TEXAS HOLD'EM

Hawaiian Gardens Casino began playing Texas Hold' Em ("Hold' Em") on December 15, 1997.

In Hold' Em, all players receive two cards dealt face down ("downcards") as their personal hand, after which there is a round of betting. At the completion of the first betting round, the Casino dealer burns one card and deals three cards face up on the table ("boardcards" or "community cards"). The first three cards are called the "flop" and another round of betting occurs. At the conclusion of the second betting round the Casino dealer burns one card and deals another boardcard, with a round of betting following. The Casino dealer repeats this procedure for a fifth card (the fifth card is also known as the "river card").

The boardcards are community cards, and after the final round of betting, a player may use any five-card combination to create the best hand possible, using both the board and "downcards." A player may even use all of the boardcards and no downcards to form a hand. This is called "playing the board."

Hold' Em uses the player-dealer button to designate the player whose button is last to receive cards on the initial deal and has the right of last action after the first betting round. The player-dealer button rotates clockwise.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not treated as part of a player's bet. The player seated immediately to the left of the player-dealer posts the small blind and the player seated two positions left of the player-dealer posts the big blind.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the player-dealer button.

In non-tournament play, the player-dealer button rotates one position clockwise after each deal. The button *must* rotate after each hand, and the blinds adjust accordingly.

Rules of Hold'em

1. In Hold' Em, all blinds are "live," meaning they are treated as bets and the player who posts a blind will have the option of raising the pot when it is his turn to act (except in instances when a "dead collection blind" is required).

2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the player-dealer button. In heads-up play, the player-dealer posts the small blind.

3. Players entering a Hold' Em game already in progress have the following options:

   a. For a game of $9 - $18 limit and lower:

      1) To be dealt right in.

      2) Wait for the button to pass and be dealt in.

   b. For a game of $10 - $20 limit and higher:

      1) Post the big blind and be dealt right in.

      2) Wait for the big blind and be dealt in.

      3) Posts a big blind between the button and the small blind.

4. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players may only act as the player-

dealer for one hand then the button must continuously and systematically rotate among the players. Blinds are adjusted accordingly.

5. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as a "dead blind." When it is this player's turn to act, he may either call the action or raise. Exception: In $9 - $18 limits and lower games, when a player takes a blind and leaves, the button will rotate and blinds will be posted according to position.

6. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who draws for the player-dealer button is considered active in the game, and is required to make up both blinds if he misses a blind.

7. No "straddle" bets are allowed.

Irregularities

1. If the first card off the deck is exposed on the deal, the Casino dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to Casino dealer error, it will be replaced as follows:

    a. If a downcard is flashed or exposed due to a Casino dealer error, it may not be kept. After completing the deal, the Casino dealer replaces the card with the next card in the deck, and the exposed card is then used as a burn card.
    b. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the

remainder of the deck. The burn card remains on the table. After shuffling, the Casino dealer cuts the deck and deals a new flop without burning a card.

2. If the Casino dealer turns ("deal") the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The Casino dealer then burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the Casino dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The Casino dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

3. If the Casino dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the Casino dealer mistakenly deals more than one extra card, it is a misdeal.

Pot Collection Procedures for Hold 'Em

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Texas Hold 'Em, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for Texas Hold 'Em, please refer to the Collection Rate Table for Regular Table Fees posted at the Hold 'Em tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Hold 'Em, where the hand concludes prior to the Flop). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

NO LIMIT POKER

All of the rules for the Limit Hold 'Em games apply to the No Limit Poker games, except as noted in this section.

1. There is no maximum number of raises in any betting round.

2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already acted.

3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets $100. Player B raises $100 more, making the total bet $200. If Player C goes all in for less than $300 total (not a full $100 raise), and Player A calls, then Player B has no option to raise again, because he or she wasn't fully raised. However, Player A can raise – after Player C goes all in – because he or she was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again. Exception: This rule does not apply to the $100 buy-in game. In the $100 buy-in game, all raises must be double the previous bet or more. If a player goes all-in for an amount greater than the previous bet, but less than double the previous bet, it is not considered a raise.

4. One short buy-in is allowed after each full buy-in. Exception: only in the $100 buy-in No Limit Hold 'Em game, players can make a full re-buy only when they have $50 or less of chips in front of them. Short buy-ins will be allowed only when a player has no chips in front of him or her. A player making a short buy-in may not make a full buy-in, unless he or she runs out of chips.

5. A wager is not binding until the chips are actually released into the pot.

6. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.

7. Since No Limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.

8. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet, unless the player makes a verbal declaration to raise the pot.

9. In all No Limit Poker games, the house has the right to place a maximum time limit for taking action on a hand. The dealer will "put the clock" on a player when requested to do so by a CSR. If the clock is put on a player when he or she is facing a bet, the player will have one additional minute to act on his or her hand. The player will have a ten-second warning, after which his or her hand is dead if he or she has not acted.

CRAZY PINEAPPLE

Hawaiian Gardens Casino began playing "Crazy Pineapple" on February 2, 2000.

In Crazy Pineapple, which is a variation of Hold' Em, all players receive three cards dealt face down ("downcards") as their personal hand, after which there is a round of betting. At the completion of the first betting round players will discard one card and the Casino dealer burns one card and deals three cards face up on the table ("boardcards" or "community cards"). The first three cards are called the "flop" and another round of betting occurs. At the conclusion of the second betting round players discard one card. The Casino dealer burns one card and deals another boardcard, with a round of betting following. The Casino dealer repeats this procedure for a fifth card (the fifth card is also known as the "river card").

The boardcards are community cards, and after the final round of betting, a player may use any five-card combination to create the best hand possible, using both the board and "downcards." A player may even use all of the boardcards and no downcards to form a hand. This is called "playing the board."

Crazy Pineapple uses the player-dealer button to designate the player whom will be last to receive cards on the initial deal and who has the right of last action after the first betting round. The player-dealer button rotates clockwise after each hand.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not treated as part of a player's bet. The player seated immediately to the left of the player-dealer posts the

small blind and the player seated two positions to the left of the player-dealer posts the big blind.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the player-dealer button.

In non-tournament play, the player-dealer button rotates one position clockwise after each deal. The button *must* rotate after each hand, and the blinds adjust accordingly.

Rules of Crazy Pineapple

1. In Crazy Pineapple, all blinds are "live," meaning they are treated as bets and the player who posts a blind will have the option of raising the pot when it is his turn to act (except in instances when a "dead collection blind" is required).

2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the player-dealer button. In heads-up play, the player-dealer posts the small blind.

3. Players entering a Crazy Pineapple game already in progress have the following options:

    a. To be dealt right in.

    b. To wait for the button to pass and be dealt in.

4. When a game has open seats, a player joining a game in progress may be dealt in between the small blind and the player-dealer The player wishing to join the game may wait until the player-dealer button passes the desired seat before he will be dealt a hand of cards.

5. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players may only act as the player-dealer for one hand then the button must continuously and systematically rotate among the players. Blinds are adjusted accordingly.

6. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as a "dead blind." When it is this player's turn to act, he may either call the action or raise.

7. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who draws for the player-dealer button is considered active in the game, and is required to make up both blinds if he misses a blind.

8. No "straddle" bets are allowed.

9. When there are three or more players, three raises are allowed for each bet. There is no limit in head-up play.

10. A player who puts a single chip into the pot that is larger than the bet is assumed to have called the bet unless he announces "raise."

Irregularities

1. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to Casino dealer error, it will be replaced as follows:

    a. If a downcard is flashed or exposed due to a Casino dealer error, it may not be kept. After completing the hand, the Casino dealer

replaces the card with the next card in the deck, and the exposed card is then used as a burn card.

b. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the Casino dealer cuts the deck and deals a new flop without burning a card.

2. If the Casino dealer turns ("deal") the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The Casino dealer then burns and deals what would have been the fifth card in the fourth card's place. After this round of betting, the Casino dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The Casino dealer then cuts the deck and deals the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

3. If the Casino dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the Casino dealer mistakenly deals more than one extra card, it is a misdeal.

4. A player must declare that he is using only the community cards to complete his hand (this is known as "playing the board") before passing his downcards to the Casino dealer. A player who does not declare his intention relinquishes all claims to the pot.

Pot Collection Procedures for Crazy Pineapple

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Crazy Pineapple, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for Crazy Pineapple, please refer to the Collection Rate Table for Regular Table Fees posted at the Crazy Pineapple tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Crazy Pineapple, where the hand concludes prior to the Flop). The Designated Table Fee will be $1.00 per hand for all limits.

7. The collection of the Table Fees may occur before the start of play or after any round of play.

8. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

SEVEN-CARD STUD

Hawaiian Gardens Casino began playing "Seven-Card Stud" on December 15, 1997.

Seven-Card Stud is a card game played with two downcards and one upcard dealt before the first betting round. The first betting round is followed by three more upcards dealt with a betting round occurring after each deal. The final betting round occurs after the seventh card is dealt face down. After each betting round, the Casino dealer burns one card. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards.

When a player's upcards display a pair (this is known as an open pair), any player has the option of making the smaller or larger bet on the second round of betting.

Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet. The forced bet is determined by the first upcard players are dealt. The player who is dealt the upcard with the lowest value must place the forced bet (the card with the value of Deuce (2) being the lowest and the Ace being the highest). Should two or more players draw the same ranked card (this is known as a "tie"), the tie is judged according to suit and the player with the lowest suit must place the forced bet. Suit rankings, from highest to lowest, are spades, hearts, diamonds, and clubs; clubs being lowest.

2. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.

3. The player who posted the forced bet may also post a full bet in turn.

4. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In $15-$30 stud, the low card opens for $5. If the next player to act brings the bet to $15 (completion of the bet), three additional raises are then allowed.

5. In all fixed-limit games, when an open pair is showing after the second betting round (this is also known as fourth "street"), any player may bet either the lower or the upper limit. For example: In a $5-$10 game, if player has a pair showing and it is a high ranking hand, he may bet either $5 or $10. If the player bets $5, opposing players may call at $5, raise $5, or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

6. The Casino dealer announces the low card, the high hand, all raises, and all pairs.

Irregularities

1. If the Casino dealer accidentally exposes a player's first or second downcard (also known as "hole cards"), then the player's third card will be dealt down. If both hole cards are dealt up, the player has a dead hand and his ante is returned. If the player's hand would have been the low card, action will start with the first hand to the player's left. The player who must now act may either fold, open for the amount of the forced bet, or open for a full bet.

2. If a player is not present at the table when it is his turn to act on his hand, he forfeits his ante and forced bet, if any has been posted. If a player has not returned to the table in time to act on his hand, the hand will be killed in turn.

3. If a player folds a hand after making a forced bet, or folds when there is no wager, his seat will continue to be dealt in until a bet is made.

4. If a player is all-in for the ante and he has the lowest card, the player to his left has the following options:

5. come in for the forced bet;

6. make the maximum bet; or

7. fold the hand.

8. If the wrong player is designated as the low card, and he places a bet, the action will be corrected to the proper low card. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.

9. If the Casino dealer burns two cards in one round, or fails to burn a card, the cards will be picked up by the Casino dealer and re-dealt to the correct position, if at all possible. If this circumstance happens on a final deal and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.

10. If a Casino dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play. The Casino dealer must then burn an additional card for each remaining player still active in the hand. After the round of betting has concluded, the Casino dealer burns another card and play resumes. The extra burn cards are held off to the side so that the Casino dealer may use them in the event that he runs out of cards. If a card is prematurely dealt on the final downcard and has been exposed or intermingled with a player's other hole cards, the player must keep the card. In this instance if the opposing players who only have six cards continue to bet, the player who has seven cards may not raise.

11. If there are not enough cards left in the deck for all players, the Casino dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck. The Casino dealer then scrambles and cuts these cards, burns one card and delivers the remaining downcards, using the last card if necessary. In instances where the burn card is needed to complete the last dealing round, the Casino dealer does not burn a card. If the Casino dealer determines that there will not be

enough fresh cards for all of the remaining players, then the Casino dealer announces to the table that a common card will be used. The Casino dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who has highest ranking hand using the community card initiates the action for the last round.

12. If a player picks up his upcards without calling a bet when it is his turn to act and an opposing player acts after him, his act is interpreted as a fold, and the hand is dead.

13. Players must have seven cards to win at the showdown.

14. A card dealt off the table must play and it is treated as an upcard.

15. If the Casino dealer turns the last card face up to any player, the following rules apply:

16. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all-in.

17. If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final downcard will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.

18. In any of the above situations, the player whose upcards rank highest will start the action.

19. Should a player call a bet even though his upcards are of a lower rank than an opponent's upcards, his bet stands. Example: Player A has a pair of twos and Player B has a pair of kings in his upcards. Player A then calls Player B. Shortly thereafter, Player A notices that Player B has a pair that ranks higher

than his own. Player A may not receive his call bet back, even though he called the bet in ignorance of Player B's hand.

Pot Collection Procedures for Seven-Card Stud

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Seven-Card Stud, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Seven-Card Stud, please refer to the Collection Rate Table for Regular Table Fees posted at the Seven-Card Stud tables.
6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Seven-Card Stud, where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

SEVEN-CARD STUD HIGH-LOW SPLIT
(8-or-Better)

Hawaiian Gardens Casino began playing "Seven-Card Stud High-Low Split," on January 9, 1998.

Seven-Card Stud High-Low Split (8-or-Better) is a stud-format game that divides the pot between the both highest and lowest ranking hands. Generally, a hand described as low is comprised of five cards with no one card possessing a face value higher than eight. This is called a qualifier or 8-or-better. However, a table may post a different qualifying number and the new qualifier stands.

Players draw cards to initiate the action on the first round, with an ace counting as the highest card and a two or deuce (2), the lowest. In all subsequent rounds, the player with the highest-ranking hand initiates the action. If two high hands "tie," then the first player clockwise from the Casino dealer acts first.

In fixed-limit high/low stud games, after the ante in the first and second round has been played, the lower limit is applied for third and fourth betting rounds. The upper limit is applied on the final betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven-Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.

2. A player may use any five cards to make the best high hand and any five cards, whether the same cards as the high hand or not, to make the best low hand.

3. The low card, by suit, initiates the action on the first round, with an ace counting as a high card for this purpose and a deuce or two (2) the lowest.

4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.

5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

6. Splitting pots is only determined by the cards and not by agreement among players.

7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

9. All rules for Seven-Card Stud apply to Seven-Card Stud High-Low Split (8-or-Better), except as otherwise noted.

Pot Collection Procedures for Seven-Card Stud High-Low Split (8-or-Better)

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Seven-Card Stud High-Low Split (8-or-Better), the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Seven-Card Stud High-Low Split (8-or-Better), please refer to the Collection Rate Table for Regular Table Fees posted at the Seven-Card Stud High-Low Split (8-or-Better) tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Seven-Card Stud High-Low Split (8-or-Better), where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

LOWBALL

Hawaiian Gardens Casino began playing "Lowball," on August 17, 2000.

Lowball is a draw poker game in which the lowest ranking hand wins the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot then have an option to improve their hand by replacing the cards in their hands with new ones. This is known as "*the draw*." Before the draw, the Casino dealer will burn one card. In limit poker, the bet doubles after the draw (unless otherwise posted). In Lowball, when a player wins two pots in a row, the next hand is played as a "kill game," with a kill blind and kill limits.

Rules of Lowball

All rules governing "kill pots" are described in the kill pots section.

1. A verbal declaration made with respect to a hand is binding. The hands will be read according to their value; however, should a player goad, or attempt to make another player act by misstating a hand of cards, his hand will be declared foul.

2. In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against a hand.

3. The joker is considered to be the lowest card not present in a player's hand.

4. New players have two options:

   a. To wait for the big blind; or

   b. To kill the pot (double the limit for that hand by posting double the amount of the blind).

5. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player

wins the pot or buys in again, the player will then be obligated to make up the blind on the following hand.

6. Half a blind or more constitutes a full blind.

7. In multiple-blind games, if for any reason the big blind passes a player's seat, he may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if a player has taken all of his blinds and changed seats. In this situation, a player will be dealt in when his position, in relationship to the blinds, entitles him to a hand.

8. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

9. Any player may draw up to five consecutive cards.

10. After the draw is complete, a total of five cards constitutes a playing hand. Hands with more or less than five cards are fouled. Before the draw, if a player has fewer than five cards in his hand, he may receive additional cards, provided no action has been taken by the first player to act. However, the player-dealer position may still receive a missing fifth card, even if action has occurred, as he is the last to act. If action has been taken, a player is entitled, on the draw, to receive the number of cards necessary to complete a five-card hand.

11. A player may change the number of cards he wishes to draw, provided:

a. No cards have been dealt off the deck in response to his request (including the burn card); and

b. No player has acted on his or her hand based on the number of cards requested behind them.

12. Before there is action on the draw, players are obligated to respond to questions regarding the number of cards drawn, and the Casino dealer is also obligated to respond. Once there is action after the draw, there is no obligation and the Casino dealer may not respond.

13. When there are three or more players, a bet and six raises are allowed. In heads up play, raises are unlimited.

14. A check-and-raise is not permitted.

15. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a $30-$60 limit game where the blinds are $10, $20, and $30, a player may open for $30 or $60 before the draw.

16. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

17. If a player checks a seven or better and it is the best hand, then he is not eligible to win any chips on subsequent bets. This player is still eligible to win the amount that existed in the pot before the draw. If a player checks a seven or better and the hand is beaten by a better hand, he loses the pot and any additional calls made.

18. In ace-to-five lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

KILL POTS IN LOWBALL

In Lowball, when a player wins two consecutive pots the next hand must be played at double the stated limit (this is called a kill game). A plastic disk called a "kill button" is used to indicate the winners of each pot. If a player who has the kill button wins a second consecutive pot, then the next hand may be played at double the stated table limit and the winner may be required to post a kill blind.

There is no size requirement for any pot. However, kill conditions require that a player must win two consecutive main pots to qualify for a kill condition.

