8 or Better", the high hand wins the pot.

Omaha uses a flat disc called a Dealer Button to indicate the player, who in theory only, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his/her cards. Blinds count as part of the player's bet, with the exception of the middle blind when a player is posting missed blinds.

Blinds are posted by the 2 players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. The Dealer Button always moves clockwise and the blinds are adjusted accordingly.

At the end of all betting rounds, the player or players with the best high and/or low hands will be awarded the pot. In the case of a high and low hand, the pot will be split equally between high and low. Any extra chip will be awarded to the high hand.

If the game is a "half kill" game, then when a player "scoops" (it is not split) of $40 or more, that player must "kill" the next pot. The next hand becomes $6-$12 in the $4-$8 game, $10-$20 in the $6-$12 game and $15-$30 in the $10-$20 game. The winner of the previous hand must "kill" the hand by posting the opening bet. They do have the option to raise, when action comes to them.

RULES

The buy-in for Omaha games is: 10 times the *Big* blind amount.

All games are table stakes. No cash allowed on the table. All chips must stay on the table. Players may not pass chips to other players on the table.

English only on or around table when hands are in play. No vulgar or obscene language will be tolerated.
No throwing cards, or criticizing other player's actions.

A new player entering into an existing game, may pick up a hand right away, or let the Button pass without posting. However, a new player to the game may not play hand in-between the blinds. All players in a new game have the obligation to take the blinds.

Splitting of blinds (chop/chop) not permitted.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that is short on his blind will not be eligible for the Button. If a player goes all in and does not win the pot, that player may let the blinds
pass him/her and come in after the Button without posting.

If an existing player misses his blind, he/she must post the middle and big blind or wait for the big blind.

When posting missed blinds, only the big blind will be live and the middle blind will be placed in the center of the pot.
A player, who moves away from the blind, must post the amount of the big blind in order to receive a hand or wait for the same position they left.

Check and raise is permitted.

A bet and 3 raises are allowed unless play is heads up. There is no limit on raises with only 2 players left in the betting round.

String raises are not allowed. A player must put in the full raise in one motion or announce his/her intention to raise before putting the bet out. Any player at the table may call a string raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless the player announces the intent to raise before putting the chip into the pot.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a $4/$8 game, on the last card the first player bets $8. The next player goes all-in for $10. The next player to act may call the initial- bet of $8 and $2 (a total of $10) or may raise the initial bet of $8 to $16. This assumes the next player to act has not bet prior. If player had previously bet and there were no raises before the all-in action, then that player may only call the all-in bet. A player may not raise him/herself.

If one of a player's hole cards is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more cards than the four they are supposed to receive, and it is discovered after 2 players take action, or is picked up by the player then that hand is considered dead. All monies, "including blinds" are forfeited by that player.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning a card.

If the fifth card is turned up before betting is complete, it will be reshuffled in the same manner as the previous rule.

At the showdown, after all betting rounds are completed, the player with the winning hand must show all cards face up on the table; 2 cards up and the others face down is not a valid hand. All losing hands will be killed and the winning hand should remain face-up until the pot has been awarded. A player throwing is hand in face down, is considered a dead hand as soon as it touches any other cards on the table.

Cards speak but a player who intentionally miscalls his hand and caused another player to discard their hand may be asked to leave. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. Any player at the table may assist in reading hands. The player starting the action, either betting or checking, must turn his hand over first upon completion of all action.

Although verbal declaration with regard to content of a player's hand is not binding, a player miscalling a hand with the intent to cause another player to discard their hand, may at the discretion of management, risk forfeiting the pot and/or be expelled from the Casino San Ramon.

A player may not hold a seat in a live game while playing Doublehand or Blackjack unless there is no list. A player may hold a seat in action for 30 minutes to eat or leave the building, or 10 minutes for any reason when there is a list.
Management reserves the right to modify the rules as situations warrant, too protect the players.

Pineapple

Pineapple is played with a standard 52-card deck. All players receive three cards dealt face down (hole cards) as their personal hand and then must immediately discard one of the three cards. The first round of betting occurs. Three cards are turned face up in the middle of the board simultaneously (flop). The second round of betting occurs. At this time players must discard one of their hole cards. One more card is dealt face up on the board (turn). A third round of betting occurs. The last card is dealt face up on the board (river card). The fourth round of betting occurs. Board cards are community cards for all players to use. A player may use any combination of five cards among the board cards and hole cards to form a poker hand. A player may choose to use all the board cards (playing the board) and no hole cards to form a poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot is split equally among the tied winning hands.

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7 Card Low (Razz)

Object of the Game

Razz is 7-Card Stud played where the lowest hand wins the pot.

The Play

Aces are low; straights and flushes do not count against the low card value of a hand. The best possible hand is a (Bicycle) or (5poke) 5-4-3-2-Ace. Ace is considered low, so a King is the highest card in the deck. Suits are ranked only to determine which hand starts the action from lowest to highest (Spades, Hearts, Diamonds, Clubs). The high card is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds.

In fixed-limit games, the lower limit is used on third and fourth street (an open pair does not affect the limit on fourth street). On fifth street and thereafter, the higher limit is used.

A bet and 3 raises are allowed

Check and raise are permitted.

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GARLIC CITY CLUB

Super Pan Nine
(also called "Pan Nine" or "Super Nine")

Super Pan Nine is played with eight to twelve standard 52-card decks with the 7's, 8's, 9's, and 10's removed for a maximum total of 432 cards using a shoe.

