

Golden State Casino

Approved Collection Fee Schedule:

Player's	Collection Fee
6 or more players	\$4
5 players	\$3
4 or less players	\$2

GOLDEN STATE CASINO
NO LIMIT TEXAS HOLD'EM

In No Limit Texas Hold'em, the game rules are the same as the Limit Hold'em games with the following exceptions; the betting structure, blind structure, buy in, and raises.

GAMES

\$100 - \$200 NO LIMIT

\$500 - \$1000 NO LIMIT

\$2000- \$5000 NO LIMIT

BETTING STRUCTURE

In \$100 - \$200 No Limit Hold'em, a player can bet anywhere from \$5 to all of the chips that player has on the table, at any one time; whether it is before or after the flop, turn, and river.

In \$500 - \$1000 No Limit Hold'em, a player can bet anywhere from \$10 to all of the chips that player has on the table, at any one time; whether it is before or after the flop, turn, and river.

In \$2000 - \$5000 No Limit Hold'em, a player can bet anywhere from \$20 to all of the chips that player has on the table, at any one time; whether it is before or after the flop, turn, and river.

BLIND STRUCTURE

We use two blinds, one small blind and one big blind. Blinds are posted before the players look at their cards.

In the \$100 - \$200 no limit games, the small blind will be \$2 and the big blind will be \$5.

In the \$500 - \$1000 no limit games, the small blind will be \$5 and the big blind will be \$10.

In the \$2000 - \$5000 no limit games, the small blind will be \$10 and the big blind will be \$20.

Blinds are part of a players bet, unless the situation requires part of a particular blind to be "dead." Dead chips are not part of player's bet. The small blind is the player first position immediately clockwise from the dealer button and the big blind is player second position clockwise form the dealer button.

The player to the left of the blinds initiates action of the first round. After the first betting round, the action begins with the first active player to the left of the button.

BUY IN

The buy in for \$100 - \$200 No Limit is anywhere from \$100 minimum to \$200 maximum.

The buy in for \$500 - \$1000 No Limit is anywhere from \$500 minimum to \$1000 maximum.

The buy in for \$2000 - \$5000 No Limit is anywhere from \$2000 minimum to \$5000 maximum.

After the first buy-in, the player is allowed to make one Short Buy-in. Anything less than the initial buy-in is considered a short buy-in. Adding to the stack does not constitute a Short Buy-in.

If a player bust out on big blind, they have the option to take small blind or wait for the Dealer Button to pass by and not post.

RAISES

In No Limit Hold'em, unlimited raises will be allowed. A raise must be more than or equal to the amount bet, unless it is an all in raise.

ONE CHIP RULE

If a player bets \$40, and another player throws in a \$100 dollar chip, it will only be a call not a raise, unless that player announces it as a raise.

GOLDEN STATE CASINO POKER GAMES

TEXAS HOLD'EM

In Texas Hold'em, all players (normally nine players) are dealt two cards face down as their personal hand, after which there is a round of betting. The Dealer will then burn one card and turn three board cards (called the "flop") face up simultaneously and another round of betting occurs. Another card is burned and one board card (called the "turn") is turned up and is followed by another round of betting. One more card is burned and one last board card (called the "river") is turned up and a final round of betting occurs. The board cards are community cards and are shared by all active players in the hand. The player who makes the best five card poker hand, using any combination of the five cards on the board and the two personal cards, wins the pot. A player may even use all of the board cards and no personal cards to form a hand. This is called "playing the board." When more than one player has the same best hand, the pot is split amongst those hands. If there happens to be an odd chip, it will be awarded to the first player to the left of the dealer button.

Texas Hold'em uses a standard 52 card deck and a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

RANKING OF HANDS

1. Royal Flush-An Ace-High straight of one suit.
2. Straight Flush - Five cards of the same suit in sequence.
3. Four of a Kind – Four cards of the same rank, plus an unrelated fifth card that has no bearing on the hand's value.
4. Full House - Three cards of the same rank and two cards of another rank. The rank of a full house is determined by the three of a kind, no by the pair.
5. Flush - Five cards of the same suit.
6. Straight - Five cards of sequential rank.
7. Three of a Kind - Three cards of the same rank.
8. Two Pair - Two cards of the same rank and another two cards of the same rank.
9. One Pair - Two cards of the same rank.
10. High Card – The highest ranking card in the hand.