1. The betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).

2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand ("leg up" refers to a player who has won a pot and possesses the kill button). If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.

3. The kill button is neutral (belonging to no player) if:

    a. It is the first hand of a new game;

    b. The winner of the previous pot has quit the game;

    c. The previous pot was split and neither player had the kill button; or

    d. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.

4. Players may look at their first three cards and then voluntarily decide to kill the pot. The pot may no longer be killed if a player in the game has received a fourth card. In order to call a kill game voluntarily, a player must have at least four times the amount needed to post the kill blind in his stack of chips. For example: If the big blind is two chips, the kill blind would be four

chips. The player requesting the kill must have at least 16 chips prior to posting the kill.

5. If a player is unaware that the pot has been raised or killed, and places a lesser bet, he may withdraw his chips and reconsider his action before the draw if no action has followed his short call. If the player is unaware and the draw has occurred, he must complete his bet.

6. Only one kill is allowed per hand. In Lowball, a player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill the next available pot, provided the other players do not object.

7. A player who is required to post a kill must do so for that same hand even if he wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in any gaming until the kill money is posted.

8. In a kill pot, the player with the kill button acts last on the first betting round. If the player with the kill button raises, the action proceeds clockwise from the button.

9. Players seated in a game that "breaks," are entitled to move to another game of the same type and limit without making a full buy-in. However, players moving to tables of different types and limits are treated as new players and must purchase the full buy-in amount of chips.

Pot Collection Procedures for Lowball

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Lowball, the hand is deemed to have reached the Opening Round when the draw is complete and before the showdown of hands. To determine the Regular Table Fee for Lowball, please refer to the Collection Rate Table for Regular Table Fees posted at the Lowball tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Lowball, where the hand concludes prior to the draw being complete). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

LOWBALL
COLLECTION RATES

COLLECTION RATES PER HAND

Regular Table Fee:

Limit	Blind	8 & 7 players	6 players	5 players	4 players or less
15-30	$5 - $10 - $15	3.00	2.00	1.00	0.50
20-40	$10 - $10 - $20	3.00	2.00	1.00	0.50

Designated Table Fee:

Limit	Blind	8 & 7 players	6 players	5 players	4 players or less
15-30	$5 - $10 - $15	1.00	1.00	1.00	1.00
20-40	$10 - $10 - $20	1.00	1.00	1.00	1.00

TIME COLLECTION RATES

Limit	Blinds	Collection
10-20	$5 - $5 - $10	5.00 per player per half hour
15-30	$5 - $10 - $15	6.00 per player per half hour
20-40	$10 - $10 - $20	7.00 per player per half hour
30-60	$10 - $20 - $30	8.00 per player per half hour

MEXICAN POKER

Hawaiian Gardens Casino began playing "Mexican Poker," on April 28, 2000.

Mexican Poker is played with a deck that has been reduced to 40 cards and one Joker. All 8s, 9s and 10s are removed prior to play. The cards are dealt clockwise, beginning to the left of the player-dealer button. The player-dealer button rotates clockwise at the conclusion of each hand.

Each player receives a total of five cards, four of which are dealt face up. The first two cards are dealt as follows: one face up, one face down. The player with the highest-ranking card clockwise from the player-dealer starts the betting action for the first round. Once the first round is complete, the players may expose their downcard if they wish. However, this must be done prior to the deal of the third card, which may be delivered up or down depending on whether or not previously dealt cards have been turned face up. The dealer will deal one burn card before each betting round. The next round of betting then occurs, and the fourth and fifth cards are dealt and played according to the same format. The player with the highest-ranking hand wins the pot.

Ranking of Hands (High to low)

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

Rules of Mexican Poker

1. All cards 8 through 10 are removed from a regular 53-card deck (Jokers remain). The Joker is "wild" in all cases when dealt face down. However, when dealt face up, it is wild only with Aces, Flushes and Straights.

2. The player with the highest card clockwise of the player dealer-button will make a forced bet. When the Joker is dealt face up, it will be considered an Ace for the purposes of the forced bet.

3. The highest-ranking hand in the upcards will start the action in all following rounds. Hands that are of equal value ("tie") are not judged inferior if they include a Joker. In such instances, the player sitting closest to the player-dealer acts first.

4. If the Casino dealer exposes any downcard, the player will receive his next card down and will be permitted to declare "all-in." If the Joker is inadvertently exposed, it will play as if it had been dealt face down and is wild in all cases.

5. Due to the removal of the 8, 9 and 10, straights are comprised of the following combinations: A-2-3-4-5, 2-3-4-5-6, 3-4-5-6-7, 4-5-6-7-J, 5-6-7-J-Q, 6-7-J-Q-K, and 7-J-Q-K-A.

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. However, if two players act, play will continue and a misdeal will not be declared. The hand that was not dealt to will be declared dead.

7. In the third, fourth and fifth dealing rounds, any cards dealt out of sequence will be turned face up on the table and returned to the correct player. The Casino dealer will then conclude the round in sequence. However, no betting will be permitted on the affected round. Any bets made by players who receive out of sequence cards, which have not yet

been returned to the correct position, will be returned to the player. Any following round ("street") will then be dealt and betting will resume.

8. If a player inadvertently exposes his downcard, play continues and the player will be required to play it as a downcard.

9. After the second card is dealt, a card will be burned at the beginning of each round.

10. Check-and-raise is permitted.

11. All raises must be at least equal to the size of the last bet.

12. Once a card touches the muck, the hand is considered dead.

13. No string bets or string raises are permitted.

14. One short buy-in is allowed for each full buy-in.

15. All players will act in turn. If all players check, the player who checked first must show his hand first.

16. A player who indicates that he will bet or call, must complete the action with a minimum bet.

Pot Collection Procedures for Mexican Poker

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,

b. Designated Table Fee and
c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Mexican Poker, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Mexican Poker, please refer to the Collection Rate Table for Regular Table Fees posted at the Mexican Poker tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Mexican Poker, where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

RAZZ

Razz is a version of a Seven-Card Stud game played with a 52-card deck where the lowest hand wins the pot. Each player receives two down cards and one up card dealt before the first betting round. The first betting round is followed by three more up cards dealt with a betting round occurring after each deal. The final betting round occurs after the seventh card is dealt face down. After each betting round, the casino dealer burns one card. The lowest five card poker hand wins the pot. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A. An open pair does not affect the betting limit.

Rules for Razz

1. The lowest hand wins the pot. Aces are low and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.

2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest: spades hearts, diamonds, and clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the casino dealer starts the action.

3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

4. Casino dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.

All regular Seven-Card Stud rules and collections apply in Razz, except as otherwise noted.

Pot Collection Procedures for Razz

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Razz, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Razz, please refer to the Collection Rate Table for Regular Table Fees posted at the Razz tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Razz, where the hand concludes prior

to the second upcard being delivered). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

REVERSE HOLD 'EM

Reverse Hold 'Em is a variation of Texas Hold 'Em (also known as Hold 'Em) and is played with a "standard" 52-card deck. A maximum of nine players can play at a Reverse Hold 'Em table. There are a total of four (4) betting rounds in a complete game of Reverse Hold 'Em, not including the blind bets.

In Reverse Hold 'Em, all players receive two (2) cards face down ("downcards") as their personal hand. Then, the Casino dealer deals five (5) cards face up ("upcards,") in the following order: the first upcard is known as the "flop," the next upcard is known as the "turn," and the last three upcards are known as the "river." These cards are used by all players at the table, and are known as "community cards" or "boardcards." A betting round occurs after the flop card is dealt, and again after the turn card is dealt. The final betting round occurs after the river cards are dealt. After each betting round, the Casino dealer burns one card.

Players may use any five- (5) card combination to create the best hand possible, using both the downcards and the board. A player may even use all of the boardcards and no downcards to form a hand. This is called "playing the board."

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their downcards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not treated as part of a player's bet. The player seated immediately to the left of the player-dealer posts the small blind, and the player seated two (2) positions left of the player-dealer posts the big blind.

The player-dealer button is used to designate the player who is last to receive cards on the initial deal. This player has the right of last action after the first betting round. In non-tournament play, the player-dealer button rotates one

position clockwise after each deal. The button *must* rotate after each hand, and the blinds adjust accordingly. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the player-dealer button.

Rules of Reverse Hold 'Em

1. Each player is dealt two (2) cards face down as their personal hand, after which there is a round of betting. One or more blind bets are posted before the players look at their cards. The player seated immediately to the left of the player-dealer posts the small blind, and the player seated two (2) positions left of the player-dealer posts the big blind.

2. At the completion of the first betting round, the Casino dealer burns one (1) card and deals one (1) card face up on the table. This card is called the "flop," and the second round of betting occurs after the flop is dealt. The player-dealer button is used to designate the player who is the last to receive cards on the initial deal. This player has the right of last action after the first betting round.

3. At the conclusion of the second betting round, the Casino dealer burns one (1) card and deals one (1) card face up on the table. This card is called the "turn," and the third round of betting occurs after the turn is dealt.

4. At the completion of the third betting round, the Casino dealer burns one (1) card and deals three (3) cards face up on the table. These cards are known as the "river." The fourth and final betting round occurs after the river is dealt.

5. The player with the best hand possible wins the pot.

6. All Texas Hold 'Em rules apply in Reverse Hold 'Em, except as otherwise noted.

Irregularities:

If the Casino dealer turns over more than one card on the flop, the cards will be reshuffled and reflopped with no burn card, since one card was already burned by the Casino dealer's error. If the Casino dealer turns a card before the betting is complete, the card will be deemed an out-of-play card for that round. After completion of the betting, another card will be burned and a new card will become the turn card. At this point, the out-of-play card will be shuffled back into the remaining deck, and then three (3) cards will be revealed as the river without a burn card.

All Texas Hold 'Em irregularities apply in Reverse Hold 'Em, except as otherwise noted.

Pot Collection Procedures for Reverse Hold 'Em

1. All Table Fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Hawaiian Gardens Casino are as follows:

    a. Regular Table Fee,
    b. Designated Table Fee and
    c. Jackpot Fee, if applicable.

4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.

5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Reverse Hold 'Em, the hand is deemed to have reached the Opening Round when there is a Flop. To determine the Regular Table Fee for

Reverse Hold 'Em, please refer to the Collection Rate Table for Regular Table Fees posted at the Reverse Hold 'Em tables.

6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., In Reverse Hold 'Em, where the hand concludes prior to the Flop). The Designated Table Fee will be $1.00 per hand for all limits.

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

JOKER'S WILD PAI GOW POKER

Hawaiian Gardens Casino began playing "Joker's Wild Pai Gow Poker," on April 10, 2001.

Joker's Wild Pai Gow Poker is a variation of Pai Gow Poker. It is played with a standard 52-card deck. The deck may be expanded to 55 cards to include a maximum of three (3) Jokers. The Joker(s) may be used as any card in the deck. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand.

How To Play Joker's Wild Pai Gow Poker

1. After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.

2. Each seated player is then dealt seven (7) downcards with which to make two separate poker hands, a 2-card hand and a 5-card hand. The object of the game is for the player to have both hands to rank higher than those of the player-dealer.

3. A player wins if both of his or her hands rank higher than those of the player-dealer. If the player wins on one hand, but loses on the other, it's a push and no money changes hands. The player-dealer wins if both of the player-dealer's hands are winners, or if one hand wins and the other hand is a tie. If the player-dealer loses on one hand, and ties with the player on the other, it's a push and no money changes hands. Winning hands are paid even money; losing hands lose the amount wagered.

4. The player must place the 5-card hand face down in the Highest Cards section and the remaining 2-card hand must be placed face down in the Low Cards section.

5. The 5-card hand must always be higher than the 2-card hand. For example, if the 2-card hand is a pair of fours, the 5-card hand must contain a pair of fives or better.

6. The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. With a Joker, the highest 5-card hand must contain a pair of fives or better. The Joker's Wild Pai Gow Poker hand rankings are as follows:

Rank	Combination of Cards
1st	Five Aces (A-A-A-A-Joker) or (A-A-A-Joker-Joker)
2nd	Royal Flush (10-J-Q-K-A of the same suit)
3rd	Straight Flush (Five cards of the same suit ranked in order; for example, 6-7-8-9-10 of hearts)
4th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) Note: The highest-ranked cards would win should the player-dealer and player both have a four-of-a-kind
5th	Full House (Three-of-a-kind and one pair) Note: Ties are broken by the highest-ranking three-of-a-kind; for example, K-K-K-7-7 beats a 10-10-10-A-A
6th	Flush (Five cards of the same suit, regardless of ranking; for example, 5-8-9-Q-K of spades)
7th	Straight (Five cards of different suits ranked in order)
8th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9th	Two Pair (Two sets of pairs)
10th	A Pair (Two cards of the same value)
11th	High Card (If no one has at least a pair, then the highest-

	ranking card of each player's five-card hand decides the winning hand)

Rules of Joker's Wild Pai Gow Poker

1. All hands are compared to the player-dealer's hand, and all bets are paid or collected in a clockwise direction from the "Action" button.

2. A player may not display his or her hand to or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.

3. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.

4. The player-dealer's hand will not be opened until all other hands have been set. In the case in which the player-dealer's hand is opened before all hands are set, the Casino dealer will call a supervisor or a CSR immediately who will set the player's hand in the "logical way."

5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

6. A misdeal will be declared if:

    a. The Joker or an ace is boxed or exposed on the deal.

    b. Two or more cards are boxed or exposed on the deal.

    c. The hands are delivered to the wrong spots, and two or more players have looked at their cards before the Casino dealer opens the player-dealer's hand.

    d. The hands are delivered to the wrong spots, and a player has looked at the player-dealer's hand.

7. In the event that the action hand is pushed to the wrong spot, and only one player has looked at the cards, the hands will be retrieved by a floor person and redelivered correctly. The hand for the player that looked at the cards will be played the "logical way."

8. A boxed card is replaced immediately with the very next card on the deck and exposed cards on the deal will be replaced, after the deal is finished with the first of the remaining four cards.

9. The Joker may be used as any card in the deck.

10. A player is responsible for the final setting of his hand. Upon request, the Casino dealer or VIP Customer Service Representative (CSR) will play the hand only according to the "logical way." The Casino cannot be held responsible for the logical way outcome.

11. Statements regarding the value of a hand are not binding. The cards read as their value states.

12. If a player sets his or her hands in such a way that the 2-card hand ranks higher than the 5-card hand, the hands are fouled and the wager is forfeited to the extent that money covers.

13. If a player puts three cards in one hand and four in the other, or one card in one hand and six in the other, the hands are fouled and the wager is forfeited to the extent that money covers.

14. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.

15. When an active player fouls his or her hand, any backline wagers will be set to logical way and paid accordingly.

16. The player-dealer's hand is not set until the player-dealer has signaled his or her final decision in an obvious manner to the Casino dealer.

17. A hand that is misread by the Casino dealer will play at its true value if it can be retrieved intact.

18. When the player-dealer asks the Casino dealer to help set the hand, the Casino dealer cannot allow the player-dealer to set the hand fouled. If the Casino dealer mistakenly allows a fouled hand to be played, the Casino will set the hand in the "logical way" and play will continue. A player-dealer's hand can never be set fouled.

19. The Casino has the right to reset the player-dealer's hand if it is discovered that the Casino dealer did not show the best possible option, such that both the front and the back hands will increase in value, provided the payoffs have not been finished.

SUPER 9

Super 9 is a variation of the Pan 9 game. Super 9 is played with a standard 52-card deck with all 7s, 8s, 9s, and 10s removed. The object of Super 9 is to form a hand that equals nine (9) or as close to nine (9) as possible. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand. The hand with a value closer to nine (9) wins. The difference between Super 9 and Pan 9 is that in Super 9 the player-dealer wins all ties on 0 or 1; whereas, in Pan 9 all ties, including ties on 0 or 1, are a push.

How To Play Super 9

1. All players, including the player-dealer, place their wagers before the cards are dealt. This is the only chance to place a bet.

2. The player-dealer will then be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. The player-dealer always receives cards first when the dice totals 9 and 17, regardless of how many players are seated, and the player to the immediate left of the player-dealer receives the action button.

3. The Casino dealer deals three (3) downcards to each player, including the player-dealer. Cards between two (2) and six (6) have face value. Picture cards have a value of zero (0). Aces have a value of one (1). The player adds up the total of his or her hand; the value of the hand is the value of the last digit of the total. For example, if a player receives 6, 4 and 3 in the first three cards, the value of the hand is three.

4. Each player in turn (starting to the immediate left of the player-dealer), can either play the hand as is, i.e., stand, or draw one additional card, i.e.,

draw. Players must place their initial 3-card hand face-down in either the 'Card' or 'No-card' position to indicate their decision. Once the cards are tabled, players may not touch the cards. In the 'Card' position, the player will receive one additional downcard only. A player has the option of drawing on hand totals of 5 or 6 and must stand on hand totals of 7 or above. A player must draw on hand totals of 4 or less.

5. When all hands are set, the player-dealer's hand is exposed. The player-dealer must stand on hand totals of 7 or above. The player-dealer has the option of drawing on hand totals of 5 or 6. If the player-dealer's hand totals 4 or less, the player-dealer must draw.

6. Then, each player's cards are revealed starting from the Action button and compared in turn to the player-dealer's hand. In order to win, a player's hand must have a higher total than the player-dealer. In the event that the player-dealer's hand and the player's hand have the same total (i.e., tie), it is called a push and no money is exchanged, with one EXCEPTION: the player-dealer wins all ties on 0 or 1.

Rules for Super 9

1. The player-dealer takes care of the winnings and losses. If the player-dealer runs out of money before he or she reaches your bet, all bets not acted upon will not win or lose.

2. A player may not display his or her hand or discuss his or her hand with any other player after the cards have been dealt, until all bets have been paid or collected.

3. A player may play or set only one hand, regardless of the number of hands on which he or she may have wagered.

4. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the

dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.