The game of Super Nine requires a player/dealer and all hands are compared to the player/dealer's hand. The designated player/dealer shakes three dice in a dice cup and counts around the positions at the table counter-clockwise. Counting from the player/dealer position, the sum of the dice determines who receives the first hand and where the action begins. The remaining hands go to the other players in counter-clockwise rotation. If the position is vacant, the hand is discarded.

The object of the game is to get a total sum of nine, or as close to nine as possible. The value of a hand is determined by the sum of the cards where the last digit of the total determines the sum. For example, if a hand contains 5-5-6, for a total of 16, it is considered to be a 6. All picture cards have a value of zero; all other cards are face value. The best possible total sum is a nine; the lowest sum is zero.

Players place their wagers before cards are dealt. All players are then dealt three cards face down and are given the option of playing their cards or drawing one additional card.

After the players have arranged their hands, the house dealer will expose the player/dealer's cards. The player/dealer's three-card hand is played according to the following guidelines: total is 0, 1, 2, or 3 the player/dealer receives an additional card; total of 4, 5, or 6 is an option for the player/dealer to draw or stand; or total of 7, 8, or 9 the player/dealer must stand. The hand closer to nine wins. When the player's and the player/dealer's hands have the same sum, it results in a tie (push), no wager is exchanged.

Management reserves the right to modify the rules as any situations warrant, to protect the players.The Floor Manager's Decision is Final.

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12/10/2007

TEXAS HOLDEM HI-LO SPLIT (8 OR BETTER)

Object of the Game

The game is played exactly like Texas Hold'em, except the best high hand splits the pot with the best low hand. However, to win the low half, the player must have an 8 or better (lower) to qualify, or the high hand wins the entire pot.

No Limit & Pot Limit Poker

No Limit Poker is a betting structure that allows players to wager any or all of their chips in one bet; while Pot Limit Poker allows players to wager up to the amount of the pot.

Management reserves the right to modify the rules as any situations warrant, to protect the players.
The Floor Manager's Decision is Final.

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No Bust 21st Century Blackjack©

5.1 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
21st 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:

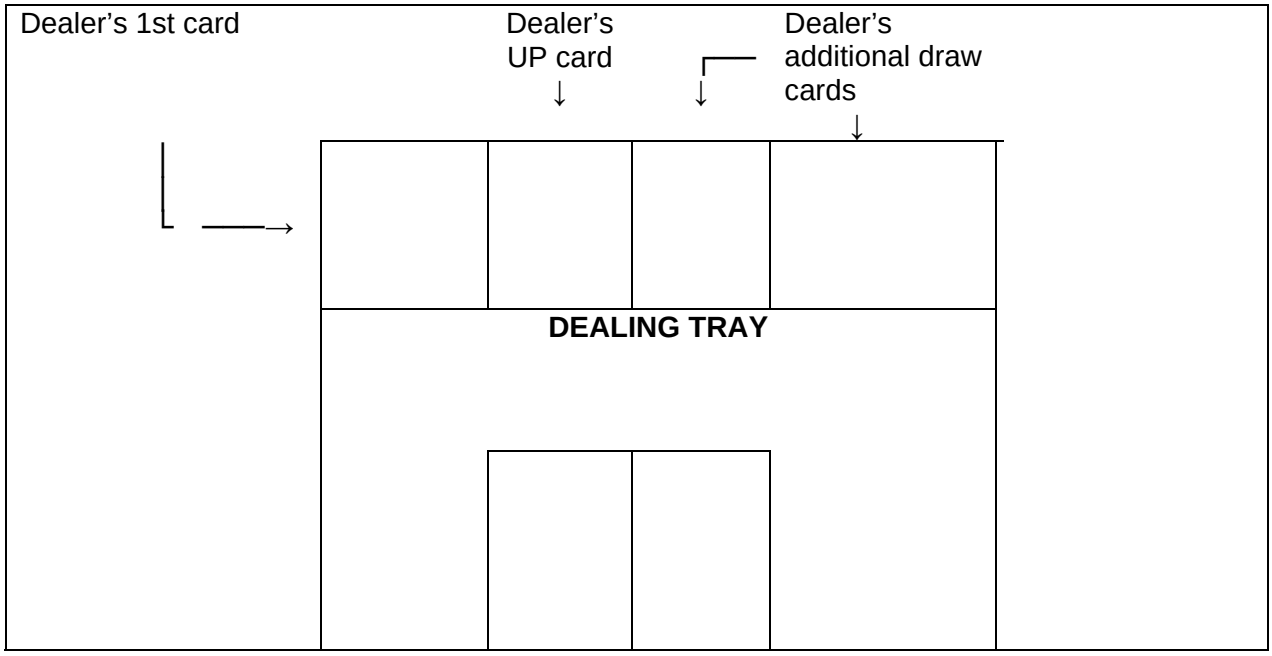
   a) 12 on first two cards with all 10-value cards.
   b) 1 or 11 with all cards with value of 2-9.
   c) 1 or 11 with three or more cards.

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		
Must Stand On	*Must Hit On*	*Have Option On*
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		
Must Stand On	*Must Hit On*	*Have Option On*
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.
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. Backline betting is allowed.
10. 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.
- INSURANCE
    - When the player/dealer has an Ace showing, a player may take insurance by betting half of their original wager.
        - If the player/dealer has a ‘Natural 22’ and the player does not, the insurance bet is paid 2 to 1, and the player’s original wager loses.
        - If the player/dealer does not have a “Natural 22’, the player loses their insurance bet, and the game continues.
- ODDS:
    - Any ‘Natural 22’ hand pays 6 to 5

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.