GOLDEN STATE CASINO
POKER ROOM RULES (LIMIT GAMES)

By playing at Golden State Casino, you agree that management has the final decision.

ACTION

Players must play in turn. Verbal action in turn is binding. If a player plays out of turn or raise out of turn, they can no longer raise, they can only call.

ADD ON

Players may add to their chips as many times as they want as long as they have chips in front of them. A player may only add on before the hand is dealt and after the hand is completed, but not during the hand.

BETTING LINE

Once the chip crosses betting line the chip is in play.

BETTING STRUCTURE

In Limit Hold'em, on the first round of betting and during "the flop", the bet is equal to the amount in the first number. (For example: 3x6 = \$3; 4x8 = \$4)
On the "turn" and "river", the bet is equal to the second number. (For example: in 3x6 = \$6; 4x8 = \$8)

BLIND STRUCTURE

We use two blinds, one small blind and one big blind. Blinds are posted before the players look at their cards. In the 2x4 limit games, the small blind will be \$1 and the big blind will be \$2. In the 3x6 limit games, the small blind will be \$1 and the big blind will be \$3. In the 4x8 limit games, the small blind is \$2 and the big blind is \$4. In the 6x12 limit games, the small blind is \$3 and the big blind is \$6. In the 9x18 limit games, the small blind is \$3 and the big blind is \$9. In the 10x20 limit games, the small blind is \$5 and the big blind is \$10.

Blinds are part of a player's bet, unless the situation requires part of a particular blind to be "dead." Dead chips are not part of player's bet. The small blind is the player first position immediately clockwise from the dealer button and the big blind is player second position clockwise from the dealer button.

The player to the left of the blinds initiates action of the first round. After the first betting round, the action begins with the first active player to the left of the button.

BUY IN

The minimum buy-in for all games is 10 times the minimum bet for the game being played. (For example: 3x6 = \$30 Buy In, 4x8 = \$40)

After the first buy-in, the player is allowed to make one Short Buy-in. Anything less than the initial buy-in is considered a short buy-in. Adding to the stack does not constitute a Short Buy-in.

If a player bust out on big blind, they have the option to take small blind or wait for the Dealer Button to pass by and not post.

COLLECTION FEE

The collection fee for each game is posted on the wall of the cardroom and is determined before the start of play, but is only collected after the casino dealer has put the "flop" on the board. No flop, no drop (collection fee).

The collection fee for all Hold'em games are as follows...

7 or more players - \$4

5 or 6 players - \$3

4 or less players - \$2 (No Jackpot)

Note: \$1 will go towards funding the Progressive Jackpots.

DECISIONS

Management reserves the right to make decisions in the best interest of the game and fairness to all players even if a technical interpretation of the rules may dictate a contrary decision. The decisions of the management are final.

HAND PROTECTION

It is the responsibility of the player to protect their own hands. If a player fail to take reasonable means to protect their own hand shall have no redress if their hand becomes fouled by contact with the discards "the muck" or is accidentally taken by the dealer.

One player per hand. Player should not show their hand or discuss their hand with other players. No standing behind. No playing someone else's chips.

KILL POT

When a player wins two pots in a row, a half kill pot will be played. (After a player wins two pots in a row, the next hand will be the higher limit stated for a

half Kill Pot. For example: in 3x6 – ½ kill pot will be 4x8; in 4x8 – ½ kill pot will be 6x12)

When the same player wins the half kill pot, the game will continue as a half kill. In the event of a split pot during the half kill, the game will also continue as a half kill game.

LANGUAGE

ENGLISH will be the ONLY language spoken when a hand is in play.

LIMITS

The following Limits will be offered at Golden State Casino:

2x4 Hold'em
2x4 with half kill Hold'em
3x6 Hold'em
3x6 with half kill Hold'em
4x8 Hold'em
4x8 with half kill Hold'em
6x12 Hold'em
9x18 Hold'em
10x20 Hold'em

LIVE STRADDLE

Live straddles bets are allowed. This occurs when the player directly in front of the big blind live raise before any cards are dealt. That player must have a minimum bankroll of five times the lower limit of the game. (For example: 3x6 limit = \$15)

MISSED BLINDS

If a player misses the blinds or part of the blinds, they can either wait for the blinds to come around or post everything they missed. When a player chooses to post the full blinds, only the amount of the big blind plays, the remainder of the money is placed in the pot as “dead money”.