5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

6. Once the player-dealer's hand is open, no one may act on his or her hand. If the player-dealer's hand is inadvertently exposed prior to the completion of the draw, the remaining hands will be played the "logical way."

7. When a player requests assistance on the play of a hand, the Casino dealer will arrange the hand according to "logical way":

   a. Draw on 5 or less; and

   b. Stand on 6 or more.

8. After the player-dealer's hand has been opened and set, all of the "logical way" hands will be opened and checked. The Casino will reset any hand that has been played incorrectly by a Casino dealer.

9. After the Casino dealer announces, "all hands set," players may not touch or alter their wagers. Players who add or subtract to their wagers after the "all set" declaration will forfeit their wager to the extent that money covers.

10. In the event that a player repositions his or her hand from one box to the other after the draw has begun; the hand will be played the "logical way." The exceptions are hands that are 5 or 6; these hands will play as they are.

11. If the player-dealer has not drawn a card, the Casino dealer must determine that the player-dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.

12. All players are responsible for protecting their own hands. If the player controlling the hand in play inadvertently fouls the hand, the player's hand cannot win and may only push or lose to the extent that money covers. Backline wagers placed on the fouled hand receive "no action" on their wagers. Note: this will happen ONLY when the fouled hand had a chance of winning or pushing.

13. If a player has an incorrect number of cards, his or her hand maybe fouled. It is his or her responsibility to notify the Casino dealer of a problem before the draw commences.

14. Statements regarding the value of a hand are not binding. The cards read as their value states.

15. A player-dealer partnership may consist of no more than four active players at the same time.

16. A player's hand must remain in view of the Casino dealer at all times, and all cards are to remain over the table at all times.

17. A misdeal will be declared if:

    a. It is determined before the deal is complete that cards have been dealt to the wrong position.

    b. The player-dealer has the wrong number of cards.

    c. The shoe runs out of cards during the deal.

    d. Two or more boxed cards come out of the shoe during the same hand.

18. A misdeal will not be declared after the draw has commenced, except when the player-dealer's hand does not have three cards.

19. If the shoe runs out of cards during the draw, a portion of the discards will be shuffled and used to finish the draw.

20. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player-dealer has acted on his or her hand, and before the players' hands are read. An exposed card is defined as one that lands face up on the table.

21. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe. A boxed card out of the shoe never plays.

22. If the Casino dealer deals a card off the table, the card plays.

23. If a player misses his or her opportunity to draw, the Casino dealer will back up the draw cards in order for him or her to receive the proper draw card.

24. If a card has been removed from the shoe because of Casino dealer error, the card will be placed directly under the shoe and will be the next card in play.

HAWAIIAN BLACKJACK

Hawaiian Gardens Casino began playing "Hawaiian Blackjack" on December 16, 2000.

Hawaiian Blackjack is a game in which the players' goal is to draw cards that, when their values are added together, total the number twenty-two (22).

The rankings are as follows:

Rank	Combination of Cards	Ratio
1st	Two (2) Aces (Ace-Ace) of any suit. This is known as a "Natural 22."	1.5:1
2nd	Blackjack, which consists of a Joker with a face card OR a ten (10).	Even money
3rd	Any combination of cards that total 22.	Even money
4th	Any combination of cards that total 21.	Even money
5th	Any combination of cards that total 20.	Even money
6th	Any combination of cards that total 19.	Even money
7th	Any combination of cards that total 18.	Even money
8th	Any combination of cards that total 17.	Even money
9th	Any combination of cards that total 16.	Even money
10th	Any combination of cards that total 15.	Even money
11th	Any combination of cards that total 14.	Even money
12th	Any combination of cards that total 13.	Even money

A minimum of four (4) card decks is to be used per table, each containing 56 cards per deck (i.e., a standard 52-card deck with four (4) Jokers added per deck). There are 8 decks per dealing shoe and 4 decks per automated shuffle machine. A table may utilize either a dealing shoe or an automated shuffle machine.

How to Play Hawaiian Blackjack

1. After all bets are placed, cards are dealt starting with the first seat to the left of the player-dealer, and continuing clockwise around the table. The first card is placed face up to all players, including the player-dealer. The second card is placed face up to all players, except the player-dealer who receives the second card face down.

2. In all Blackjack games, first action is given to the seat that corresponds to the value of the face down card of the player-dealer. Seat one is to the left of the player-dealer, and the seats are numbered consecutively clockwise around the table. If the card has a value of 1 through 7, then the first action will be given to that corresponding seat. If the card has a value of 8 or higher, then a new rotation is started as follows: card 8 = seat 1, card 9 = seat 2, card 10 = seat 3, card Jack = seat 4, card Queen = seat 5, card King = seat 6, card Joker = seat 7.

3. If a player has a 1st ranked hand (see ranking chart above), the player's hand wins at a ration of 1.5:1 to the extent that money covers the action. For example, if a player bets $2.00 and wins with an Ace-Ace of hearts, then the player is paid $3.00 as long as the bank has enough money to cover that amount. If the bank doesn't have enough to cover the payout, then the player will be paid as much as the bank has up to the amount to which he or she is entitled.

4. SPLITTING HANDS: A player may ask to split any pair and may ask for more than one hit card for each new hand, with the following EXCEPTION: a player will only receive one hit card when he or she is splitting a pair of Jokers. A player may split his or her cards into and up to four (4) different hands in one round, and may double down or surrender after the split.

5. DOUBLING DOWN: Players may double down on any two-card hand at any time, with the following EXCEPTION: no player, including the player-dealer, may double down on a 1st or 2nd ranked hand. After doubling down, a player may only request one (1) hit card.

6. SURRENDERING: A player may surrender fifty percent (50%) of his or her wager on any two-card hand. The collection rate will not be refunded. A player may not surrender if he or she has already received a hit card.

7. BOTH HANDS TOTAL 22: If both the player's and the player-dealer's hands total twenty-two (22), the higher-ranked hand wins (see ranking chart above). Should both hands be of identical rank, it is a push.

8. PLAYER'S HAND TOTALS MORE THAN 22: If both the player's and the player-dealer's hands total more than twenty-two (22), the hand that is closer to 22 wins. All ties push.

9. BOTH HANDS TOTAL LESS THAN 22: When both the player's hand and the player-dealer's hand total less than twenty-two (22), the hand closest to twenty-two (22) wins (see ranking chart above). All ties push, with one EXCEPTION: if both hands total 18, then the player loses to the player-dealer.

PLAYER-DEALER'S OPTIONS:

1. After the first two (2) cards have been dealt (one upcard and one downcard), if the upcard is an Ace, Joker, face card or ten (10), the player-dealer must check the downcardto see if he or she has a 1st or 2nd ranked hand (see ranking chart above). If the player-dealer's hand ranks 1st or 2nd , then he or she must immediately turn the downcard over and place both cards above the betting line.

2. The player-dealer must stand on a hard eighteen (18) or higher. [Note: Hard eighteen is a 10 and 8; soft eighteen is an ace and 7.]

3. The player-dealer must hit on a soft (18) or lower.

4. The player-dealer may never surrender.

PLAYER'S OPTIONS:

After the first two cards are dealt, a player has the following options:

1. Split Joker-Joker and receive only one upcard for each hand

2. Split any pair other than Joker-Joker (see above) and may receive more than one hit card per hand. A player may split his or her cards into and up to four (4) different hands in one round and may double down or surrender after the split. No collection rate will be collected on the split hand.

3. Double down on any two-card handand will receive only one hit card.

4. Surrender 50% of the wager on any two-card hand.

5. Option to request a hit card on any hand that totals 21 or less A player cannot receive a hit card on hands that total twenty-two (22).

6. A player may not surrender or double down if he or she has received a hit card.

Rules of Hawaiian Blackjack

1. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

2. Seated players may refuse backline betting on his or her hand.

3. If a seated player accepts a backline bet (s) on his or her own hand, the player with the most money bet on the hand makes the final decision on the play of the hand.

4. The collection rate is collected from each player before any cards are dealt.

5. All cash must be changed to chips.

6. A "NO ACTION" minimum bet may be placed by the player-dealer on an empty seat but the two cards will be dealt face down only.

7. All cards must stay on the table, including the check of the player-dealer's hand.

8. Players may not touch their cards at any time with the exception of the player-dealer who must look at the downcard to check for a possible 1st or 2nd ranked hand (see ranking chart above).

9. Only three (3) parties may bet "kum-kum" on a player-dealer's hand.

10. The cards in each deck have the following values:

a. Jokers	2 or 12 (Joker is NOT wild)
b. Aces	1 or 11
c. Face Cards (Jack, Queen and King)	10
d. All others	Face value.

11. A player must either say "hit," or "card," or scratch the table to indicate to the Casino dealer that he or she would like a hit card. A player must wave with an open hand to indicate to the Casino dealer that he or she would like to stand.

12. If the Casino dealer exposes the player-dealer's downcard, it is a dead card; unless the player-dealer's hand is a 1st or 2nd ranked hand after the first two cards have been dealt, then the card plays. Three cards will be burned and replaced with the next card off the deck. If there is a dead

card, the Casino dealer will burn the next three cards and replace the dead card with the fourth card off of the deck.

13. If a player asks for a hit and is given one out of turn, the card plays. The Casino dealer will finish hitting that hand and then go to the hand that should have been played and continue in turn, skipping the hand that was played out of turn.

14. If a card is pulled out of a dealing shoe prematurely, the card will be placed under the dealing shoe and play continues as long as the card is not exposed. If the card is exposed, the card is dead, and the Casino dealer will burn three cards before play continues.

15. If two cards come out at the same time, and both cards are not exposed, play continues. If either card is exposed, it is a dead card. Three cards will be burned and play continues.

16. If a Casino dealer deals the card(s) out of order, , the cards will be rotated around so that the cards are dealt to the proper positions. Exception: when the first player receives the second card, then all cards stay where they have been dealt.

17. If the Casino dealer skips a player when he or she is dealing the cards, the skipped player is out of that hand. The skipped player will be given a courtesy collection button to use of his or her next hand.

18. If the Casino dealer deals a card to a no bet position, the hand dealt to the no bet position is dead and will be picked up by the Casino dealer.

19. If the Casino dealer miscalls a player's hand causing the player to stand on a hand that would otherwise receive a hit, the Casino dealer will finish hitting the player currently acting, then the player with the miscalled hand will be entitled to the next card off the deck. (**Note**: Once the player-dealer's downcard is exposed, in turn, the miscalled hand receives no

action, and the money bet by the player with the miscalled hand is deducted from the player-dealer's bank.)

CARIBBEAN STUD POKER

Caribbean Stud Poker is a game in which the players' goal is to make the highest possible poker hand and earn a chance to receive table odds of 10:1 on his or her CALL BET.

The rankings of the hands are as follows:

Rank (Highest to Lowest)	Combination of Cards
1st	Royal Flush
2nd	Straight Flush
3rd	Four-of-a-Kind
4th	Flush
5th	Full House
6th	Straight
7th	Three-of-a-Kind
8th	Two Pair
9th	One Pair
10th	High Card

Caribbean Stud Poker is played with a standard 52-card deck. A table may utilize either a shoe or an automated shuffle machine. There are eight (8) decks per dealing shoe and four (4) decks per automated shuffle machine.

How to Play Caribbean Stud Poker

1. All players must place an ANTE in accordance with the table limits prior to receiving his or her cards.

2. The Casino dealer will deal the cards clockwise, starting with the first player located to the left of the player-dealer position. Each player will receive five (5) downcards, including the player-dealer. After all cards are dealt, the Casino dealer will turn the player-dealer's top card face up.

3. The players then examine their cards and decide whether to fold or call. If the player decides to fold, the player surrenders his or her cards and forfeits his or her entire ANTE. If the player decides to call, the player must place

an additional BET that is exactly equal to two times the ANTE (known as the CALL BET) and place his or her cards face down in front of him or her.

4. After all players make their decision to fold or call, the Casino dealer will expose the player-dealer's remaining face down cards one by one. The player-dealer's last downcard will determine the position to receive first action. The value of the card corresponds to a table position as follows:

Value of Card	Table Position
Ace or 8	Position #2
2 or 9	Position #3
3 or 10	Position #4
4 or Jack	Position #5
5 or Queen	Position #6
6 or King	Position #7
7	Position #8

Position #2 is always the first position located to the left of the player-dealer, and the remaining positions are located clockwise around the table. For example, if the player-dealer's last downcard is a Jack, position #5 to the left of the player-dealer will receive action first for that hand.

5. The player-dealer's hand must "qualify" (i.e., must have at least an Ace and a King) to play. If the player-dealer's hand does not qualify, the hand is over, and players who called (i.e., placed a CALL BET) will be paid even money on his or her ANTE and the CALL BET is returned (i.e., the CALL BET is a push and receives no action.)

6. If the player-dealer's hand qualifies, then each player's hand is compared to the player-dealer's hand, starting with the player who was determined to receive action first.

7. If the player-dealer's hand ranks higher than the player's hand (see the ranking chart above), then the player loses both his or her ANTE and CALL BET.

8. If the player's hand ranks higher than the player-dealer's hand (see the ranking chart above), then the player is paid even money on his or her ANTE and a bonus on his or her CALL BET according to the following BONUS PAYOUT SCHEDULE:

Winning Hand Value	Table Odds on CALL BET
Royal Flush	10:1
Straight Flush	9:1
Four-of-a-Kind	8:1
Full House	7:1
Flush	6:1
Straight	5:1
Three-of-a-Kind	3:1
Any Two Pair	2:1
Pair of Aces or less	Even money

9. If the player-dealer's and player's poker hands tie, then the remaining cards will be added in, and the highest hand wins. If all of the player-dealer's and player's cards are identical, then the hand is a push.

Rules of Caribbean Stud Poker

1. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round. At the start of a new game, the player-dealer position will be offered to each player, starting with position #1.

2. A maximum of two (2) backline bets is allowed per player position. A seated player may refuse backline betting on his or her hand.

3. If a seated player accepts a backline bet(s) on his or her own hand, the player with the most money bet on the hand makes the final decision on the play of the hand, unless an alternate agreement was made ahead of time.

4. The collection rate is collected from each player before any cards are dealt.

5. All cash must be changed to chips.

6. A "NO ACTION" minimum bet may be placed by the player-dealer on an empty seat, but the five cards will be dealt face down only.

7. Only three (3) parties may bet "kum-kum" on a player-dealer's hand.

8. If the Casino dealer exposes any of the player-dealer's downcards on the deal, the exposed card(s) are dead. If there is a dead card, the Casino dealer will burn the next three cards and replace the dead card with the fourth card off of the deck.

9. If the player-dealer exposes his or her own downcards, the exposed card plays.

10. If a card is pulled out of a dealing shoe prematurely, the card will be placed under the dealing shoe and play continues as long as the card is not exposed. If the card is exposed, the card is dead, and the Casino dealer will burn three cards before play continues.

11. If two cards come out at the same time, and both cards are not exposed, play continues. If either card is exposed, it is a dead card. Three cards will be burned and play continues.

12. If the Casino dealer deals the card(s) out of order, the cards will be rotated around the table so that the cards are dealt to the proper positions. Exception: when the first player receives the second card, then all cards stay where they have been dealt.

13. If the Casino dealer skips a player when he or she is dealing the cards, the skipped player is out of that hand. The skipped player will be given a courtesy collection button to use on his or her next hand.

14. If the Casino dealer deals a card to a no bet position, the Casino dealer will continue dealing a five-card hand to the no bet position, but the hand will be dead and will be picked up by the Casino dealer.

15. No capping or pinching of a bet is allowed.

16. A player must pay his or her own collection fee.

17. Only Third Party Proposition Players that are prescribed by law are permitted to play and hold the player-dealer position.

18. The odds payoffs will only be modified to increase the game's return to the players.

19. Wagers are collected or paid, to the extent that money covers, in the following order:

    a. Front bet (ANTE)

    b. Back bet (CALL BET).

3. To determine the lowest ranked card or hand, the suits are ranked from highest to lowest as follows: spades, hearts, diamonds and clubs. NOTE: the suit ranking is only used to determine the lowest ranked card or hand for betting purposes; the suit ranking does not count in determining the winning hand. If two cards or hands are of equal rank, the player closest to the right of the Casino dealer will initiate the action.

4. After the first betting round is completed, the Casino dealer will burn one (1) card. Next, the Casino dealer will deal one (1) upcard to each seated player.

5. After each player receives his or her third card, a second betting begins starting with the lowest ranked hand face up on the table and continues clockwise around the table.

6. After the second betting round is completed, the Casino dealer will burn one (1) card, and then deal one (1) upcard to each seated player.

7. A third betting round begins after each player receives his or her fourth card. The betting round starts with the player with the highest hand face up on the table and continues clockwise around the table.

8. After the third betting round is completed, the Casino dealer will burn one (1) card, and then deal one (1) and final upcard to each seated player.

9. The fourth and final betting round begins after each player receives his or her fifth card. The betting round starts with the player with the highest hand face up on the table and continues clockwise around the table.

10. The first player to check must show his or her hand first at the showdown. The player with the highest ranking hand wins (see ranking chart above).

Rules of Asian Five-Card Stud

1. The player-dealer takes care of the winnings and losses. If the player-dealer runs out of money before he or she reaches your bet, all bets not acted upon will not win or lose.

2. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

3. If the Casino dealer exposes a downcard, the player will receive his or her next card face down.

4. If a player exposes a card, he or she will be required to play it as a downcard.

5. If the Casino dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional burn card for each remaining player in the hand.

6. If a dealer burns two cards or fails to burn a card, the players should, if possible, move the cards to the right position to rectify the error. If it happens on a downcard and there is no way to tell which card was received, then the player must accept the card.

7. Checks and raises are permitted during each round. All raises must be at least equal to the size of the last bet. If three or more players have money invested in a betting round, only one bet and three raises are allowed in the round. If only two players have money invested in a betting round, there is no limit to the number of raises.