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.

All payouts are (1 to 1)

Number of Cards in Dealer's Busted Hand	Option A	Option B
3	2	2
4	2	2
5	4	4
6	18	16
7	50	50
8 or more	200	200

The Garlic City Club 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.

Collection Rates

There are two fee collection rates in this game, which are pre-determined based on the table limits.

1.) A fee collection will be taken per betting square of every player, prior to the start of any play of hand or round.

2.) The player/dealer pays a per hand fee collection. There is no additional collection fee for placing a Buster Bonus Bet wager.

Option A: Both Player and Player/Dealer pay a collection fee.

Table Limit	Total Action on Table	Player/Dealer (per hand)	Player (per square)
$3 - $25	$3 - $25	$0.25	$0.25
	$26 - $50	$0.50	
	$51 - $200	$1.00	
	$201+	$2.00	
$5 - $50	$5 - $50	$0.50	$0.50
	$51 - $200	$1.00	
	$201+	$2.00	
$25 - $100	$25 - $100	$1.00	$1.00
	$101 - $500	$2.00	
	$501+	$3.00	
$100 - $200	$100 - $300	$2.00	$1.00
	$301 - $500	$3.00	
	$501+	$5.00	

Option B: Player/Dealer collection fee only.

Table Limit	Total Action on Table	Player/Dealer (per hand)
$3 - $200	$3 - $100	$0.50
	$101 - $200	$1.00
	$201 - $300	$2.00
	$301 - $500	$3.00
	$501 +	$5.00
$4 - $50	$4 - $50	$0.50
	$51 - $100	$1.00
	$101 - $300	$2.00
	$301 - $500	$3.00
	$501 +	$5.00
$5 - $200	$5 - $50	$0.50
	$51 - $200	$1.00
	$201 - $300	$2.00
	$301 - $500	$3.00
	$501 +	$5.00
$10 - $200	$10 - $50	$0.50
	$51 - $100	$1.00
	$101 - $300	$2.00
	$301 - $500	$3.00
	$501 +	$5.00
$25 - $200	$25 - $50	$1.00
	$51 - $100	$2.00
	$101 - $300	$4.00
	$301 - $500	$5.00

	$501 +	$7.00
$100 - $200	$100 - $300	$2.00
	$301 - $500	$3.00
	$501 - $1,000	$5.00
	$1,001 - $1,500	$10.00
	$1,501 +	$15.00

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.

Pai Gow Tiles

Type of Game

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

Object of the Game

The object of the game is for the player to beat both the high and low hands of the player-dealer.

Description and Number of Tiles Used

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles,' which form 16 possible pairs.

Tile Values and Hand Rankings (include charts)

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.

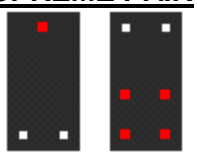
How to Arrange the Tiles:

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.

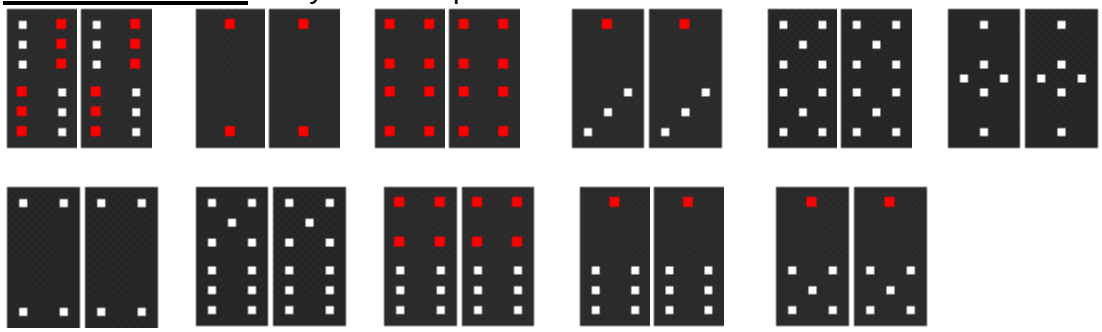
Pai Gow Tiles

SUPREME PAIR

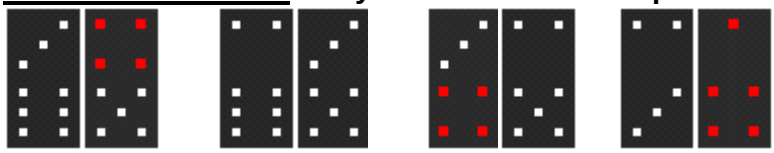


Jee Goon

MATCHED PAIRS: Any matched pair.

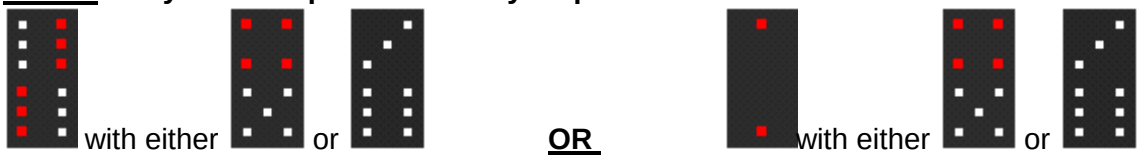


UNMATCHED PAIRS: Any of the below mixed pairs.