NEW PLAYER

A new player entering a Hold'em game is entitled to receive a hand. They may allow the blind to pass one time. After the blinds have passes a second time, the player must post the full blinds or come in on the big blind. The new player may

be dealt in when they are seated between the big blind and the button provided that they buy the blinds.

RAISES

One Bet plus three Raises (on pots involving three or more players who are not all in) are allowed each betting round. A player must have half the bet or more in the pot without going back to their chips or say "Raise", in order to raise the pot. In the event of a live straddle, an extra Raise may take place before the flop (one bet plus 4 Raises). Unlimited re-raises are allowed when action is heads up.

SEAT CHANGE

If a player moves away from the blind, that player must post the required blind or wait as many hands as players they skipped.

SHOWDOWN

All cards must be shown face-up on the table in order to win any part of the pot. If a player deliberately miscalling his hand with the intent of causing another player to discard their hand unethically will result in forfeiture of the pot. The Dealer must kill all losing hands before awarding the pot to the winning hand.

TABLE STAKES

All games are table stakes. Only chips on the table at the start of a deal shall be in play for that pot, except if the player has requested chips from the floorperson, dealer, or management before the start of the deal and the request is documented by the floorperson, dealer and management, and these chips are in transit to the table. All chips must be kept in plain view. A player may not remove any of their chips from play until they quit the game. Cash doesn't play.

MISC RULES

1. Players must be seated to be dealt in
2. 3 man rule effective if there are names on the board
For example, if two players have gotten up the third player cannot get up. That player must wait until the other players have come back or they will be taken out of the game to let the other people with their names on the board to play.
3. If a player misses 3 blind or is gone for more than 15 minutes, whichever comes first, that player will be picked up.
4. No rabbit hunting(no looking at the next cards when the hand is over)
5. Once a hand hits or is in the muck, the hand is dead (it is non-retrievable)

6. Only one player to a hand. No playing anyone's chip
7. Force move to main table when there are no names on the board
8. Players are able to buy missed blind
9. Card is dead if it's off the table
10. Jelly roll (if player busts out on their button and does not play their button, the button rolls over to the next player)
11. Misdeals
 - a.) If the first or second card is dealt open then it's a misdeal
 - b.) If 2 or more cards are open during the deal then it's a misdeal
 - c.) If the blind is not correct and no action yet then it's a misdeal, if action has occurred then the game is live.
 - d.) If a card has a different color from the rest of the deck then it's a misdeal.
 - e.) If the first card is dealt to the wrong person then it's a misdeal

Texas Holdem Glossary of Terms

Hole Cards

The first two cards dealt face down to each player.

Community Cards

The five cards that are available for use by all of the players, placed in the center of the table.

The Flop

The next three cards placed face up on the table.

The Turn

The fourth card placed face up on the table.

The River

The fifth card placed face up on the table.

Pot

The total amount of money the player with the best hand will win.

Bet

Putting money (wager) in the pot.

Check

Choose not to bet when nobody has bet before you.

Call

Putting money equal to another player's bet in the pot to stay in the hand.

Raise

Increase the amount of money other players have bet.

No Bust 21st Century Blackjack[©]

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 21 and a half or "Natural." (This hand pays 6 to 5 odds.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of 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 cards consisting of any special bonus ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards when the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2-9.
 - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
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 bonus cards with the value of:
 - a) $11^{1/2}$ on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for