8. String bets and string raises are not permitted. A player must put in the full amount of monies at one time or announce his or her intended action. A

player who puts a single chip into the pot that is larger than the previous bet is assumed to have called the bet, unless they announce "raise". Due to the flexible betting limits, anytime an oversized chip is placed in the pot, the player must indicated the amount of the wager.

9. Once a card touches the discard pile (known as "muck"), that hand is considered invalid, the player may no longer participate in the hand, and the player loses his or her bet. However, in the CSR's discretion, it may be considered *retrievable and be allowed to play.*

10. Each player is permitted one short buy-in for every full buy-in (For example: 1 full, 1 short, 1 full etc.).

11. All players are responsible for protecting their own hands. Each player should receive five (5) cards from the Casino dealer. If a player does not have the correct number of cards on the deal, and no action has been accepted, the hand will be a misdeal. If there has been action before the mistake is noticed, the player with the incorrect number of cards has a dead hand and no money will be refunded from the pot.

12. If there are not enough cards left in the deck for each player, the Casino dealer will deal all the cards except the last card. The Casino dealer then adds the last card to the burn cards and then scrambles them, cuts the deck, burns a card and delivers the remaining downcards, using the last card if necessary. If the Casino dealer determines that by using this procedure there will still not be enough cards for all the players, he or she may not deal the last card. The Casino dealer will announce to the table that there are not enough cards, and a community card will be dealt face up in the middle of the table. The community card will be used in all active player's hands. The player who had the lowest ranked card or hand for the prior round will start the betting on this round.

13. A player who calls a bet when outranked by an opponent's upcards is not entitled to have his wager refunded.

14. The splitting of pots among players will not be allowed under any circumstances in any game. All hands must be played to completion.

15. If a player with the lowest ranked hand declares that he or she is "all-in," the action of the round of betting will fall to the player to the left of the "all-in" player.

16. Half a bet or more constitutes a bet. For example: In a 2-10 limit game, on the fifth card, the first player bets $6. The next player then declares all-in for $10. The next player may call the bet at $10 or raise the bet to $16, $18, or $20. (In no-limit the half or more rule does not apply).

17. Anything less than half a bet is considered action only. For example: In a 2-10 limit game, on the fifth card, the first player bets $6. The next player then goes all-in for $8. The next player may call the bet of $8 or raise the bet to $12, $14, or $16.

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

19. A boxed card is a non-existent card and is immediately replaced with the next card in the deck.

20. If a player asks to be dealt-in, but is unable to make it back to the table in time to act on his or her hand, he or she forfeits the ante and force entry bet, if any.

21. If a player's first card is accidentally turned up, his or her second card is dealt down. If both of the first two cards are dealt face up, the hand will be declared dead, and that player shall receive his or her ante back.

22. In No Limit, cash in $100 bill increments, is allowed on the table. No bills other than $100 bills shall be permitted to be in play or on the table. Each player is entitled to an unimpeded view of an opponent's chips and a count of cash, if requested.

23. The player with the player-dealer button may ask for an additional shuffle.

24. If a player shows any cards to another player during or after a hand, any player at the table may demand that the player show the cards to all players after a winner is determined.

25. "Rabbit hunting" is not permitted. Once the cards are out of play, players may not look through the discard pile or ask the dealer what is coming off the deck next.

26. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise, he or she will not be required to meet the minimum bet, unless the next player in the rotation has already acted by meeting the minimum bet.

13-CARD (CHINESE POKER)

Hawaiian Gardens Casino began playing "13-Card or Chinese Poker" on January 12, 2001.

13-card, also known as Chinese Poker, is a popular card game in Asia. 13-Card is played between four players, who are each dealt 13 cards. A standard 52-card deck and regular poker rankings are used. The goal is to arrange the cards in the best 3-5-5 combination.

How to Play 13-Card

1. After all bets have been placed, the Casino dealer deals 13 downcards to the four (4) seated players.

2. Each player must arrange his or her cards into 3 sets. The 1st set is a combination of three cards and is laid face down furthest on the table from the player. The 2nd set consists of five cards and is placed face down behind the 1st set (i.e., closer to the player than the 1st set). The 3rd set is comprised of the final five cards and is placed face down closest to the player. The 1st set may not rank higher than the 2nd set; the 2nd set may not rank higher than the 3rd set.

3. Once all sets have been arranged, the player to the left of the player-dealer turns his or her sets face up and compares them with all other player's sets. The comparison proceeds clockwise around the table, ending with the player-dealer.

4. The payoff of the wagers is based on the points awarded for each segment (see point system section below).

Point System

BASIC POINT SYSTEM:

- Scores are kept by points. The player with the higher ranking hand in each set wins 1 point. For example, Player A's 1st set outranks Player B's 1st set; therefore, Player A wins 1 point. Each point is given a monetary value for each game.

- If a player's 3-part hand outranks his or her opponent's hand 2 out of 3, the player wins 2 points. If a player's 3-part hand outranks his or her opponent's hand 3 out of 3, the player wins 4 points.

BONUS POINT SYSTEM:

- A bonus hand occurs when all 3 sets of one player's hand outrank all 3 sets of one opponent's hand, or when one player's hand outranks all opponents' hands. The bonus hands are called respectively, the "Shot" and the "Home Run."

- The "Shot" occurs between two or three players when a player wins all 3 sets against one or two opponents. In this situation, the regular point value for each segment is doubled, and an additional point is awarded for each segment. For example, if a player has a "Shot" hand against an opponent and the hand is not a "Clean Sweep," he will win a total of six (6) points from that opponent. The 3 winning sets are worth one point each for a total of three (3) points, these three (3) points are doubled for a new total of six (6) points.

- The "Home Run" - This bonus hand can only occur when there are four players for the game. It is called the Home Run because a player wins all three segments against all three opponents. The point value for each segment is tripled, when a "Home Run" occurs. For example, if a player has a "Home Run" and the hand is not a "Clean Sweep," a total of nine (9) points

will be awarded from each opponent. The three winning segments are worth (3) points, which are tripled to nine (9) points.

Clean Sweep or Automatic Hands:

- The "Clean Sweep" hands are hands that have a special ranking and value. Clean Sweep hands automatically win. All Clean Sweep hands must be declared before the showdown (i.e., before the hands are opened).

- The Clean Sweep hands are ranked from highest to the lowest as follows:

RANK	HAND	POINTS
# 1	**PURE DRAGON HAND** Ace through King of the same suit.	39 pts.
# 2	**BLACK OR RED DRAGON** Ace through King of the same color.	26 pts.
# 3	**DRAGON HAND** Ace through King of any suits.	13 pts.
# 4	**ALL BLACKS OR ALL REDS** Thirteen (13) cards of the same color.	13 pts.
# 5	**TWELVE BLACK OR TWELVE RED** Twelve (12) black and one (1) red or Twelve (12) red and one (1) black	6 pts.
# 6	**MINOR HAND** Composed of cards between Deuce & 9 of any suit.	6 pts.
# 7	**SIX WHEELS HAND** Six (6) pairs, note: four (4) of a kind can be counted as two (2) pair.	4 pts.
# 8	**THREE FLUSH HAND** Suited cards in the front, middle, & back positions.	4 pts.
#9	**THREE STRAIGHT HAND** Contains straight in the front, middle & back positions.	4 pts.

- When a player declares a Clean Sweep hand, the Casino dealer will verbally confirm with the player. Once it is confirmed, the Casino dealer will place a marker on top of the hand. The Clean Sweep hand will be viewed first after all other hands have been set, and the player with the Clean Sweep hand collects its value first. If more than one player has a Clean Sweep hand, the

player with higher ranking Clean Sweep hand will collect the total point value for that hand from all players; the player with the lower ranking Clean Sweep hand may not subtract his o her points from the payout to the player with the higher ranking hand and will only collect from the remaining opponents who do not have Clean Sweep hands. If two players have Clean Sweep hands with the same ranking, they collect from their opponents, but not from each other. If a Clean Sweep hand is not declared prior to the showdown, it will be played as a regular hand.

Rules of 13-Card

1. The buy-in is thirty (30) times the value of one point of the game. One point equals the stated limit for the game. Only the same denomination of chips on the table will play, unless a player declares the amount he or she intends to add to the stack and does so before they look at the hand. A player who adds or subtracts chips to the stack after he or she looks at the hand may forfeit his or her hand.

2. In an "all-in" situation, wager settlement begins to the left of the player-dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount of chips that was wagered by that player at the beginning of the hand. Antes will be included in the payoff by an all-in player provided the antes add up and equal one point or more.

3. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

4. Players are responsible for allocating the payoffs and comparing the hands. The Casino is not responsible for either the payoffs or the comparison of hands.

5. If a player fails to set his or her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled, and that player must pay a penalty to each opponent as follows:

    a) A fouled hand against a Clean Sweep hand will pay the value of the Clean Sweep hand.

    b) A fouled hand against a regular hand will pay six (6) points plus the bonus in the opponents' hand.

6. If a player declares a Clean Sweep hand but cannot produce it, the player's hand is fouled.

7. In a situation where one player declares a Clean Sweep hand and another player declares the intention to surrender, the first declaration will be used for the settlement of the wager. If both declarations occur simultaneously, the player who is to the immediate right of the player-dealer button will be recognized as the first to make the declaration. Once the proper marker is placed on top of the hand, the player may not change his or her decision.

8. Before the showdown, a misdeal will be declared if:

    a) The Casino dealer exposes five or more cards of one player's hand.

    b) Any player is dealt an incorrect number of cards.

    c) Five or more boxed cards appear in the deck.

    d) A foreign card appears.

9. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the Casino dealer before the showdown that an incorrect number of cards has been dealt.

10. If a player's hand contains two of the same cards, the player's hand is fouled. If two of the same cards belong to different players, the game will be declared a misdeal.

11. Exposed cards or boxed cards will play as dealt.

12. Ace-2-3-4-5 is the smallest straight.

13. Any chips less than the minimum limit (point) of the game will not play. Any chips larger than the table denomination must be changed to the denomination used on the table for the limit being played.

BADUGI

Badugi is a four card lowball game. The object of Badugi is to make the best low hand (unsuited) with the most cards. The best low hand is comprised of four cards of different suits and different ranks (i.e., A-2-3-4, off suit). When you find yourself holding 4 cards of different rand and suit, then you are holding a BADUGI!

Rules for Badugi

1. Each player is dealt 4 cards in a clockwise direction starting from the player on the Small Blind. Cards are dealt to each player one card at a time.
2. Once everyone has their 4 cards the first round of betting begins with the player to the left of the Big Blind and continues around the table in a clockwise direction.
3. First Draw Round: Players are offered the opportunity to draw zero to four cards, clockwise from the first participating seat to the left of the dealer button. Players select which cards to keep and which to replace through a draw.
4. Once all the players have completed their first draw, the second round of betting begins.
5. Second Draw Round: Same as First Draw Round.
6. Once all the players have completed their second draw, the third round of betting begins.
7. Third Draw Round: Same as first and second draw round. The dealer would reshuffle the discards at this time, if necessary.
8. Once all the players have completed their third draw, the final round of betting begins. This round is the same as the third draw.

Object of the Game

The object of Badugi is to make the best low hand with the most unsuited cards. There is no ranking for the suits themselves. The best hand is A-2-3-4 (unsuited). Any hand of all four suits ("Badugi") beats any hand that has either a pair or two of the same suits (a three card hand).

If none of the players are able to make a 4 card hand, the winner is determined by the best 3 card hand. The best 3 card hand is A-2-3 (off suit), with either a pair or a matching suit.

Occasionally, the best 2 card hand wins the pot. The best 2 card hand is A-2 (off suit).

MATCH-IT
(LIMIT WITH DOUBLE DRAW)

The object of the game is to match the sum of the 3 card flop (also known as the "board". The regular 52 card (also know as a "deck") will be used, joker not included. Values of each card are as follows:

Ace	1 or 11
Face Cards (King, Queen, Jack)	10
Spot Cards (2 – 10)	Face Value

The Ace takes on the value of either 1 or 11 as selected by the player holding the Ace. An Ace that is included in a 3-card flop is always valued at 11. Thus, the maximum possible 3-card flop is 33 (A-A-A). The minimum possible 3-card flop is 6 (2-2-2). Card suits (spade, heart, diamond, club are not relevant to the game play. Thus, the 2 kings of different suits carry the same rank or value of 10 points.

If two or more players have the same sum, the player who has the higher card ranking wins (i.e., the flop 6-7-8 = 21. Player X has A-A-9, a better hand than Player Y who has A-K-K. Subsequently for the 3-card flop 6-7-8 = 21, A-K-Q beats A-K-J, A-K-J beats A-K-10). If no player matches the sum, the player who is the closest to the sum wins, without going over. If every player has a greater sum ("busted hand") compared to the 3-card flop, the player who has the closest sum wins. However, a busted hand can not beat a non-busted hand (i.e., the 3-card flop Q-J-2 = 22. A hand of K-K-3 loses to J-2-4. 23 is a "busted hand"; 16 is not) If two or more players have identical hands, they split the pot.

The game uses a flat disk called a "dealer button" to indicate the player who is in the dealer position for that hand. The player with the dealer button is the last to receive cards and has right of last action after the first betting round.

Big and Small Blind bets are used to stimulate action and initiate play. In addition to the blinds, every player has to ante. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless a structure of a specific game or a situation requires part or all of a particular blind to be "DEAD". Dead chips are not part of a player's bet. The Small Blind is posted by the player immediately clockwise from the button, and the Big Blind is posted by the player two positions clockwise from the button.

The first betting round starts after all players receive their 3 down cards and the exposure of the 3-card flop. Action starts with player immediately to the left of the blinds. Up to 3 raises allowed, when there are three or more players contending for the pot, no limit on raises if it is "heads up". Players remaining must now decide whether to discard their unwanted cards and perform their first draw. Players can stay PAT or discard 1, 2 or 3 cards. A player that stays PAT on the first draw can decide to break PAT and perform the second draw. On all subsequent betting rounds, action begins with the first active player left of the button. The second betting round starts after the first draw. The limit increases from 1 unit to 2 units. All remaining players can again stay PAT or discard 1, 2 or 3 cards and perform their second and final draw. The third betting round starts after the second draw. The limit increases from 2 units to 3 units. Once the betting round is completed, it shall be hand showdown. The button rotates one position clockwise after each deal. The button must move forward and the blinds adjust accordingly.

Rules

1. All blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In "heads up" play, the small blind is on the button.
3. A new player entering a game, has the following options:
    a. To immediately be dealt a hand, OR

b. To let the blinds and the button pass before being dealt a hand.

4. Players can not have the button twice; the button always moves forward, and the blinds are adjusted accordingly. However, a new player inherits the small blind waiting for the big blind but will be allowed to post only the small blind.

5. If you miss any of the blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.

6. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed the seat. A player may also change seats without penalty provided a blind has not passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.

7. Three cards constitute a playing hand; more or fewer than three cards after the draw constitute a fouled hand. Before the draw, if you have fewer than three cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing third card, even if the action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete the three-card hand.

8. You may change the number of cards you wish to draw, provided:

    a. No cards have been dealt off the deck in response to your request (including the burn card)

    b. No player has acted on his or her hand based on the number of cards you have requested.

c. All players shall declare PAT hand or number of cards to be drawn BEFORE any one receives any draw cards for that round.

9. If one is asked how many cards one drew by another active player, one is obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is action after the draw, one is no longer obligated to respond and the dealer cannot respond.

10. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

Irregularities

1. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, re-shuffle and re-cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a down-card is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.

2. If the dealer mistakenly deals the first player an extra card (after all players have received their staring hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

3. If a dealer exposes a card on the Draw, the exposed card will be mucked and players will receive their cards in the rightful order. After the Draw is completed for that round, the player who had an exposed card get the last card.

PAI GOW POKER

Hawaiian Gardens Casino began playing "Pai Gow Poker," on December 20, 1997.

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 52-card deck with one Joker added. The Joker can only be used as an Ace, or to complete a Straight or a Flush. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand.

How To Play Pai Gow Poker

1. After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button.

2. Each seated player is then dealt seven (7) downcards with which to make two separate poker hands, a 2-card hand and a 5-card hand. The object of the game is for the player to have both hands to rank higher than those of the player-dealer.

3. A player wins if both of his or her hands rank higher than those of the player-dealer. If the player wins on one hand, but loses on the other, it's a push and no money changes hands. The player-dealer wins if both of the player-dealer's hands are winners, or if one hand wins and the other hand is a tie. If the player-dealer loses on one hand, and ties with the player on the other, it's a push and no money changes hands. Winning hands are paid even money; losing hands lose the amount wagered.

4. The player must place the 5-card hand face down in the Highest Cards section and the remaining 2-card hand must be placed face down in the Low Cards section.

5. The 5-card hand must always be higher than the 2-card hand. For example, if the 2-card hand is a pair of fours, the 5-card hand must contain a pair of fives or better.

6. The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. With a Joker, the highest 5-card hand must contain a pair of fives or better. The Pai Gow Poker hand rankings are as follows:

Rank	Combination of Cards
1st	Five Aces (A-A-A-A-Joker)
2nd	Royal Flush (10-J-Q-K-A of the same suit)
3rd	Straight Flush (Five cards of the same suit ranked in order; for example, 6-7-8-9-10 of hearts)
4th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) Note: The highest-ranked cards would win should the player-dealer and player both have a four-of-a-kind
5th	Full House (Three-of-a-kind and one pair) Note: Ties are broken by the highest-ranking three-of-a-kind; for example, K-K-K-7-7 beats a 10-10-10-A-A
6th	Flush (Five cards of the same suit, regardless of ranking; for example, 5-8-9-Q-K of spades)
7th	Straight (Five cards of different suits ranked in order)
8th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9th	Two Pair (Two sets of pairs)
10th	A Pair (Two cards of the same value)
11th	High Card (If no one has at least a pair, then the highest-ranking card of each player's five-card hand decides the winning hand)

Rules of Pai Gow Poker

1. All hands are compared to the player-dealer's hand, and all bets are paid or collected in a clockwise direction starting from the "Action" button.