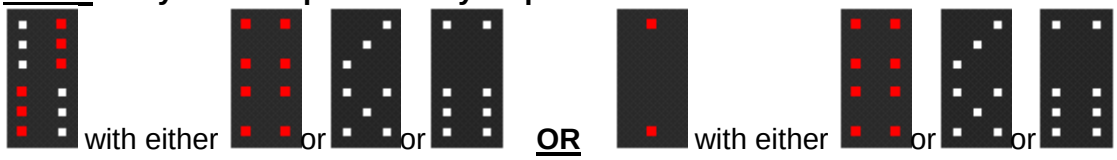


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

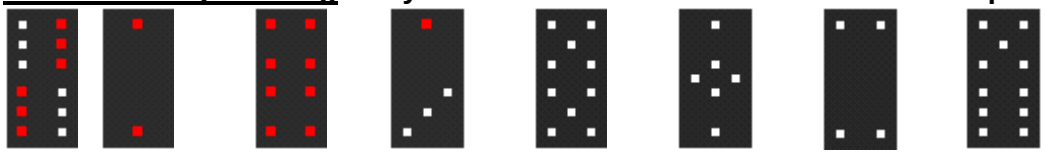
WONG: Any 2 or 12-spot tile and any 9-spot tile.



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

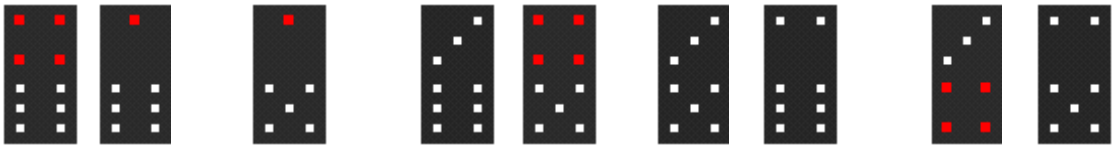


SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.

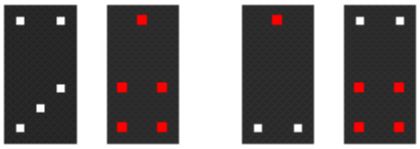


1.Teen 2.Dey 3.Yun 4.Gor 5.Mooy 6.Chong 7.Bon 8.Foo

Pai Gow Tiles



9.Ping 10.Tit 11.Look 12. Chop Gow 13. Chop Bot 14. Chop Chit



15. Chop Ng 16. Jee Goon

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.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be one separate betting space specifically designated for one separate base game wager. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Back-line betting is not permitted.

Method used to Determine Action and Distribution of Tiles

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice are one, nine, or seventeen, the player-dealer shall receive the first set of tiles, regardless of how many players are seated, and the player to the right of the house dealer shall receive the action button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers shall be settled from seat to seat. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Pai Gow Tiles

Dealing Procedures and Round of Play

Pai Gow Tiles is played with 32 Chinese dominoes or "tiles", which form 16 possible pairs. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened.

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.

How Winners are Determined and Paid

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 then 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.

Collection Rates Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1-5**, a collection shall be taken per round of play from the player-dealer position. Minimum and maximum wagering limits are different for each schedule, and are listed out below. A collection shall also be taken from each player based on the amount of each game wager placed

Minimum wagering limits shall be between $1-$100
Maximum wagering limits shall be between $500-$2,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	$1-$100	$1.00	$1.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	
2	$1-$100	$1.00	$2.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	

3	$1-$200	$1.00	$1.00
	$201-$400	$3.00	
	$401-$600	$5.00	
	$601-$800	$7.00	
	$801+	$9.00	
4	$1-$200	$2.00	$2.00
	$201-$600	$4.00	
	$601-$1,000	$8.00	
	$1,001-$1,400	$12.00	
	$1,401+	$15.00	

Minimum wagering limits shall be between $100-$500
Maximum wagering limits shall be between $1,000-$5,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
5	$100-$400	$2.00	$2.00
	$401-$800	$6.00	
	$801-$1,400	$11.00	
	$1,401-$2,000	$15.00	
	$2,001+	$20.00	

For **schedule options 6-10**, a collection shall be taken per round of play from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers placed prior to cards being dealt. There will be no collection taken from the players. The collection shall be taken from the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Minimum wagering limits shall be between $100-$500
Maximum wagering limits shall be between $1,000-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
7	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	

Pai Gow Tiles

Minimum wagering limits shall be between $1-$100
Maximum wagering limits shall be between $500-$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
8	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum wagering limits shall be between $1-$100
Maximum wagering limits shall be between $500-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
9	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum wagering limits shall be between $100-$500
Maximum wagering limits shall be between $1,000-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
10	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

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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. The Joker is fully wild.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank.

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

Hand Dealt	***Hand Requirements***
7 Card Straight Flush (No Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.*
Royal Flush + Royal Match	*A hand that consists of ace, king, queen, jack, 10 and king, queen suited.*

7 Card Straight Flush (With Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.*
Five Aces	*A hand that consists of five cards containing all aces.*
Royal Flush	*A hand that consists of an ace, king, queen, jack and 10 of the same suit.*
Straight Flush	*A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.*
Four of a Kind	*A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.*
Full House	*A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.*
Flush	*A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.*
Straight	*A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.*
Three of a Kind	*A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.*
Two Pairs	*A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.*
One Pair	*A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.*
High Card	*A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.*

Dealing procedures:

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

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

- To determine the placement of the “Action” button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer’s position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the “Action” button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the “Action” button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer’s wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.

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

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. The game will be played on a standard pai gow poker table.

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 inclduing a player-dealer position. The game may also be played on a larger table with more seated positions, however; a maximum of seven positions will be active during each round of play.

How and when are house fees collected:

- Backline betting is permitted on all wagers.