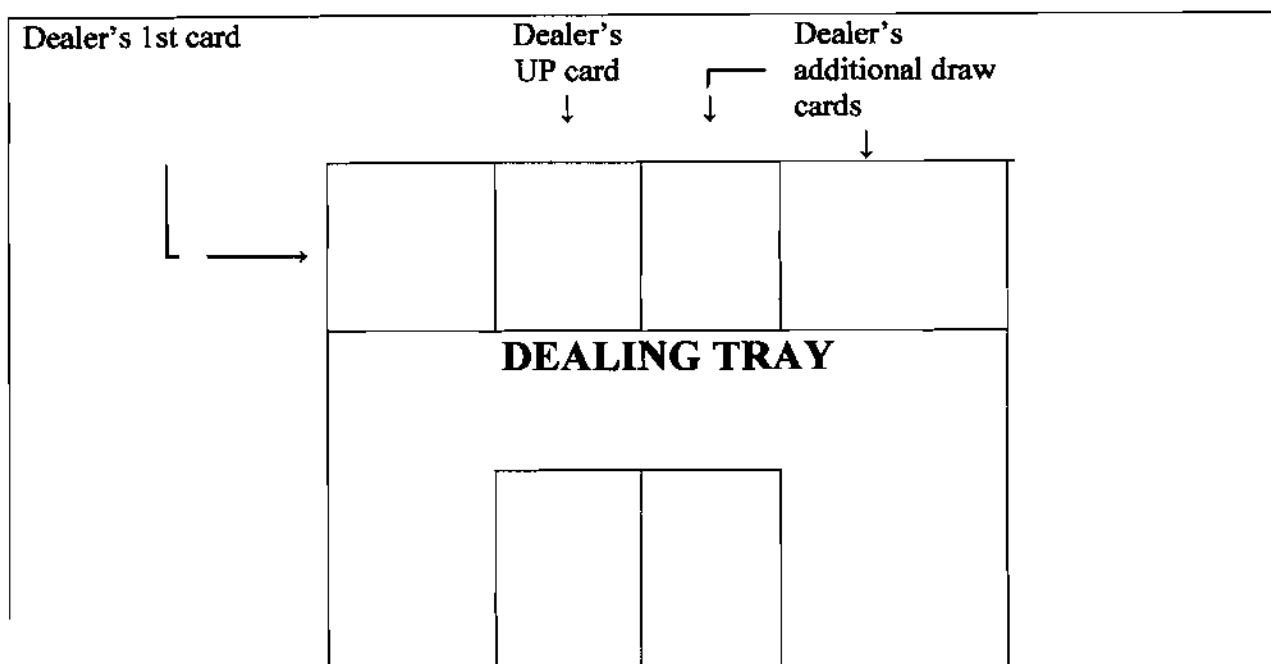
the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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

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

14. Once the Player/Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21^{1/2}) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand with the value of 25 and then they will "PUSH".
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 21^{1/2} beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.

12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of a Natural. The Player must place a second wager equal to the original wager. The Player will only receive one hit card regardless of the total.
- There is no additional collection fee on a double-down executed by a Player.

- **SPLIT**

- Players can split any two cards of the same value 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.
- 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. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
- There is no additional collection fee on a split executed by a Player.

- **SURRENDER**

- Players can surrender at anytime if the value of their hand does not exceed 20. If they choose to surrender, half of their wager will be forfeited to the Player Dealer. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.

- **ODDS**

- Any Blackjack hand pays 6 to 5

- **INSURANCE**

- When the Dealer has an Ace showing, Players can take insurance by betting half ($1/2$) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

Golden State Casino
21 Century No Bust Black Jack

Collection Rate:

Total Bet Amount:

\$5 - \$100	\$1
\$105 - \$300	\$2
\$305 and up	\$3

Betting Limit:

Minimum bet is \$5 per spot.
Maximum bet is \$1000 per spot.
Bet must be in increments of \$5.

Betting Circles:

There will be seven (7) spots per table. There will be five (5) betting circles per spot. The maximum bets per circle are \$200. That makes a total of \$1000 per spot. (5 X 200 = 1,000)

Collection Fee:

Only the player/dealer (Banker) will pay collection fees. Players do not pay any collection fee. Collection fees are based on the total amounts on the table. For example: There are seven spots. Player/dealer banks on spot #1. That leaves a total of 6 other spots. If there are six players and they each bet \$20, that will make a total of \$120 ($\$20 \times 6 = \120). The collection fee will be \$2.

California Lowball Game Rules

California Lowball is played using a standard 52-card deck plus one joker, a total of 53 cards. This game is usually played on a round table or oval table or a Texas Holdem table. Each player is dealt five cards face down, one at a time, in rotation. A betting round occurs; checking is not permitted before the draw; players must 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. This is called the draw. One card is discarded (burn card) before the dealer replaces the cards. The player to the left of the dealer button is the first to receive replacement cards. Another round of betting occurs. The player with the lowest-ranking five-card hand wins. In the event of a tie, the pot is split equally. The joker is the lowest card not already in your hand.