2. A player may not display his or her hand or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.

3. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.

4. The player-dealer's hand will not be opened until all other hands have been set. In the case in which the player-dealer's hand is opened before all hands are set, the Casino dealer will call the supervisor or a CSR immediately who will set the player's hand in the "logical way."

5. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

6. A misdeal will be declared if:

   a. The Joker or an ace is boxed or exposed on the deal.

   b. Two or more cards are boxed or exposed on the deal.

   c. The hands are delivered to the wrong spots, and two or more players have looked at their cards before the Casino dealer opens the player-dealer's hand.

d. The hands are delivered to the wrong spots, and a player looked at the player-dealer's hand.

7. In the event that the action hand is pushed to the wrong spot, and only one player has looked at the cards, the hands will be retrieved by a floor person and redelivered correctly. The hand for the player that looked at the cards will be played the "logical way."

8. A boxed card is replaced immediately with the very next card on the deck and exposed cards on the deal will be replaced, after the deal is finished with the first of the remaining four cards.

9. A player is responsible for the final setting of his hand. Upon request, the Casino dealer or VIP Customer Service Representative (CSR) will play the hand only according to the "logical way." The Casino cannot be held responsible for the logical way outcome.

10. Statements regarding the value of a hand are not binding. The cards read as their value states.

11. If a player sets his or her hands in such a way that the 2-card hand ranks higher than the 5-card hand, the hands are fouled and the wager is forfeited to the extent that money covers.

12. If a player puts three cards in one hand and four in the other, or one card in one hand and six in the other, the hands are fouled and the wager is forfeited to the extent that money covers.

13. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.

14. When an active player fouls his or her hand, any backline wagers will be set to logical way and paid accordingly.

15. The player-dealer's hand is not set until the player-dealer has signified his or her final decision in an obvious manner to the Casino dealer.

16. A hand that is misread by the Casino dealer will play at its true value if it can be retrieved intact.

17. When the player-dealer asks the Casino dealer to help set the hand, the Casino dealer cannot allow the player-dealer to set the hand fouled. If the Casino dealer mistakenly allows a fouled hand to be played, the Casino will set the hand in the "logical way" and play will continue. A player-dealer's hand can never be set fouled.

18. The Casino has the right to reset the player-dealer's hand if it is discovered that the Casino dealer did not show the best possible option, such that both the front and the back hands will increase in value, provided the payoffs have not been finished.

Hawaiian Gardens Casino

Baccarat 9

SUMMARY OF THE GAME

Baccarat 9 tables have betting spots for 1–8 players with each player having a corresponding numbered spot 1-8 to place their wager. Players make their wagers on either Player (Punto) or Bank (Banco). A Tie bet is offered. A player may place a tie bet without placing a wager on the Bank or Player.

The objective of the game is to make a hand of nine or as close to nine as possible. Aces count as one, picture cards have a value of zero, and all other cards have face value. When the combined cards have a total sum of more than ten the last digit of the total sum is the value of the hand, i.e. 7 + 6 = 13 = 3.

The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used. All 7's, 8's, 9's, and 10's are removed from each deck. Eight extra 10-valued cards are added per deck.

BASIC CONCEPT AND HOW TO PLAY

- Players make their wagers on either Player (Punto) or Bank (Banco), and/or the Tie wager.
- The casino dealer will take collections from each player prior to the deal.
- Two hands of three cards each will be dealt from the shoe. The three card hand dealt on the casino dealer's right side is the player's hand. The three card hand dealt on the casino dealer's left side is the bank's hand.
- A fourth card may be required or requested later for either hand.
- The casino dealer will verify with each player that is playing the player position on an option hand either to hit or stand by moving their wager into the hit or stand position.
- The option hands for the player are four, five, and six.

Hawaiian Gardens Casino

RULES

1. No more wagers will be allowed once the first card is removed from the shoe.

2. Players may not touch their wagers once the first card is removed from the shoe.

3. The bank hand wins all ties on “0” and “1”.

4. The objective of the game is to make a hand of nine or as close to nine as possible. Each player’s hand will be compared to the bank hand. The hand with the highest point value wins.

5. Aces count as one, picture cards have a value of zero, and all other cards have face value. See diagram on page 4.

6. Prior to the deal all players placing a wager on the player position must place that wager on the stand line.

7. The casino dealer will take collections from each player prior to the deal.

8. Player’s playing the player position will receive three community cards face up.

9. Player’s playing the bank position will receive three cards, the first two cards will be face down and the third card will be dealt face up.

10. The value of each hand is the sum of its cards. When the combined cards have a total sum of more than ten the last digit of the total sum is the value of the hand, i.e. 7 + 6 = 13 = 3.

11. When the player position has a total sum of points of zero to three the casino dealer will give a hit card to that hand.

12. If the total sum of points is four to six the player has the option to take a hit card or to stand.

13. If the total sum of points is seven to nine the player must stand.

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14. All players with a wager on the stand line have the following two options when their total sum of points is four, five, or six.
    - Stand and keep their wager on the stand line.
    - Hit and take a community card.

    All players that wish to take a hit will inform the casino dealer in turn. The casino dealer will move the players wagers to the hit position.

15. Once the casino dealer gives the option to the player's the casino dealer will open the banks hole cards.

16. The bankers hole cards determine were the action button will be placed. The action button is used to determine who receives first action on their wager. The Player/Banker position is always zero. See diagram on page 5.

17. The bank hand wins all ties on "0" and "1". All other ties 2 – 9 are a push.

18. The bank hand must hit on five or below and stand on six and above.

19. Any player that placed a wager on a "Tie" will be paid 8 to 1 on their amount wagered. A "Tie" is determined when the bank total is compared against the player total as determined by the house-way and found equal.

20. Player's requesting for the casino dealer to play their hand house way will be played as follows. Hit on five or less and stand on six or above.

21. If a player plays more than one hand, those hands will be played house way by the casino dealer.

22. Each seat has three, six, or nine betting circles.

23. Backline betting is allowed.

24. The player dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player dealer for more than two consecutive hands. The player dealer button rotates clockwise around the table. No one may assume the player dealer position unless he or she has made a non-banked bet in the last round. New players can assume the player dealer position only if all other seated players refuse the player dealer position in the round.

25. No Purchase Necessary ("NPN") Table: The NPN Table is available twenty-four hours a day, seven days a week, and upon customer request, may be activated, if it is not otherwise active.

Hawaiian Gardens Casino

VALUES OF CARDS

The objective of the game is to make a hand of nine or as close to nine as possible. Aces count as one, picture cards have a value of zero, and all other cards have face value.

RANKING CHART

Sequence	Cards	Values
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
11.	Jack	0
12.	Queen	0
13.	King	0

BACCARAT 9
COLLECTION RATES

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
$5 to 50	2.00	0.50
$10 to $100	3.00	1.00
$25 to $100	3.00	1.00
$50 to $100	3.00	1.00
$25 to $200	4.00	2.00
$25 to $300	5.00	2.00
$50 to $300	5.00	2.00
$100 to $300	6.00	3.00
$100 to $500	6.00	3.00
$200 to $500	6.00	3.00
$300 to $500	6.00	3.00
$300 to $1,000	11.00	5.00
$500 to $1,000	11.00	5.00
$500 to $2,000	11.00	5.00
$1,000 to $5,000	21.00	10.00

IF THE MINIMUM LIMIT CHANGES AND THE MAXIMUM STAYS THE SAME, THE COLLECTION WILL STAY THE SAME AS THE MAXIMUM LIMIT COLLECTION RATE.

PAI GOW TILES

Hawaiian Gardens Casino began playing “Pai Gow Tiles” on December 16, 2000.

The game of Pai Gow Tiles originated in Ancient China. The game’s playing pieces are dominoes, commonly known as tiles. Thirty-two (32) tiles are used in a game of Pai Gow Tiles. The object of Pai Gow Tiles is to make two hands that outrank the two hands of the player-dealer.

How To Play Pai Gow Tiles

1. After the wagers are placed, the player-dealer shakes the dice cup, which contains three (3) dice. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of tiles and the action button. The player-dealer is located at seat one (1), and the table positions proceed counterclockwise from the player-dealer. The player-dealer receives tiles first when the dice points total 9 or 17, and the player to the right of the player-dealer receives the action button.

2. The tiles are mixed or shuffled by the Casino dealer. The Casino dealer then places the tiles in eight (8) stacks of four (4) tiles each. All players (up to eight total) are dealt one stack (i.e., four tiles) face down.

3. The players will rank their tiles and set the two combinations (two tiles per combination) side by side face down in front of their bets. The value of each tile does not follow a particular numerical or color sequence, but is determined according to a Chinese symbolic system. Every tile has a corresponding 'twin', eleven of which are "identical twins." The other five pairs do not look alike, but have the same number of dots and the same ranking value.

The ranking combinations are as follows:

Bo, Wong, Gong and Kong rankings:

Rank	Combination
1	Chinese "Jee Joon" Tile 3 (red 1, white 2) and Tile 6 (white 2, red 4)
2	Identical pair of Twelve ("Double Heaven")
3	Identical pair of Twos ("Double Earth")
4	Identical pair of red Eights ("Double People")
5	Identical pair of Fours (red 1, white 3)
6	Identical pair of white Tens
7	Identical pair of Tall Sevens
8	Identical pair of white Fours
9	Identical pair of Elevens
10	Identical pair of Tens (red 4, white 6)
11	Identical pair of Sevens (red 1, white 6)
12	Identical pair of Sixes (red 1, white 5)
13	Pair of Nines (red 4, white 5 and white 3, white 6)
14	Pair of Eights (white 2, white 6 and white 3, white 5)
15	Pair of Sevens (white 2, white 5 and white 3, red 4)
16	Pair of Fives (red 1, red 4 and white 2, white 3)
17	Twelve ("Heaven") and any 9 (red 4, white 5 or white 3, white 6)
18	Two ("Earth") and any 9 (red 4, white 5 or white 3, white 6)
19	Twelve ("Heaven") and any 8 (pair of red 4s OR white 2, white 6 OR white 3, white 5)
20	Two ("Earth") and any 8 (pair of red 4s OR white 2, white 6 OR white 3, white 5)
21	Twelve ("Heaven") and any 7 (red 1, white 6 OR white 3, red 4 OR white 2, white 5)
22	Two ("Earth") and any 7 (red 1, white 6 OR white 3, red 4 OR white 2, white 5)

Single rankings:

Rank	Combination
1	Twelve (“Heaven”)
2	Two (“Earth”)
3	Red Eight (“People”)
4	Four (red 1, white 3)
5	Ten (pair of white 5s)
6	Six (“String Bean Six”)
7	Four (pair of white 2s)
8	Eleven
9	Ten (red 4, white 6)
10	Seven (red 1, white 6)
11	Six (red 1, white 5)
12	Nine (red 4, white 5 OR white 3, white 5)
13	Eight (white 2, white 6 OR white 3, white 5)
14	Seven (white 2, white 5 OR white 3, red 4)
15	Five (red 1, red 4 OR white 2, white 3)
16	Tile 3 (red 1, white 2) OR Tile 6 (white 2, red 4)

NOTE: Tile 3 (red 1, white 2) and Tile 6 (white 2, red 4) are Wild, meaning that the tiles can be used as a 3 or a 6.

4. After all the players have set their hands, the player-dealer hand is opened and set. Each player in turn, starting with the action button, will reveal their hands and compare them to the player-dealer’s hands.

5. The player wins if both of his or hands are ranked higher than the hands of the player-dealer. The player-dealers wins where both of the player’s hands are ranked lower than the player-dealer’s hands and where the player-dealer’s hands and the player’s hands have the same ranking combinations (i.e., tie). The winning bets are paid to the extent that money covers.

Rules of Pai Gow Tiles

1. All tiles must be kept on the table. A player may not show his tiles to, or discuss them with, any other player at any time while the game is in play.

2. A set of three dice is used to randomly determine which player will receive his or her tiles first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the right of the player-dealer receives the action button.

3. All bets must be placed before the dice cup is opened.

4. The Casino dealer deals four tiles face down to every seat, regardless of whether a bet has been made at each spot. The Casino dealer retrieves tiles dealt to empty seats, placing them face down in an area in front of the dealer tray.

5. Players set their tiles into two hands, creating the best hands possible. Both hands are placed face down in front of players' bets. Players may, if they wish, leave all four tiles in one stack, in which case, the Casino dealer or CSR will set them in the "logical way." The Casino cannot be held responsible for the logical way outcome.

6. The player-dealer button must cover the player-dealer's tiles until all of the opposing players have set their hands. Once the opposing

players have set their hands, the player-dealer may set his or her hand. If the player-dealer's hand is opened before all hands are set, the Casino dealer will call the supervisor or a CSR immediately who will set the player's hand in the "logical way."

7. Once the player-dealer's hand is set, the Casino dealer will turn over each player's hand to compare against the player-dealer, beginning with the player who has the action button, and proceeding counterclockwise. The Casino dealer declares whether each hand is a winning, losing or "pushed" hand.

8. If a player wins, the Casino dealer leaves the tiles two by two in the shape of the letter "T," in front of the player's spot.

9. If a player loses, the Casino dealer brings the losing bet forward in front of the betting circle (stacking two stacks on top of the other two tiles).

10. If a player pushes, the Casino dealer leaves the money alone, but brings the tiles toward the Casino dealer's tray.

11. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

12. A player may play or set only one hand, regardless of the number of hands on which he or she has wagered. A player can be the

“active” player on only one circle (spot) and on only one hand, regardless of the number of hands on which he or she has wagered.

NO LIMIT OMAHA

AND OMAHA HIGHT/LOW

All of the rules for the Limit Omaha and Omaha High/Low games apply to the No Limit games, except as noted in this section.

Rules of Omaha and Omaha High/Low

1. Players must use two of the four downcards in their hand and three cards on the board to make a valid hand.

2. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed *only* if the pot is: A: Minimum of $35 in $2-4 games B: $50 in $3-6 games C: $80 in $4-8 games D: $100 in $6-12 games.

3. In high/low splits, a qualifier of 8-or-better for low is required, unless a specific posting to the contrary is displayed.

4. In high/low if there is no low hand, the high hand wins the entire pot.

5. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards with three boardcards.

6. All blinds are "live," meaning they are treated as bets and the player who posts a blind will have the option of raising the pot when it is his turn to act (except in instances when a "dead collection blind" is required).

7. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the player-dealer button. In heads-up play, the player-dealer posts the small blind.

8. Players entering a Hold' Em game already in progress have the following options: For $9-18 limits or lower games:

    a. To be dealt right in.

    b. To wait for the button to pass and be dealt in.

    For $10-20 games or higher:

    a. To post the big blind and be dealt right in.

    b. To wait for the big blind.

    c. To post the big blind between the button and the small blind.

9. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players may only act as the dealer for one hand; then the button must continuously and systematically rotate among the players. Blinds are adjusted accordingly.

10. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as a "dead blind." When it is this player's turn to act, he may either call the action or raise.

11. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided

a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who draws for the player-dealer button is considered active in the game, and is required to make up both blinds if he misses a blind.

12. No “straddle” bets are allowed.

Additional Information

1. There is no maximum number of raises in any betting round.

2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already acted.

3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise.

4. One short buy-in is allowed after each full buy-in. Short buy-ins will be allowed only when a player has no chips in front of him or her. A player making a short buy-in may not make a full buy-in, unless he or she runs out of chips.

5. A wager is not binding until the chips are actually released into the pot.

6. If there is a discrepancy between a player’s verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.

7. Since No Limit play may require a large number of chips in order to make a bet, a player who says “raise” is allowed to make more than one move into the pot until the wager is complete.

8. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet, unless the player makes a verbal declaration to raise the pot.

9. In all No Limit Omaha games, the house has the right to place a maximum time limit for taking action on a hand. The dealer will “put the clock” on a player when requested to do so by a CSR. If the clock is put on a player when he or she is facing a bet, the player will have one additional minute to act on his or her hand. The player will have a ten-second warning, after which his or her hand is dead if he or she has not acted.

Hawaiian Gardens Casino

BACCARAT 9

BASIC CONCEPT January 13, 2009

Baccarat 9 tables have betting spots for 1-8 players with each player having a corresponding numbered spot to place their wager. Players make their wagers on the Player, the Banker or a Tie. A player may place a Tie bet without placing a wager on the Banker or Player.

The objective of the game is to make a hand of nine or as close to nine as possible. Aces count as one, picture cards have a value of zero and all other cards have face value. When the combined cards have a total sum of more than ten, the last digit of the total sum is the value of the hand, i.e. 7 + 6 = 13 = 3.

The game is played with multiple standard 52 card decks (six or eight decks are preferred) stripped of all 7's, 8's and 9's. Four extra ten (10) valued cards are added per deck.

HOW TO PLAY

Rules:

1. Customers make their wagers on the Player, the Banker and/or the Tie.
2. The casino dealer will take collections from each player prior to the deal.
3. Two hands of three cards each will be dealt from the shoe. The three-card hand dealt to the right of the casino dealer is the 'Players' hand. The three-card hand dealt to the left of the casino dealer is the 'Bankers' hand.
4. A fourth card may be required or requested later for either hand.
5. The casino dealer will verify that each player, with an optional draw hand, has received a hit/stand button.
6. The option hands for the players are five or six.
7. No more wagers will be allowed once the first card is removed from the shoe.
8. Players may not touch their wagers once the first card is removed from the shoe.
9. The objective of the game is to make a hand of nine or as close to nine as possible. Each customer's hand will be compared to the bank hand. The hand with the highest point value wins.
10. Aces have a value of one; ten and picture cards have a value of zero and all other card have face value.
11. Prior to the deal, all customers will place a wager on the Player, Banker and/or Tie.
12. Customers may place a Tie bet without placing a wager on the Player or Banker.
13. The casino dealer will take collections from each customer prior to the deal.
14. The Player position will receive three community cards face up.