- Fortune Pai Gow Poker utilizes a Player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the Player-dealer position is identified with a "Bank" tile and is placed in front of that player's seat position. The Player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Betting scheme:
Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Fortune Pai Gow Poker game wager and will then have the option to make a Fortune Bonus Bet wager as well. If a player wagers at least $5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the casino dealer must place an "Envy" button next to that player's Fortune Bonus Bet 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 wager at this time as well.

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

- Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the

five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

- When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the “House Way” chart, as shown in Attachment A.

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

- Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player’s two card hand will be compared to the Player-dealer’s two card hand, in turn, starting with the “Action” button, to determine the winner according to the following criteria:

  a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer’s two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
  b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer’s two card hand and the five card hand.
  c. The Fortune Pai Gow Poker game wager “pushes” if one of the hands held by the player ranks higher than the Player-dealer’s corresponding hand, and the player’s other hand ranks lower than the Player-dealer’s corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a “push” and is returned to the player.
  d. If one hand is identical in rank to the Player-dealer’s hand, it is a “copy hand.” The Player-dealer wins all “copy hands.”

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

- The Fortune Bonus bet considers the best hand possible among the player’s seven cards.

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

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

- If the player’s hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
  - The casino dealer leaves the “Envy” button, if applicable, next to the player’s Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up “Envy” buttons until all wagers are reconciled.

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

- The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet 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 position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

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

- Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.

- The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

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

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

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

- Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

Envy Bonus

- A player that places a wager of at least $5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than $5.

- Seated players as well as back-line bettors are eligible to receive an "Envy" button.

- The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

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

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

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

Joker's Wild	**FPG-09**	
Hand	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	500 to 1	$250
7 Card Straight Flush (With Joker)	500 to 1	$250
5 Aces	250 to 1	$50
5 of a Kind	200 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	50 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	$0
Flush	3 to 1	$0
Straight	2 to 1	$0

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-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least $25 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 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.

Collection Fees

For Schedule Option 1, with wagers of $5 - $300, and Schedule Option 2 with all wagers, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fee on the Fortune Bonus Bet. **For Schedule Option 1, with wagers above $300**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Option	Table Limit	Player Wager Amount	Player Collection Fee (per spot)	Player / Dealer Collection Fee (per hand)
1	$5-$1,000	$5 - $100	$1.00	$1.00
		$101 - $300	$1.00	$2.00
		$301 - $500	$0.00	$6.00
		$501 +	$0.00	$8.00
2	$5-$1,000	$5-$300	$1.00	$1.00
		$301+	$2.00	$5.00

EZ BACCARAT™ PANDA 8

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Garlic City Casino
EZ BACCARAT PANDA 8

Type of Game
The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game
The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used
The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks shall be used during the play of the game.

Card Values and Hand Rankings
The value of each card used in EZ Baccarat Panda 8, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions
The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on any wager.

Method used to Determine Action and Distribution of Cards
The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Garlic City Casino
EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager in accordance with the table limits.

Each player has the following options when placing their wager(s):

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each. All cards are dealt face-up. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

- The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
  - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
  - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
  - If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
  - If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

  The following chart shows when the banker hits (H) or stands (S) according to the rules above:

Banker's Score	Player's Third Card									
	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

The house dealer must use the "house way" when a player requests the house dealer to play an additional wager. House way hands shall be set as follows: player hand hits on five or below and stands on six or more

How Each Wager Wins, Loses, or Pushes

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bet wagers and shall collect all losing Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Garlic City Casino
EZ BACCARAT PANDA 8