**California Lowball
Fee Schedule**

Table Limits	7+ Players	5 or 6 Players	4 or less Players
\$1 / \$2 min buy-in \$20	\$3 per hand	\$2 per hand	\$1 per hand

GOLDEN STATE CASINO

ASIAN PUSH

NINE

ASIAN PUSH NINE

Asian Push Nine uses a standard 52 card deck and a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the cards are dealt. A standard Texas Holdem table will be utilized for this game. A maximum of 10 players are allowed to play on one table.

Round of Play

Players are required to put an ante into the pot prior to receiving any cards. Each player will be dealt three cards faced down, followed by a round of betting. The player with the highest ranking hand will win the pot. If there happens to be an odd chip, it will be awarded to the first player to the left of the dealer button. In the event when two or more players have the same highest ranking hand (resulting in a tie); the pot will become a Push Pot.

1st Push Pot.

1. All the players that are not in the push pot will have an option to buy-in the pot for half of the pot.
2. Dealer will re-shuffle the cards
3. Dealer will then take a collection from the main pot in the push pot and deal out the cards.

If there happens to be a tie on the 1st Push Pot, 2nd Push Pot will be played. Procedure for 2nd Push Pot will be the same as 1st Push Pot. A maximum of two Push Pots are allowed for buy-in. In the event of the third push, the pot will be split amongst the players with the push (tie) hands.

If the players decide not to buy-in the pot, then the players in the Push Pot have an option to either chop the pot or play for the pot to determine the winner.

****Note:** Players do not need to ante on the Push Pots.

Verbal Push Pot:

Verbal Push Pots are allowed. This occurs when the remainder players verbally agrees to push the pot and allow the other players to buy-in the pot for half of the pot without having to show their cards.

Betting Limits:

Asian Push Nine will be played in a No-Limit structure. Players can bet all in at any time when it is their turn.

VALUE OF CARDS:

Every card has a value. See chart for values.

Value Of Cards												
Ace	Two	Three	Four	Five	Six	Seven	Eight	Nine	Ten	Jack	Queen	King
1	2	3	4	5	6	7	8	9	0	0	0	0

RANKING OF HANDS

1. 3 OF A KIND – Three cards of the same rank. 3 Aces are the highest hand down to 3 deuces.
2. STRAIGHT – Three cards in sequence. A K Q is the highest straight.
3. ANY FACE CARDS

Kings Queens and Jacks are considered face cards.

FOR EXAMPLE : K Q Q Q Q J since face cards have no value, any combination will tie(push); with the exception of a straight.

- 10 has no value but is not considered a face card.

VALUE:

4. NINE (EXAMPLE: K K 9 or 3 5 A or any variation added to equals to 9 points)
5. EIGHT (EXAMPLE: 2 4 2 or 10 K 8 or any variation added to equals to 8 points)
6. SEVEN (EXAMPLE: J 4 3 or Q K 7 or any variation added to equals to 7 points)
7. SIX (EXAMPLE: 9 6 A or 10 K 6 or any variation added to equals to 6 points)
8. FIVE (EXAMPLE: A Q 4 or K K 5 or any variation added to equals to 5 points)
9. FOUR (EXAMPLE: 6 4 4 or J K 4 or any variation added to equals to 4 points)
10. THREE (EXAMPLE: 7 4 2 or Q K 3 or any variation added to equals to 3 points)
11. TWO (EXAMPLE: 6 4 2 or 10 K 2 or any variation added to equals to 2 points)
12. ONE (EXAMPLE: 5 4 2 or 10 K A or any variation added to equals to 1 point)

Table Stakes

All games are table stakes. Only chips on the table at the start of a deal shall be in play for that pot, except if the player has requested chips from the floorperson, dealer, or management before the start of the deal and the request is documented by the floorperson, dealer and management, and these chips are in transit to the table. All chips must be kept in plain view. A player may not remove any of their chips from play until they quit the game. **Cash doesn't play.**

Collections:

Collection will be taken from the main pot after all the players ante. In the event of the Push Pot, collection will be taken from the main pot after all the players buy-in.

	4 or less players	5 or more player
1 st Round of Play	\$1	\$2
1 st Push Pot	\$2	\$3
2 nd Push Pot	\$3	\$4