15. The Banker position will receive three cards, the first card will be dealt face down and the following two cards will be dealt face up.
16. The value of each hand is the sum of its cards. When the combined cards have a total sum of more than ten, the last digit of the total sum is the value of the hand, (i.e. 7 + 6 = 13 = 3).
17. If the Player or the Banker's three (3) card hand totals nine (9), no cards will be drawn. The hand with the nine (9) wins unless there is a 'Push'.
18. When the Player has a point total of zero, one, two, three or four, the casino dealer must give a hit card.
19. When the Player has a point total of 5 or 6, the customer has the option to take a hit card or to 'stand'.
    - Each player that wishes to take a hit, will inform the casino dealer in turn. The casino dealer will move the player's wagers to the hit position, then;
    - The house dealer will place the community hit card to the right of the Player hand. All customers with wagers in the hit position will use the same community hit card.
20. When the Player has a point total of 7, 8 or 9, the customer must stand.
21. A customer betting the Banker hand must play against a House Way completed Player hand.
    - Both the Banker hand and Player hand must be played according to the 'House Way' when reconciling a customer wagered Banker hand.
    - Example: If customer #2 is betting on the Banker hand and the Player hand is a total of 5. Then customer #2 must take a 'hit' card as the 'house way' is hit on 0-5 and stand on 6-9, the hit card will be added to his current total and that total will be compared against the Banker hand.
    - If the total is less than the Banker hand, that customer wins.
    - If the total is more than the Banker hand, that customer loses.
    - If the total ties, and is 0 or 1, that customer wins (as Banker wins all ties on 0 or 1).
    - If the total ties, and is any other number, that customer loses (as Banker loses on all other ties).
22. The house dealer will then open the Bankers hand and deliver a hit card to the individual customers that bet the Player hand if one has been requested. After all player's hands have been set, then the Banker hand will receive a card if the hand totals 5 or less and will stand if the hand total is 6 or greater (this is the 'house way').
23. Customers requesting the casino dealer to set their hands the 'House Way' will have them set as follows: will hit on 5 or less and will stand on 6 or more.
24. The Banker hand wins all tie bets on '0' and '1'. All other ties 'Push'. Winning Tie bets will be paid 8:1. A 'Tie' is determined when the bank total is compared against the player total as determined by the House Way and found equal.
25. Backline betting is not allowed.
26. The player/dealer position is offered in a systematic and continuous way among the seated players, and no one player may serve as the player/dealerfor more than two consecutive hands. The player/dealerbutton rotates clockwise around the table. No one may assume the player/dealer position unless he or she has made a non-banked bet in the last round. New players can assume the player/dealerposition only if all other seated players refuse the player/dealer position in the round.

VALUE OF CARDS:

Baccarat 9

CARDS	VALUE
Ace	1
Two	2
Three	3
Four	4
Five	5
Six	6
Ten, Jack, Queen and King	0

[redacted]

January 13, 2009

9 ½

9 ½ is a game where the player's goal is to form a hand that is closer to totaling 9 ½ without exceeding 9 ½. The player/dealer hand is formed using house way. The game is one-to-one, meaning that the player plays against the player/dealer, where each competes to make the best possible hand. The hand with a value closer to 9 ½ without exceeding 9 ½ wins.

Rank	Hand value (points)	Payout Structure
1st	9 ½	6:5
2nd	9	Even money
3rd	8 ½	Even money
4th	8	Even money
5th	7 ½	Even money
6th	7	Even money
7th	6 ½	Even money
8th	6	Even money
9th	5 ½	Even money
10th	5	Even money

9 ½ is played with a standard 52-card deck. A table may utilize either a shoe or an automated shuffle machine. There are two (2) to eight (8) decks per dealing shoe and four (4) decks per automated shuffle machine.

How to Play 9 ½

1. The cards point values are: Ace through Nine is face value and King, Queen, Jack and Tens are ½ point each.

2. All players, including the player/dealer must place their bets in accordance with the table limits prior to receiving his/her card.

3. The Casino dealer will deal the cards clockwise, starting with the first player located to the left of the player/dealer position.

4. Each player will receive one (1) card dealt face up. The player/dealer card will be dealt face down.

5. Each player, beginning with the first player left of the player/dealer position may stand with the original card dealt or take additional card(s) rotating clockwise around the table. A player may take additional card(s) up to a point value of 9.

6. The object is to end with a hand point of near 9 ½ without exceeding 9 ½. A hand that exceeds 9 ½ loses.

7. Once all players have acted on their hands the player/dealer down card will be exposed and played house way. House way is to hit any hand with a point value of 5 ½ or less, and stand on all hands of a point value of 6 or more.

8. Each player hand is compared with the player/dealer hand to determine which total is closer to 9 ½ without exceeding that number. The closest hand to 9 ½ will win the bet.

9. If the player's hand and the player/dealer's hand are of the same point value the player will push with the player/dealer.

10. If the player's hand totals ten (10) or higher the player automatically loses the hand, regardless of the total of the player/dealer's hand.

Rules of 9 ½

1. 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 (2) consecutive hands. The player/dealer button rotates clockwise around the table. No one may assume the player/dealer position unless he/she has made a non-banked bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player/dealer position in the round.

2. A seated player may refuse backline betting on his/her hand.

3. If a seated player accepts backline betting the seated player will make the decision on the play of the hand, with the exception of the players making an agreement prior to the deal of any cards coming out of the shoe.

4. The collection rate is collected from each player before any cards are dealt.

5. All cash must be changed to chips.

6. A “No Action” minimum bet may be placed by the player/dealer on an empty seat but the card will be dealt face down only.

7. No more wagers will be allowed once the first card is removed from the shoe.

8. Customers may not touch their wagers once the first card is removed from the shoe.

9. Players may not touch their cards at any time.

10. The object of the game is to make a hand of 9 ½ or as close to 9 1/2 without exceeding 9 ½. Each players hand will be compared to the player/dealers hand. The hand with the highest point value wins.

11. The cards point values are: Ace through Nine are face value and King, Queen, Jack and Tens are ½ point each.

12. Customers playing the player/dealer position will play the hand house way. House way is to hit any hand with a point value of 5 ½ or less, and stand on all hands of a point value of 6 or more.

13. If the Casino dealer exposes the player/dealers down card on the deal the card is dead and the Casino dealer will burn three (3) cards and replace the down card with the next card out of the shoe.

14. If the Casino dealer deals a boxed card that card will be replaced by the very next card out of the shoe.

15. A customer must either say “hit” or “card”, or scratch from the outside to the inside of the table to indicate to the Casino dealer that he/she would like a hit card. A customer must wave with an open hand from left to right to indicate to the Casino dealer that he/she would like to stand.

16. If a player asks for a hit and is given one out of turn, the card plays. The Casino dealer will finish hitting that hand, and then go to the hand that should have been played and continue in turn, skipping the hand that was played out of turn.

17. If a card is pulled out of the shoe prematurely, the card will be placed under the dealing shoe and play continues as long as the card is not exposed. If the card is exposed, the card is dead, and the Casino dealer will burn three (3) cards before play continues.

18. If two (2) cards come out at the same time, and both cards are not exposed, play continues. If either card is exposed, it is a dead card. Three cards will be burned and play continues.

19. If the Casino dealer deals the card(s) out of order, the cards will be rotated around the table so that the cards are dealt to the proper positions.

20. If the Casino dealer skips a player when he/she is dealing the cards, the skipped player is out of that hand.

21. If the Casino dealer deals a card to a no bet position, the card dealt to the no bet position is dead and will be picked up by the Casino dealer.

22. If the Casino dealer miscalls a player's hand causing the player to stand on a hand that would otherwise receive a hit, the Casino dealer will finish hitting the player currently acting, then the player with the miscalled hand will be entitled to the next card off the deck. (Note: Once the player/dealer's down card is exposed, in turn, the miscalled hand receives no action, and the money bet by the player with the miscalled hand is deducted from the player/dealer's bank.)

23. No capping or pinching of a bet is allowed.

24. A player must pay his/her own collection fee.

No-Limit Poker

BUY-IN	BLIND	9 PLAYERS	8 PLAYERS	7 PLAYERS	6 PLAYERS	5 PLAYERS	4 PLAYERS
20.00	1-1	3.00	3.00	3.00	2.00	1.50	1.00
40.00	1-2	3.00	3.00	3.00	2.00	1.50	1.00
50.00	1-2	3.00	3.00	3.00	2.00	1.50	1.00
100.00	2-3	4.00	4.00	4.00	3.00	2.00	1.00
100-300	2-3	4.00	4.00	4.00	3.00	2.00	1.00
200.00	3-5	4.00	4.00	4.00	3.00	2.00	1.00
300.00	3-5	5.00	5.00	5.00	5.00	3.00	1.00
300-500	3-5	5.00	5.00	5.00	5.00	3.00	1.00
500.00	5-5	5.00	5.00	5.00	5.00	3.00	1.00
500-1,500	5-5	5.00	5.00	5.00	5.00	3.00	1.00
600.00	5-10	5.00	5.00	5.00	5.00	3.00	1.00
1000.00	10-20	5.00	5.00	5.00	5.00	3.00	1.00
2000.00	20-40	5.00	5.0	5.00	5.00	3.00	1.00

No-Limit Poker –Time Collection – Per Player per Half Hour

BLIND	9 PLAYERS	8 PLAYERS	7 PLAYERS	6 PLAYERS	5 PLAYERS	4 PLAYERS
15-25	11.00	11.00	11.00	11.00	5.00	5.00
25-50	13.00	13.00	13.00	13.00	6.00	6.00
50-100	15.00	15.00	15.00	15.00	7.00	7.00
100-200	17.00	17.00	17.00	17.00	8.00	8.00

Pot-Limit Poker

BUY-IN	BLIND	9 PLAYERS	8 PLAYERS	7 PLAYERS	6 PLAYERS	5 PLAYERS	4 PLAYERS
500.00	5-10	5.00	5.00	5.00	4.00	3.00	1.00

Pot-Limit Poker –Time Collection – Per Player per Half Hour

BLIND	9 PLAYERS	8 PLAYERS	7 PLAYERS	6 PLAYERS	5 PLAYERS	4 PLAYERS
2-3-5	8.00	8.00	8.00	8.00	4.00	4.00
5-5-10	10.00	10.00	10.00	10.00	5.00	5.00
5-10-15	11.00	11.00	11.00	11.00	5.00	5.00
5-10-25	12.00	12.00	12.00	12.00	6.00	6.00
25-25-50	14.00	14.00	14.00	14.00	7.00	7.00

BACCARAT

The object of the game is to be dealt, or by drawing a card create a hand closest to a point value of “9”. The value of each hand is determined by totaling the sum of the cards. An Ace has a value of 1, the 2 through 9 are face value and the 10, Jack, Queen and King have a value of 0. The total value of the hand is the last digit when the values of the cards are added. Ex. 9 + 7 = 16 and 6 is the value of the hand.

The game is played with multiple standard 52 card decks (six to eight decks are preferred). The cards will be dealt by a Casino Dealer and played from a “shoe” or an automated shuffling machine. The table has three possible bets; Banker, Player and Tie. Furthermore, the game will be played on a standard batwing table that accommodates up to fourteen players.

- Players may make their wagers on the Player, the Banker, and/or the Tie.
- The Casino Dealer will take the collections from each player prior to the deal.
- The Player Hand with the highest bet is dealt two cards face down and the Banker Hand position will have two cards dealt face down. If two or more players have the same highest bet, the player to the closest to the left of the player/dealer position will be dealt the two cards face down.
- No more wagers will be allowed once the first card is removed from the shoe.
- The value of each hand is the sum of its cards using the last digit in this total.
- The Player Hand is examined and returned to the Casino Dealer face-up.
- If the Player or Banker dealt hand totals 8 or 9, no cards will be drawn and the winning hand will be determined.
- When the Player Hand is dealt a point total of 0 through 5, it will be given a hit card.
- When the Player Hand totals 6, 7, 8 or 9 the player must stand.
- After the Player Hand completes its play, the Banker Hand turns over its down card.
    - If the Player Hand did not draw a card, the Banker Hand will hit on 5 or less and stand on 6 and above.
    - If the Player Hand drew a card the Banker Hand will draw a card according to the hitting rules below:

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	S	S	S	S
5	S	S	S	H	H	H	H	H	S	S
4	S	S	S	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	H	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

- Player and Banker Hands total the same the hand is a tie and all Player and Bank bets push while any Tie Bets will be paid 8 to 1.
- The player/dealer will pay all winning bets and will collect all losing bets.
- Back-line betting is allowed.
- The player/dealer position is offered in a systematic and continuous way among the seated players after two hands. The player/dealer button rotates clockwise around the table. No one may assume the player/dealer position unless he or she has made a non-banked bet in the last round. New players may assume the player/dealer position only if all other seated players refuse the player/dealer position in the round.
- Collections will be taken per betting spot from the player and per hand from the player/dealer. Fees will be charged for all wagers and shall be determined prior to the start of any hand or round, and is not calculated as a portion of wagers made or winnings earned.

Wager Payoff:

- Player Bet Pays 1 to 1
- Banker Bet Pays 19 to 20
- Tie Bet Pays 8 to 1

HAWAIIAN GARDENS CASINO

BACCARAT BONUS WAGER

Bonus Wager:

- Players making a Player, Banker or Tie bet have the option of placing an additional wager that the original four cards dealt to Player and Banker will form a designated combination as shown in the following table.
    - A pair in either hand. Payoff 3:1
    - A four card flush. Payoff 10:1
    - A pair in both hands. Payoff 40:1
- The Bonus Wager will be placed in a betting circle labeled BONUS.
- Bonus Wager must be placed prior to the deal of any cards.
- The Bonus Wager may be in any amount ($5.00 increments) between the betting limits for the game (ex. $10 to $100).
- Customers must place a Player, Banker or Tie bet to qualify for placing a Bonus Wager.
- There is no collection for the Bonus Wager.
- Bonus Wagers are collected or paid to the extent that Player/Dealer's wager covers in order from the Player/Dealer button.

Pokara Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal. There is one designated spot for Bonus Bet wagers to be placed per seated position.
2. The “Bonus Bet” may be any amount, in $5.00 increments, up to the amount of the initial wager.
3. Bonus bets are determined on the three dealt cards, not the final result after a draw.
4. The Bonus Bet can win regardless of the outcome of the base game wager.
5. There is no additional collection fee taken for placing a Bonus Bet wager.
6. The Player/Dealer will pay all winning Bonus Bets and will collect all losing Bonus Bets.
7. In the event the Player/Dealer’s wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player’s wager receives action in the following order: Initial wager then Bonus Bet.
8. Once the Player/Dealer’s wager has been exhausted, the wagers not covered by the Player/Dealer will be returned to those players making those wagers.
9. Pokara Bonus Bets pay as follows:

Hand Dealt	**Payout**
A-A-A Hearts	500:1
Trip Flush	60:1
Royal Flush	30:1
Straight Flush	20:1
Trips	10:1
Flush	3:1

KANSAS CITY LOWBALL (Triple Draw)

Triple Draw Lowball is a draw poker game in which the lowest ranking hand wins the pot. The game may be played with 3 to 8 players. Each player is dealt five cards one by one facedown, in a clockwise rotation, beginning with the first seat to the left of the dealer button, after which there is a betting round. Players are required to check, bet or fold. The players who remain in the pot then have an option to improve their hand by replacing the cards in their hands with new ones. This is known as "*the draw*." A player may replace as many cards in their hand as they would like, from 0 to 5 cards, at any time a draw occurs. All replaced cards will be placed in a discard pile. In Triple Draw Lowball there are three separate draws. Following each draw will be a round of betting. Before each draw, the Casino dealer will burn one card and place it in the discard pile. If the deck of cards is depleted during any round, all of the replaced cards will be collected and combined with the discard pile. The discard pile will then be used to distribute additional cards to players who wish to replace cards in their hand. This procedure will occur whenever a player wishes to replace cards in their hand and the deck has been depleted. For the first two rounds of betting, the lower table limit will be permitted. The last two rounds of betting will then be conducted at the higher table limit. After the final round of betting has been completed, the player with the lowest ranked hand wins.

The dealing position is rotated one seat position clockwise each hand. This position is identified by a button stating "DEALER". The dealer position will place a "small blind" bet. The seat left of the dealer position will place a small blind bet and the seat position second on the left will place a large blind bet, typically one half the limit of the game.

Rules of Triple Draw Lowball

1. A verbal declaration made with respect to a hand is binding. The hands will be read according to their value; however, should a player goad, or attempt to make another player act by misstating a hand of cards, his hand will be declared foul.
2. In Triple Draw Lowball, the best hand is any 7-5-4-3-2. Straights and flushes do count against a hand and Aces are considered high only.
3. The joker is considered to be the lowest card not present in a player's hand.
4. In the event of a tie hand, the pot will be split equally among the winners.
5. New players have two options:
   a. To wait for the big blind; or
   b. To kill the pot (double the limit for that hand by posting double the amount of the "large blind").
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to make up the blind on the following hand.
7. Half a blind or more constitutes a full blind.
8. In multiple-blind games, if for any reason the big blind passes a player's seat, he may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if a player has taken all of his blinds and changed seats. In this situation, a player will be dealt in when his position, in relationship to the blinds, entitles him to a hand.
9. In Triple Draw Lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is

replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

10. Any player may draw up to five consecutive cards.
11. After the draws are completed, a total of five cards constitutes a playing hand. Hands with more or less than five cards are fouled. Before the draw, if a player has fewer than five cards in his hand, he may receive additional cards, provided no action has been taken by the first player to act. However, the dealer position may still receive a missing fifth card, even if action has occurred, as he is the last to act. If action has been taken, a player is entitled, on the draw, to receive the number of cards necessary to complete a five-card hand.
12. A player may change the number of cards he wishes to draw, provided:
    a. No cards have been dealt off the deck in response to his request (including the burn card); and
    b. No player has acted on his or her hand based on the number of cards requested behind them.
13. Before there is action on the draw, players are obligated to respond to questions regarding the number of cards drawn, and the Casino dealer is also obligated to respond. Once there is action after the draw, there is no obligation and the Casino dealer may not respond.
14. When there are three or more players, a bet and six raises are allowed. In heads up play, raises are unlimited.
15. A check-and-raise is permitted on any hand after a draw.
16. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a $30-$60 limit game where the blinds are $10, $20, and $30, a player may open for $30 or $60 before the draw.
17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

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 and Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard fifty-two (52) card deck. A joker is added for the Joker's Wild version, for a total of fifty-three (53) cards.