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Equipment Used

EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

Garlic City Casino
EZ BACCARAT PANDA 8

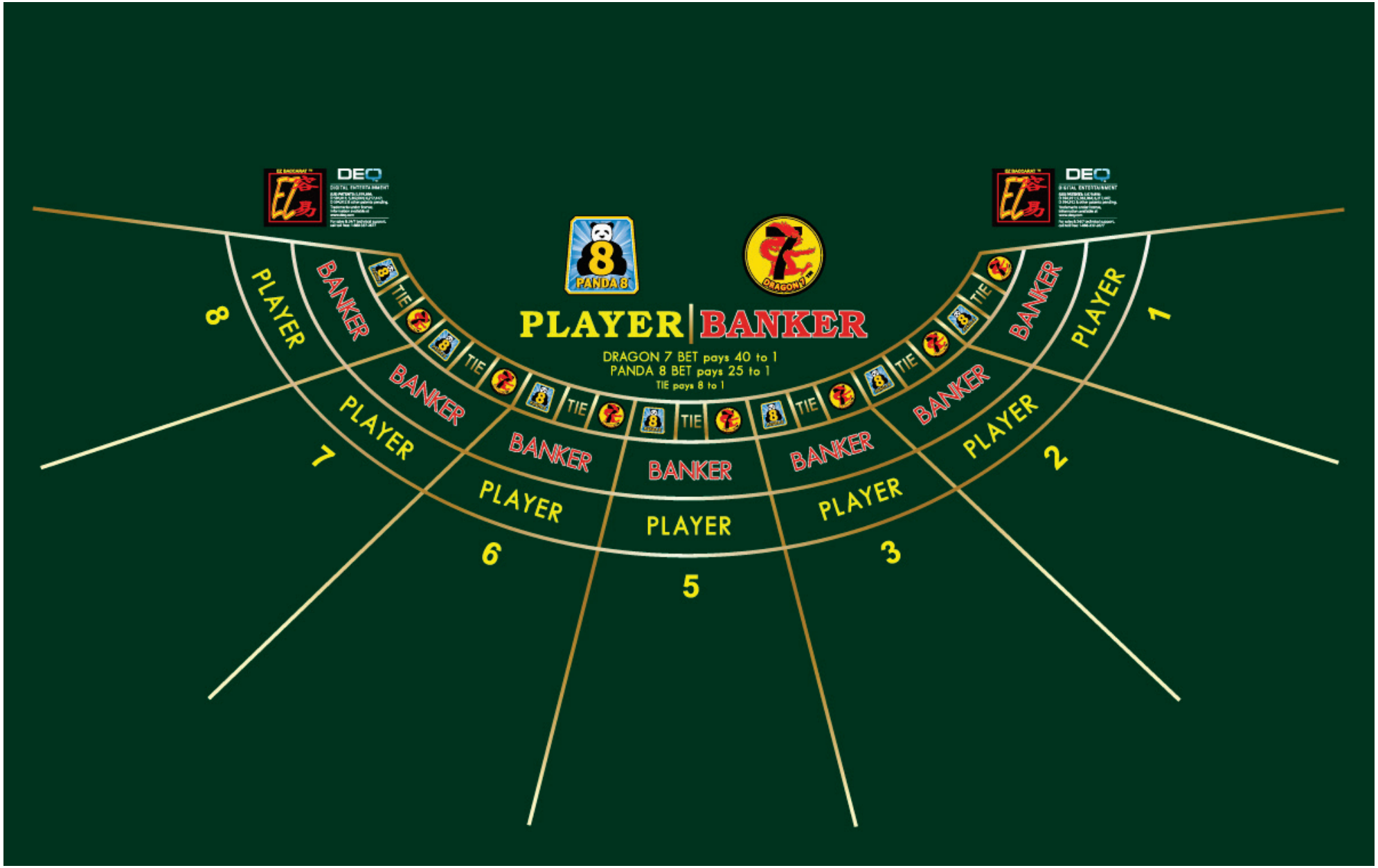
Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 15**, the collection fees shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Dragon 7 wagers, Tie Bet and Panda 8 wagers. There shall be no collection fee taken from players for placing any wager. All bets shall be within the minimum and maximum table limits. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	Table Limit	Total Table	Player-Dealer Fee	Player Fee
1	$5 - $200	$5 - $300	$1.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
2	$25 - $200	$5 - $300	$1.00	$0
		$301 -$600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
3	$100 - $200	$5 - $300	$1.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
4	$5 - $200	$5 - $300	$2.00	$0
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
5	$25 - $200	$5 - $300	$2.00	$0
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$100 - $200	$5 - $300	$2.00	$0
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
7	$5 - $200	$5 - $300	$3.00	$0
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	

Garlic City Casino
EZ BACCARAT PANDA 8

8	$25 - $200	$5 - $300	$3.00	$0
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
9	$100 - $200	$5 - $300	$3.00	$0
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
10	$5 - $200	$5 - $200	$2.00	$0
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
11	$25 - $200	$5 - $200	$2.00	$0
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
12	$100 - $200	$5 - $200	$2.00	$0
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
13	$5 - $200	$5 - $500	$5.00	$0
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
14	$25 - $200	$5 - $500	$5.00	$0
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
15	$100 - $200	$5 - $500	$5.00	$0
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	


PLAYER | BANKER
DRAGON 7 BET pays 40 to 1
PANDA 8 BET pays 25 to 1
TIE pays 8 to 1
PANDA 8
DRAGON 7
TIE
BANKER
PLAYER
1
2
3
5
6
7
8

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

Standards of play:

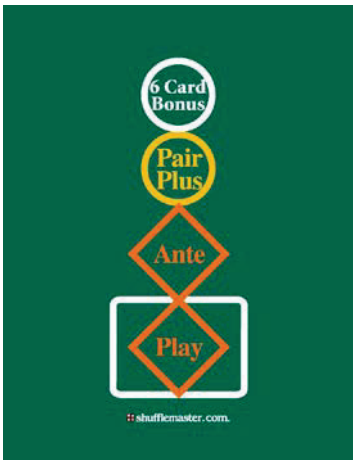
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

The player-dealer will only "bank" the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

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



The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";
2. For Play wagers the word "Play";
3. For Pair Plus wagers the words "Pair Plus"; and
4. For 6 Card Bonus wagers on the words "6 Card Bonus."

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').
2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a “6 Card Bonus” wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is permitted on all wagers

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.

2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, “no more bets.”

    a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.

3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
    b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.

4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

   a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.

   b. If the player-dealer's hand did NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.

   c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

      i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
      ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

   d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. Both the deal and the settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.

9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

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

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.

8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

TCB-6B4	
5- Card Hand	**Payoff**
Royal Flush:	1,000:1
Straight Flush:	200:1
Four of a Kind:	50:1
Full House:	25:1
Flush:	20:1
Straight:	10:1
Three of a Kind:	5:1

Glossary of terms used in the controlled game:

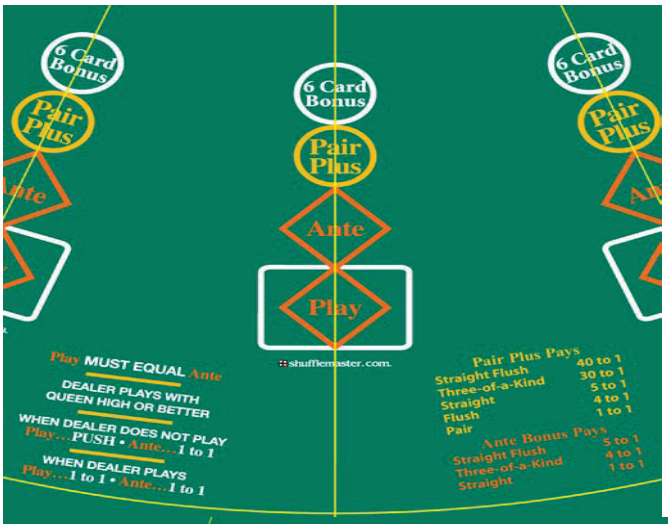
Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

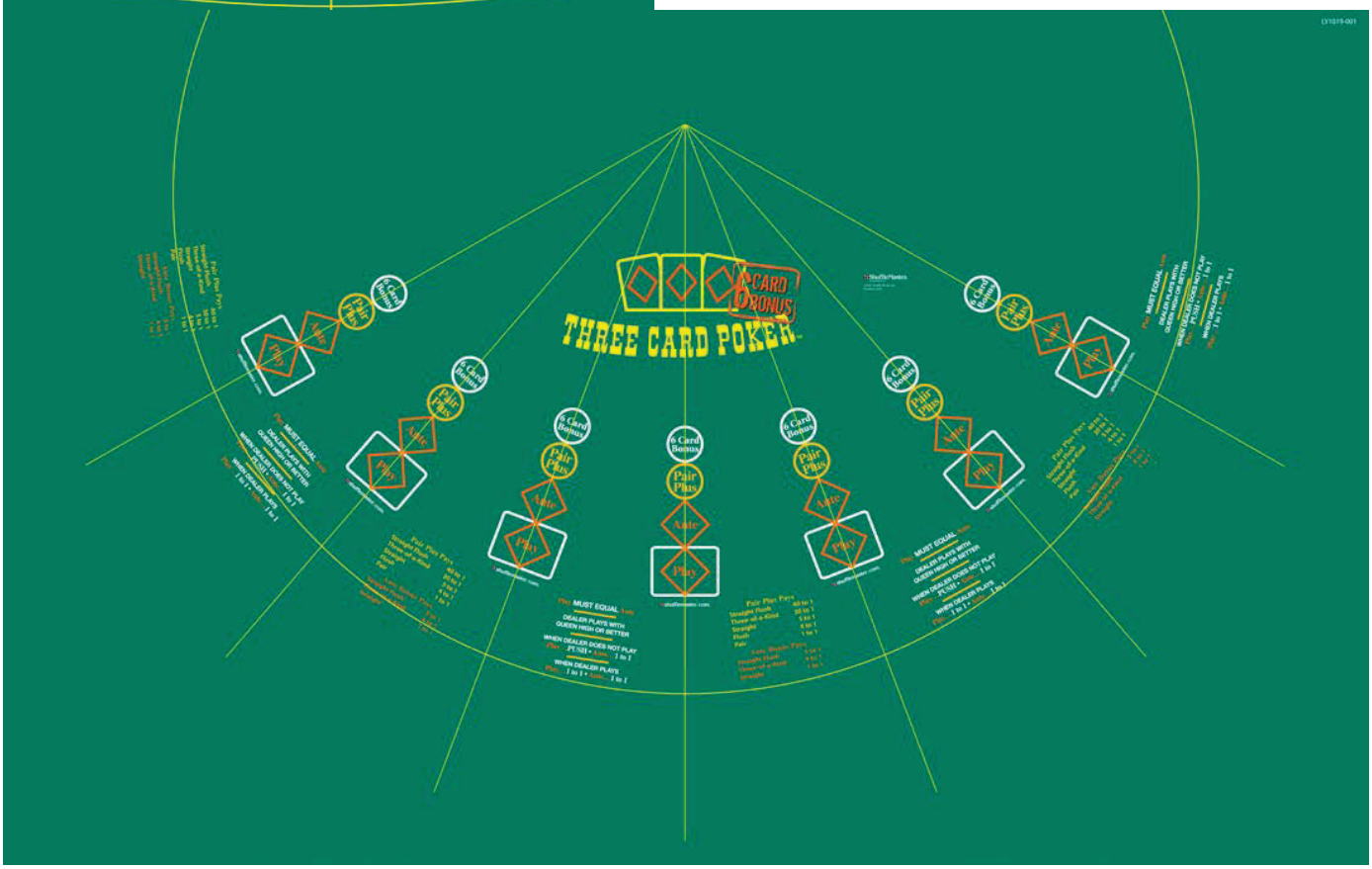
Wagering Limits and Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no fee taken from the player for schedule options 1 and 2. For **schedule option 3,** the player shall pay a collection fee for every wager placed. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. 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. The requested collection fees and schedules for Three Card Poker 6 Card bonus are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player fee
1	$5 - $1,000	$5 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501+	$8.00	
2	$5 - $1,000	$5 - $50	$0.50	$0
		$51 - $100	$1.00	
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501+	$8.00	
3	$5 - $1,000	$5 - $100	$1.00	$1
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501+	$8.00	


6 Card Bonus
Pair Plus
Ante
Play
shufflemaster.com
Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
Play…PUSH • Ante…1 to 1
WHEN DEALER PLAYS
Play…1 to 1 • Ante…1 to 1
Pair Plus Pays
Straight Flush 40 to 1
Three-of-a-Kind 30 to 1
Straight 5 to 1
Flush 4 to 1
Pair 1 to 1
Ante Bonus Pays
Straight Flush 5 to 1
Three-of-a-Kind 4 to 1
Straight 1 to 1


6 CARD BONUS
THREE CARD POKER

Garlic City Casino
Ultimate Texas Hold'em

Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player-dealer and an optional bonus bet.