The hand rankings are as follows:

Rank	Combination of Cards
1st	Five Aces (A-A-A-A-Joker)
2nd	Royal Flush (10-J-Q-K-A of the same suit)
3rd	Straight Flush (Five cards, same suit, ranked in order; 6-7-8-9-10 of hearts)
4th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5)
5th	Full House (Three-of-a-kind and one pair)
6th	Flush (Five cards, same suit, regardless of ranking; 5-8-9-Q-K of spades)
7th	Straight (Five cards of different suits ranked in order)
8th	Three-of-a-kind (Three cards of the same ranking)
9th	Two Pair (Two sets of pairs)
10th	A Pair (Two cards of the same value)
11th	High Card

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Dealing procedures:

- The casino dealer deals the cards into seven piles of seven cards.
- After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Number of players in the game:

A maximum of seven players including the player/dealer position.

How and when are house fees collected:

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

Betting scheme:

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

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

How winners determined and paid:

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

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- 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 and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
    - ➢ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player/dealer pays any Envy Bonuses at the end of the round.
    - ➢ If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
    - ➢ In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    - ➢ A player cannot win an Envy Bonus for their own or for the player/dealer's hand.

<u>Round of Play</u>

- Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- The casino dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- Once the player/dealer's hands are set, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- In all winning bets, the players are paid 9 to 10 of their total wager to the extent the Player/Dealer's wagers covers the action.
- 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 and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - ✓ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
    - ➢ The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player/dealer pays any Envy Bonuses at the end of the round.
    - ➢ If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
    - ➢ In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
    - ➢ A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- The cards are collected, shuffled and a new round begins.
- The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

- 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.

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.

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 $5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according 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.

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

PAYTABLE

Hand Dealt	Payout Odds	Envy
5 Aces	500 to 1	$200
5 of a Kind	2,00 to 1	$100
Royal Flush	1,00 to 1	$50
Straight Flush	50 to 1	$25
Straight Flush with Joker	30 to 1	$10
Four of a Kind	25 to 1	N/A
Full House	5 to 1	N/A
Flush	4 to 1	N/A
Straight	2 to 1	N/A

Pai Gow Poker & Fortune Pai Gow Poker Bonus Bet

CALIFORNIA LICENSED GAMBLING ESTABLISHMENT VERSION

Collection Fees for this game:

Limit	Player-Dealer Collection Rate (Per Hand)	Player Collection Rate (Per Bet)
$10 to $100	2.00	1.00
$25 to $100	2.00	1.00
$50 to $100	2.00	1.00
$25 to $200	3.00	2.00
$50 to $300	4.00	2.00
$100 to $300	4.00	2.00
$100 to $500	5.00	3.00
$300 to $500	5.00	3.00
$300 to $1,000	10.00	5.00
$500 to $2,000	10.00	10.00
$1,000 to $5,000	15.00	15.00

Hawaiian Gardens Casino

POKARA

Pokara is a three-card draw poker type game. The game is played with a deck containing only the following cards in all suits (Spades, Hearts, Diamonds and Clubs):

- Ace
- King
- Queen
- Jack
- Ten

The game will be played with a minimum of three (3) decks of cards. Twenty (20) decks is the preferred set-up.

The game is played with a Casino Dealer, a player/dealer and seven (7) players on a Blackjack type table for a total of eight (8) seated positions at the table.

The Casino Dealer deals a three card hand consecutively to each player (all face up) and the player/dealer (the first two cards face down and the third card face up). After each player has received cards, each player will have the opportunity to improve his/her hand by discarding one card and drawing one replacement card. The player may double the initial wager before making the draw. After drawing, if the player fails to improve his/her hand (based on the published rank of hands) the hand loses and shall be surrendered immediately. A player's hand is considered to be improved if the card he/she receives as their draw card ranks higher than the card discarded or makes the rank of the hand higher according to the hand rankings below. After all of the players have acted in turn, starting with the player to the left of the player/dealer position and moving around the table clockwise, the player/dealer will turn his/her hand face up and draw or stand pat according to a pre-determined "house way"(see below). Like the players, if the player/dealer hand rank is not improved by the draw, the player/dealer hand shall lose to all remaining live hands. The player/dealer hand is considered to be improved if the card they he/she receives as their draw card ranks higher than the card discarded or makes the rank of the hand higher according to the hand rankings below. If the player/dealer and the player have the same ranked hand, it shall be a push (tie) and the wager is returned to the player.

Hawaiian Gardens Casino

"House Way" will be played as follows:
If the three cards dealt to the player/dealer are a combination of cards as listed below, the player/dealer will be required to discard the card that corresponds with that hand and draw an additional card, as shown below. However, if the player-dealer does have any of the following hand combinations but the three cards complete a flush, the player-dealer will be required to retain their original three (3) cards and will not be permitted to discard a card and draw a new card.

DEALT HAND	DISCARD
A,K,J	J
A,K,10	10
A,Q,J	A
A,Q,10	10
A,J,10	10
K,Q,10	10
K,J,10	10
A,A,10	10
K,K,10	10
Q,Q,10	10
J,J,10	10
10,10,J	J

Additionally, if the three cards dealt to the player/dealer are a different combination than listed above, then the player/dealer will be required to stay with those three cards and will not be permitted to discard a card from their hand. This is known as standing 'Pat.'

RULES

1. The player-dealer position rotates clockwise 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 to the left of the player/dealer will receive the first card of each hand. The remaining cards of the hand will be dealt clockwise. No "backline betting" will be allowed. Betting and banking to seated players only.
2. The collection fee and the hand wager shall be placed before the first card is dealt.
3. The Casino Dealer delivers three (3) cards consecutively face-up to each wagering player and two (2) cards face-down and one (1) card (third card) face up to the player/dealer,

starting with the player to the left of the player/dealer position and moving around the table clockwise.

4. Starting with the first hand left of the player/dealer, each player will determine if he/she wishes to stay in the dealt hand or discard one card and have it replaced by the Casino Dealer. If a player makes a draw, the resulting hand must have a higher rank than the dealt hand (see hand rankings) or the hand loses and must be surrendered immediately.
5. The player may double the original wager before making a draw. The player must double his/her wager if drawing to a dealt hand that began with a rank of pair or better. A player that chooses not to draw may not double the original wager.
6. A player must discard a card from his/her hand if a draw is desired. Any double-down bet must be placed before the discard. A player must wave with an open hand from side to side to indicate to the Casino Dealer that he/she would like to stand (no draw).
7. After all of the players have acted, the player-dealer will turn his/her hand face up and draw or stand according to a pre-determined House Way (see House Way). Like the players, if the player-dealer hand rank is not improved by the draw, the player-dealer hand shall lose to all remaining live hands.
8. After all action is completed, the Casino Dealer will determine and pay the winners (hands with highest rank) and collect the wagers from the losing players (hands with lower rank) for the player-dealer, starting with the player to the left of the player/dealer and moving clockwise around the table.
9. If the hands of both the player and the player-dealer are of the same rank, they will be considered a “tie” (push) and no money is won or lost.
10. All bets receive action to the extent that the player/dealer’s wager covers. The round of play ends when the player/dealer wins or loses as much as he has wagered, or when all player’s wagers receive full action.

HAND RATINGS

The rank of each card used in Pokara, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, and 10. All suits shall be considered equal in rank. The best ranking hands for Pokara Gold, in order from highest to lowest, will be:

HAND RANKING	DESCRIPTION
Trip Flush	Three cards of one rank and the same suit A-A-A of the same suit, etc. is the highest, 10-10-10 is the lowest

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Royal Flush	A-K-Q of the same suit
Straight Flush	K-Q-J or Q-J-10 of the same suit
Three of a Kind	Three cards of one rank A-A-A highest, 10-10-10 lowest
Flush	Three cards of the same suit A-A-K highest, K-J-10 lowest
Straight	A-K-Q, K-Q-J, Q-J-10 not of the same suit
Pair	Two cards of the same rank AA-K highest, 10-10-J lowest
High Card	A hand comprising none of the above A,K,J unsuited highest K,J,10 unsuited lowest

Banked Game

The game of Pokara utilizes a player/dealer position and is a California game. The position must be offered systematically and continuously in a clockwise manner around the table after every two (2) 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 will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Hawaiian Gardens Casino

Pokara Bonus Bets

The Pokara Bonus Bet is a side bet that compliments all Pokara games, as listed above. It is a bonus wager that allows a player to bet that the player will be dealt a pre-determined and designated qualifying hand. There will be a distinctively marked circle on the table in which the player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Pokara Bonus Bet. Furthermore, this wager must be placed prior to cards being dealt.
- There will be one (1) designated spots on the table in which the seated player may place a bonus bet wager. Back-line betting is not permitted for the bonus bet.
- The bonus bet considers the three (3) cards initially dealt to the player. If those (3) cards results in a bonus hand, according to the table below, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's initial three (3) card hand does not make a qualifying bonus hand, according to the payout table below the bonus bet wager loses.
- The bonus bet may win regardless of the outcome of the base game.
- The Pokara Bonus Bet wager may be less than or equal to, but cannot exceed the base game wager. All wagers for the bonus bet wager must be in $5 increments.
- There is an additional collection fee taken for placing a Pokara Bonus Bet wager. All collection fees are for the base game wager only.
- **The player/dealer will pay all winning Pokara Bonus Bet wagers and will collect all losing Pokara Bonus Bet wagers.** Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- Winning Pokara Bonus Bet wager will be paid according to the table, as shown below:

Pokara Bonus Bet Payout Table

Hand Dealt	Payout
Trip Flush of Clubs	200 to 1
Trip Flush of Diamond, Hearts, or Spades	50 to 1
Royal Flush	30 to 1
Straight Flush	20 to 1
Three of a Kind	8 to 1
Flush	3 to 1

PAN 9 with Bonus Tie Bet

Hawaiian Gardens Casino began playing "Pan 9" on December 20, 1997.

Pan 9 is a fast-paced card counting game that resembles baccarat. It is played with a standard 52-card deck with all 7s, 8s, 9s, and 10s removed. The object of Pan 9 is to form a hand that equals nine (9) or as close to nine (9) as possible. The game is one-to-one, meaning that the player plays against the player-dealer, where each competes to make the best possible hand. The hand with a value closer to nine (9) wins.

How To Play Pan 9 with Bonus Tie Bet

1. All players, including the player-dealer, must place their wagers before the dice cup is opened. This is the only chance to place a bet.

2. The player-dealer will be offered the dice cup, which contains three dice, to shake. After shaking the dice cup, the Casino dealer opens it, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards and the action button. The player-dealer always receives cards first when the dice totals 9 and 17, regardless of how many players are seated, and the player to the immediate left of the player-dealer receives the action button. Other seats, in clockwise rotation, respectively represent the other numbers.

3. The Casino dealer deals three (3) downcards to each player in clockwise rotation, including the player-dealer. Cards between two (2) and six (6) have face value. Picture cards have a value of zero (0). Aces have a value of one (1). The player adds up the total of his or her hand; the value of the hand is the value of the last digit of the total. For example, if a player receives 6, 4 and 3 in the first three cards, the value of the hand is three.

4. Each player in turn (starting to the immediate left of the player-dealer), can either play the hand as is, i.e., stand, or draw one additional card, i.e., draw. Players must place their initial 3-card hand face-down in either the 'Card' or 'No-card' position to indicate their decision. Once the cards are tabled, players may not touch the cards. In the 'Card' position, the player will receive one additional downcard only. A player has the option of drawing on hand totals of 5 or 6 and must stand on hand totals of 7 or above. A player must draw on hand totals of 4 or less.

5. When all hands are set, the player-dealer's hand is exposed. The player-dealer must stand on hand totals of 7 or above. The player-dealer has the option of drawing on hand totals of 5 or 6. If the player-dealer's hand totals 4 or less, the player-dealer must draw.

6. Then, each player's cards are revealed starting from the Action button and compared in turn to the player-dealer's hand. In order to win, a player's hand must have a higher total than the player-dealer. In the event that the player-dealer's hand and the player's hand have the same total, it is called a push and no money is exchanged.

Rules for Pan 9

1. The player-dealer takes care of the winnings and losses. If the player-dealer runs out of money before he or she reaches your bet, all bets not acted upon will not win or lose.

2. A player may not display his or her hand or discuss his or her hand with any other player after the cards have been dealt, until all hands have been opened.

3. The player may play or set only one hand, regardless of the number of hands on which he or she may have wagered. For the rest of the hands, the player may look at the hand, but the player must set the hand according to "logical way."

4. A set of three dice is used to randomly determine which player will receive his or her cards first from the Casino dealer. The dice are inserted into a brass cup, the player-dealer shakes the cup, and the number of dice points revealed when the cup is opened are added up. The point total of the dice determines the player who is to receive his or her hand first and the position of the action button, except when the player-dealer position is indicated. In those cases, the first player to the left of the player-dealer receives the action button.

5. 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.

6. Once the player-dealer's hand is open, no one may act on his or her hand. If the player-dealer's hand is inadvertently exposed prior to the completion of the draw, the remaining hands will be played the "logical way."

7. When a player requests assistance on the play of a hand, the Casino dealer or VIP Customer Service Representative (CSR) will arrange the hand according to "logical way":

    a. Draw on 5 or less; and

    b. Stand on 6 or more.

8. After the player-dealer's hand has been opened and set, all of the "logical way" hands will be opened and checked. The Casino will reset any hand that has been played incorrectly by a Casino dealer or VIP CSR.

9. After the Casino dealer announces, "all hands set," players may not touch or alter their wagers. Players who add or subtract to their wagers after the "all hands set" declaration will forfeit their wager to the extent that money covers.

10. In the event that a player repositions his or her hand from one box to the other after the draw has begun; the hand will be played the "logical way." The exceptions are hands that are 5 or 6; these hands will play as they are.

11. If the player-dealer has not drawn a card, the Casino dealer must determine that the player-dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.

12. All players are responsible for protecting their own hands. If the player controlling the hand in play inadvertently fouls the hand, the player's hand cannot win and may only push or lose to the extent that money covers. Backline wagers placed on the fouled hand receive "no action" on their wagers. Note: this will happen ONLY when the fouled hand had a chance of winning or pushing.

13. If a player has an incorrect number of cards, his or her hand maybe fouled. It is his or her responsibility to notify the Casino dealer of a problem before the draw commences.

14. Statements regarding the value of a hand are not binding. The cards read as their value states.

15. A player's hand must remain in view of the Casino dealer and VIP CSR at all times, and all cards are to remain over the table at all times.

16. A misdeal will be declared if:

    a. It is determined before the deal is complete that cards have been dealt to the wrong position.

    b. The player-dealer has the wrong number of cards.

    c. The shoe runs out of cards during the deal.

    d. Two or more boxed cards come out of the shoe during the same hand.

17. A misdeal will not be declared after the draw has commenced, except when the player-dealer's hand does not have three cards.

18. If the shoe runs out of cards during the draw, a portion of the discards will be shuffled and used to finish the draw.

19. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player-dealer has acted on his or her hand, and before the players' hands are read. An exposed card is defined as one that lands face up on the table.

20. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe. A boxed card out of the shoe never plays.

21. If the Casino dealer deals a card off the table, the card plays.

22. If a player misses his or her opportunity to draw, the Casino dealer or VIP Customer Service Representative (CSR) will back up the draw cards in order for the player to receive the proper draw card.

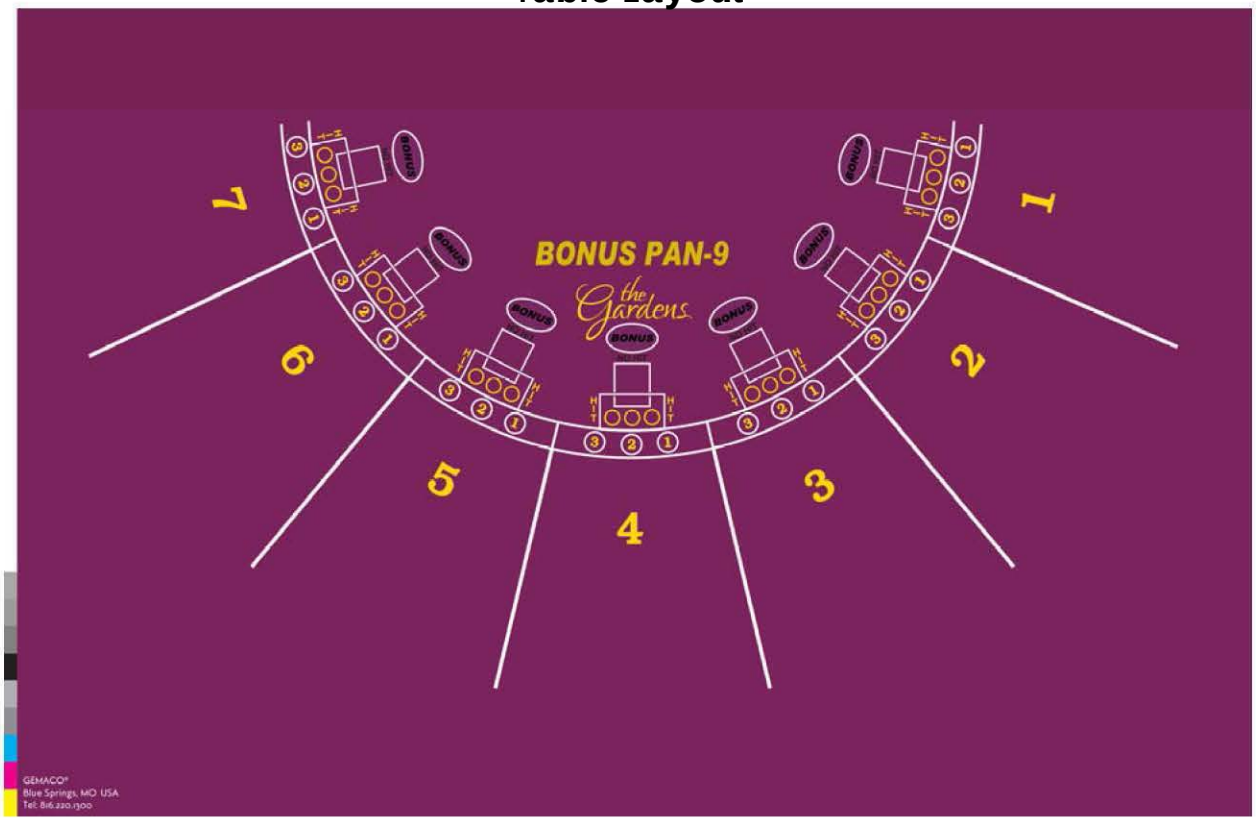
23. If a card has been removed from the shoe because of Casino dealer error, the card will be placed directly under the shoe and will be the next card in play.