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilitzed for this game:

Ultimate Texas Hold'em shall be played on a table having seven (7) places on one side for the players and the player-dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player-dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";

2. For blind wagers on the word "Blind";

3. For trips bonus wagers on the word "Trips"; and

4. For play wagers on the word "Play."

Number of players in the game:

A maximum of seven players plus the player-dealer position for a total of eight seated positions.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold'em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

    a. The backs of the cards of the two decks are of different color;

    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and

    d. The cards from only one deck shall be placed in the discard rack at any given time.

<u>Ranking of Hands:</u>

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

    a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

3. Hands of cards shall rank, from lowest to highest, as follows:

a.	1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	3 cards of the same value.
d.	Straight	5 cards of any suit in sequence. An ace may be counted as high or low.
e.	Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	4 cards of the same value.

h. Straight Flush 5 cards of the same suit in sequence.

i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

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

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."

3. Before the first card is dealt in a round, each player shall make either:

   a. An equal wager in the "Ante" and "Blind" circles; or

   b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."

   An ante wager and a blind wager are required to play the round.

4. The player-dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player-dealer's wager is exhausted, all player wagers not covered by the player-dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the casino dealer shall:

   a. Call "No more bets"; and then

   b. Starting on his/her left and continuing clockwise around the table, deal the cards.

2. All cards shall be dealt face down.

3. When a card shoe is used the cards shall be dealt as follows:

   a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player-dealer; followed by

   b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have 2 cards each; followed by

   c. 5 community cards in the center of the table.

4. When an automatic shuffler is used the cards shall be dealt as follows:

a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by

b. 2 cards to the player-dealer; followed by

c. 5 community cards in the center of the table.

5. After the cards have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.

2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.

3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.

4. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).

5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.

6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:

    a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player-dealer, and the player's cards;

    b. Individually spread out the cards, face down, and count them; and

    c. Place the cards in the discard rack.

7. For all remaining players, the casino dealer will turn over the player-dealer's two cards. Each player and the player-dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.

8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player-dealer does not qualify:

9. Where the player-dealer's hand is not 1 pair or higher, the player-dealer does not qualify. Starting with the player on the player-dealer's left, the casino dealer shall:

    a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;

    b. Resolve the play, blind, and trips bonus bets normally (see below "When player-dealer qualifies"); and

    c. Collect, count and place the player's cards in the discard holder.

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

<u>When the player-dealer qualifies:</u>

10. If the player-dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player-dealer, the casino dealer will:

    a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;

    b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);

    c. Compare the player's hand with that of the player-dealer; and

    d. Announce the value of the player's hand and whether it wins or loses.

11. A player's hand shall:

    a. Win if it has a higher poker value than that of the player-dealer's hand;

    b. Lose if it has a lower poker value than that of the player-dealer's hand;

    c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.

    d. If a player wins with less than a straight, the blind bet pushes.

12. If a player's hand loses, the casino dealer shall:

    a. Collect on behalf of the player-dealer, in order, the play, ante and blind wagers;

    b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player-dealer; and

c. Collect, count and place the player's cards in the discard holder.

13. If a player's hand wins, the casino dealer shall on behalf of the player-dealer:

    a. Pay the ante wager and play wager on the hand;

    b. Pay the blind wager if the hand is a straight or better;

    c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and

    d. Collect, count and place the payer's cards in the discard holder.

14. If a player's hand constitues a push, the casino dealer shall:

    a. Pay any trips bonus wager if the hand is a 3 of a kind or better;

    b. Collect, count and place the player's cards in the discard holder.

15. Winning ante wagers and play wagers shall be paid 1 to 1.

16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.

17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.

18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.

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

20. 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.

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Ultimate Texas Hold'em Paytables

Each Cardroom licensee must specify which paytable they would like approved. The prize distribution for the Trips Bonus Bet and the Blind Bet are as follows:

	UTH-04	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	

Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the Ultimate Texas Hold 'em collection rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the Ultimate Texas Hold 'em collection rates are unlawful; (3) require gambling establishments to cease and desist offering the Ultimate Texas Hold 'em collection rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 3,** a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Blind and Trips Bonus wagers that are initially placed on the table by players prior to cards being dealt, referred to as total table action. For **schedule options 1 and 2,** a collection fee shall not be taken from a player for placing any wager. For **schedule option 3,** only one collection fee shall be taken, per round of play, from each player that places a wager(s). Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedule for the game of Ultimate Texas Hold'em are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5-$1,000	$5-$100	$1.00	$0
		$101-$300	$3.00	
		$301-$500	$6.00	
		$501 +	$8.00	
2	$5-$1,000	$5-$50	$0.50	$0
		$51-$100	$1.00	
		$101-$300	$3.00	
		$301-$500	$6.00	
		$501 +	$8.00	
3	$5-$1,000	$5-$100	$1.00	$1.00
		$101-$300	$3.00	
		$301-$500	$6.00	
		$501+	$8.00	

Glossary of terms used in the controlled game:

Ante Wager The initial wager placed by a player in the ante circle.

Blind Wager The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.

Check To pass on placing a play wager.

Community Cards Cards dealt face upward which can be used by all players to complete their best possible hand.

Fold In relation to a hand of cards, means to no longer continue with the hand.

Play Wager An additional wager made by a player on his/her hand.

Player-dealer Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.

Poker Value In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.

Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.