Bonus Tie Bet

The Bonus Tie Bet is an optional bet for players who placed a game wager. The rules are as follows:

1. A Bonus Tie Bet must be placed prior to the initial deal.
2. A Bonus Tie Bet can be more than, less then, or equal to the base game wager, within table limits.
3. A Bonus Tie Bet is a bet that the player will stand with a natural dealt hand (the first three cards dealt) total of 7, 8 or 9 and the Player/Dealer will have a natural dealt hand with the same hand total as the player.
4. The Player/Dealer will pay all winning Bonus Tie Bets and will collect all losing Bonus Tie Bets.
5. 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: Game Wager, Bonus Bet.
6. Once the Player/Dealer's wager has been exhausted, the wagers not covered by the Player/Dealer will be returned to the players.

Table Layout



SUPER 9 WITH BONUS TIE BET

Rules of Play

The game is played using a multiple deck shoe with a minimum of two and a maximum of twelve modified 52-card decks. The 7s, 8s, 9s, 10s, are removed from each deck and no jokers are used. The object of the game is to form a hand that equals nine or as close under nine as possible. Picture cards (king, queen, jack) have a value of zero, an ace has a value of one, and all other cards, two through six have their face value. When the total numerical value of the cards equals ten (10) or more, only the right-hand digit (numeric count) is considered.

The game shall be played on a standard Pai Gow style table that accommodates up eight seated players. Back-line betting is permitted. Furthermore, any player may wager on available betting spots. Within each betting area for each seated player, there shall be two separate betting areas designated for a player's wagers. One is for the Base Game Wager and the other is for a Bonus Tie 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. Wagers shall be settled from player to player in the following order beginning with the player with the action button and moving clockwise around the table: all base game wagers, then all Bonus Tie Bet wagers.

Round of Play

At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for the game, the player-dealer shall shake a dice cup which contains three dice. The point total of the three dice determines the placement of the action button. The player-dealer always receives cards first when the dice totals nine or seventeen, regardless of how many players are seated, and the player to the left of the player-dealer receives the action button. Other seats, in clockwise rotation, respectively represent the other numbers. Once the action button is distributed, each player may make two wagers in accordance with the table limits. Once all wagers have been placed, the house dealer deals three cards to each seated player that placed wagers, one at a time, in a clockwise manner beginning with the player with the action button. The player-dealer's cards are kept in front of the house dealer and a white dealer button is placed on top of those cards. All cards are dealt face-down. After each player has been dealt a hand, he will opt, beginning in turn with the player to the left of the player-dealer, whether to hit or stand with the three cards that he has been dealt. Once a player has made his decision to hit or stand he will place his cards in a marked area in front of his seat position

that has a “Hit” or “No Hit” marked on it. If he stands, no action shall be taken. If his card is in a “Hit” area, the house dealer shall deal a fourth card, face-down, in front of his three cards. The player may not look at this card. The players hand shall be played according to the table and rules, as shown below.

The following table details what governs the player’s hand:

Rules for the Player Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7-9	0-4	5 & 6

- If the player’s initial three card hand equals seven, eight, or nine, the player must stand and is not eligible to receive a fourth card.
- If the player’s initial three card hand equals zero, one, two, three, or four, the player shall be dealt a fourth card face-down.
- If the player’s initial three card hand equals five or six, the player shall have the following two options:

    - Stand; or
    - Request an additional card be dealt to him. The fourth card shall be dealt face-down.

After each player’s hand has been completed, according to the table and rules below, the house dealer shall expose the player-dealer’s hand by placing all three face-down cards face-up.

The following table details what governs the player-dealer’s hand:

Rules for the Player-dealer Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7-9	0-4	5 & 6

- If the player’s initial three card hand equals seven, eight, or nine, the player must stand and is not eligible to receive a fourth card.
- If the player’s initial three card hand equals zero, one, two, three, or four, the player shall be dealt a fourth card face-down.
- If the player’s initial three card hand equals five or six, the player shall have the following two options:

    - Stand; or
    - Request an additional card be dealt to them. The fourth card shall be dealt face-down.

The player may play or set only one hand, regardless of the number of hands on which he or she may have wagered. The rest of the hands wagered on shall be

set according to the "Logical Way" chart below. Additionally, when a player requests assistance in setting his or her hand, the house dealer shall set the hand the 'logical way.'

The following table details what governs the Logical Way:

Rules for the Logical Way		
Must Stand On	**Must Hit On**	**Have Option On**
6-9	0-5	N/A

- If the player's initial three card hand equals six, seven, eight, or nine, the player must stand and is not eligible to receive a fourth card.
- If the player's initial three card hand equals zero, one, two, three, four, or five, the player shall be dealt a fourth card face-down.

How Winners are Determined

Once the player and player-dealers' hands are completed, according to the table and rules above, the house dealer shall reveal any and all cards that were dealt to a player's hand. The players shall then enter into a showdown with the player-dealer. Each player's hand is compared against the player-dealer's hand. The following shall apply for each possible outcome when determining the winner:

- The player-dealer shall pay all winning player wagers when the player's hand is closer to nine than the player-dealer's.
- The player-dealer shall collect all losing player wagers made when the player-dealer's hand is closer to nine than the player's hand.
- Ties between a player's hand and the player-dealer's hand that total zero (0) or one (1) are won by the player-dealer, ties on two (2) through six (6) are considered a push, and the wagers are called off. If both hands are a natural three card hand that ties at seven or above, all players who place a Bonus Tie Bet wager will be paid according to pay table below. If there is no Bonus Tie Bet wager the natural 7's, 8's and 9's will be a push.

Bonus Tie Bet

- For each seated position, there shall be one separate and specifically designated area for placement of an optional Bonus Tie Bet wager. A player may only place a Bonus Tie Bet wager if he has also placed a base game wager.
- Seated players as well as backline-bettors may place a Bonus Tie Bet wager.
- The Bonus Tie Bet wager can be more than, less than or equal to the base game wager, within table limits.

- There shall be no additional collection fee for placing a Bonus Tie Bet wager.
- **The player-dealer shall pay all winning Bonus Tie Bet wagers and shall collect all losing Bonus Tie 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.
- Winning Bonus Tie Bet wages shall be paid according to the table, as shown below:

Tie Hand	Payout
Nine	10 to 1
Eight	40 to 1
Seven	10 to 1

California Game

Super Pan 9 with Bonus Tie Bet utilizes a player-dealer position and is a California game. The positions shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Collection Fees

The collection fees in this game shall be taken per hand from the player-dealer position and per bet per player for each base game wager placed, prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as specified below, may 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 approved collection fees and schedules for the game of Pan 9 with Bonus Tie Bet are as shown below:

Schedule Options	Table Limit	Player Fee (per bet)	Player-Dealer Fee (per hand)	Jackpot Fee
1	$10 - $100	$1	$2	N/A
2	$25 - $100	$1	$2	N/A
3	$50 - $300	$2	$4	N/A

BLACKJACK POKER

Rules of Play

Blackjack Poker is played with a fifty-two card deck with no joker. The game shall be played with a minimum of one and a maximum of twelve decks. The game shall be played on a standard blackjack 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 position, there shall be two separate betting spaces specifically designated for two separate wagers; the game wager and the Perfect Pair Bonus Bet wager. Each wager shall have clearly defined minimum and maximum limits that may be wagered. In order to place a wager, a player must wager at least the table minimum. Back-line betting is permitted on all wagers.

No action button will be utilized. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. Wagers will be settled in the following order from player to player: the game wager, then the Perfect Pair Bonus Bet (if placed).

Object of the Game/Hand Rankings and Card Values

The object of Blackjack Poker is for the players and the player-dealer to add the numerical value of their cards to achieve as high a ranking hand, according to the chart below, as possible. Any two cards consisting of an ace of hearts with another ace of hearts, totals 22 and is the highest ranking hand, and beats all other hands. A player whose initial two-card hand contains two aces of hearts shall be paid 3 to 1. A player whose initial two-card hand contains an ace with any face or ten card shall be paid 6 to 5. All other qualifying hands, according to the hand ranking chart below, shall be paid even money. If neither a player nor the player-dealer has two aces of hearts, he or she may draw additional cards if needed until he or she achieve the highest ranking hand according to the charts below.

One face (king, queen, jack) or 10 card dealt with any other card has a value of ten and is added to the other card(s) point total. An ace has a value of 1 or 11 with all cards. All other cards of two through nine hold their face value.

Ranking Chart:

Card	Value
King, Queen, Jack, Ten	10
Ace	1 or 11 with all cards
Two through Nine	Hold their face value

The ranking of hand value for Blackjack Poker, in order from highest to lowest rank, shall be:

Rank	Hand Requirements	Payout
1st	Two Aces (Ace-Ace) of hearts	3:1
2nd	Blackjack, which consists of any Ace with any face card or a ten	6:5
3rd	Two Aces of Hearts after split	Even Money
4th	Ace-Face or 10 after split	Even Money
5th	Any combination of cards that total 21	Even Money
6th	Any combination of cards that total 20	Even Money
7th	Any combination of cards that total 19	Even Money
8th	Any combination of cards that total 18	Even Money
9th	Any combination of cards that total 17	Even Money
10th	Any combination of cards that total 16	Even Money
11th	Any combination of cards that total 15	Even Money
12th	Any combination of cards that total 14	Even Money
13th	Any combination of cards that total 13	Even Money
14th	Any combination of cards that total 12	Even Money

Round of Play

At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make his or her wager in accordance with the table limits.

Each player then has the following option(s) when placing his or her wager(s):

- Place a game wager which pays according to the table above;
- If a player placed a game wager, that player may place a Perfect Pair Bonus Bet wager, which pays according to the pay table as shown below.

After all bets are placed, cards dealt throughout the game are face-up, with the exception of the player-dealer's second card, which shall be dealt face-down. Each player shall receive one card face-up in turn, starting with the player position to the left (clockwise) of the player-dealer. Cards will continue to be dealt one at a time, in a clockwise manner, until each player, including the player-dealer, has two cards. The player-dealer receives his or her first card face-down in turn, but it is placed in front of the house dealer instead of the actual position of player-dealer. A second card is then dealt to each player, face-up, starting with the player to the left of the player-dealer. The player-dealer is then dealt a second card, face-down. If the player-dealer's first face-up card is an ace, king, queen, jack, or ten card, the player-dealer shall check the face-down card, after all cards have been dealt, to see if the hand contains a 1st or 2nd ranked hand. If the player-dealer's hand ranks 1st or 2nd, then the player-dealer's face-down card shall be exposed. Players are then given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand; which may include, doubling-down, splitting, using insurance, surrendering, or standing with the two cards dealt to them. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer hole (second) card if the card has not already been exposed.

Player Options:

Must Stand On	Have Option On
21 or higher	20 or less

Player Options:

Must Stand On	Must Hit On	Have Option On
Hard 17 or more	Soft 17 or less	No options

*A "Soft" hand is achieved when a hand contains an ace with a combination of two or more cards that add up to seventeen, and the ace is counted as one or eleven.

*A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to seventeen.

How Winners are Determined

Once the player-dealer's hand has been set, a series of showdowns shall begin between the player-dealer and all other players, comparing the numerical value of their hand, starting with the player to the left of the player-dealer and continuing in a clockwise manner until all wagers have been acted upon. The following will apply for each possible outcome of the showdown:

- If the player and the player-dealer's hand both contain two aces of hearts, the hands shall push and no action is taken on the wager.
- If the player and the player-dealer's hands total twenty-one or less and are the same total, the hands shall push and no action is taken on the wager.
- If the player and player-dealer's hands total twenty-one or less, and are not the same total, the hand closest to twenty-one wins as per the rank chart above.
- A two-card ace of hearts hand beats all other hands.
- If the player's hand ranks twenty-two or higher and the player-dealer's hand is a three-card hand totaling twenty-six, the hands shall push and no action taken on the wager; otherwise the player shall lose.

Perfect Pair Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Perfect Pair Bonus Bet. A player may only place a Perfect Pair Bonus Bet if they have also placed a Blackjack Poker game wager prior to the initial deal.
- Seated players as well as back-line betters may place a Perfect Pair Bonus Bet wager.
- The Perfect Pair Bonus Bet wagers may be less than, or equal to, but not greater than the Blackjack Poker game wager.
- The Perfect Pair Bonus Bet takes into account the first two cards dealt to the player's hand. If a player wagers on the Perfect Pair Bonus Bet and the first two cards dealt to the player's hand is a mixed pair, a pair of the same color (diamond/heart or club/spade), or a suited pair (club/club, diamond/diamond, heart/heart, spade/spade), the Perfect Pair Bonus Bet wager wins. If the first two cards dealt to the player's hand is anything other than a pair, the Perfect Pair Bonus Bet wager loses.

- A Perfect Pair Bonus Bet remains in action regardless of whether the player's Blackjack Poker game wager wins or loses.
- The player-dealer shall pay all winning Perfect Pair Bonus Bet wagers and shall collect all losing Perfect Pair 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.
- Winning Perfect Pair Bonus Bet wagers shall be paid according to the table, as shown below.

Perfect Pair Bonus Bet Payout Table

Hand Dealt	Payout
Mixed Pair (Any Pair)	6 to 1
Colored Pair (Same Color, Not Same Suit)	12 to 1
Perfect Pair (Same Suit)	25 to 1

Blackjack Poker Player Option

Double Down – Players, excluding the player-dealer, can double-down on the first two cards only, with the exception of being dealt two aces of hearts. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will receive only one additional card regardless of that total. A player cannot surrender on a double-down hand.

Split – Players, excluding the player-dealer, may split any two cards with the same value or rank originally dealt to them, unless the hand contains two aces of hearts. The player must place a second wager equal to one half his/her original wager placed prior to the start of the game. The second wager may not exceed the original game wager. A player may draw as many cards as they desire per split to make their best hand. Furthermore, players may double-down and surrender after each split. Players may split any two aces originally dealt to them, unless the hand contains two aces of hearts. A player can only receive one extra card per ace, and cannot qualify for a two-card ace of hearts payout after the split.

Insurance – Players may make an optional insurance wager. When the player-dealer has an Ace showing, players can take insurance by betting half (1/2) of

their original wager. If the player-dealer has a 1st or 2nd ranked hand (and the player does not), the player shall be paid 2 to 1.

Surrender – Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager shall be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

Odds – A two-card ace of hearts pays 3 to 1. A hand containing an ace with any ten or face card pays 6 to 5.

***There is no extra collection fee taken by the casino on any double-down, split or insurance wager placed by a player, nor is there any extra collection fee charged to the player-dealer.**

California Game

Blackjack 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. 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.

Collection Fees

For **schedule options 1 through 8**, 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. A collection fee shall also be taken per player for each wager placed prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee taken from the player or player-dealer for placing a Perfect Pair Bonus Bet. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings

earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Blackjack Poker are as shown below:

Schedule Options	Table Limit	Player-Dealer Fee	Player Fee
1	$5 - $10	$1	$0.50
2	$5 - $100	$2	$1
3	$10 - $100	$2	$1
4	$25 - $100	$2	$1
5	$100 - $100	$3	$1
6	$100 - $300	$4	$2
7	$100 - $500	$5	$3
8	$300 - $1,000	$5	$5

FIVE CARD OMAHA HIGH/LOW SPLIT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

Five-Card High Card Values

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

Five-Card Low Card Values

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

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

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

FIVE CARD OMAHA HIGH/LOW SPLIT

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

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 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, 5, 4, 3 and 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, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the

round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the “big blind” shall have the right to act last.

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

Dealing Procedures and Round of Play

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

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

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

- Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a “call”.
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players

participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;

- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises; However, when a raise or re-raise occurs, checking is not permitted

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

Fold their hand according to the rules and guidelines used in the previous betting round;

Check their hand according to the rules and guidelines used in the previous betting round;

Raise the pot according to the rules and guidelines used in the previous betting round;

Call a raise according to the rules and guidelines used in the previous betting round.

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

Fold their hand according to the rules and guidelines used in the previous betting round;

Check their hand according to the rules and guidelines used in the previous betting round;

Raise the pot according to the rules and guidelines used in the previous betting round;

Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of

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

Fold their hand according to the rules and guidelines used in the previous betting round;

Check their hand according to the rules and guidelines used in the previous betting round;

Raise the pot according to the rules and guidelines used in the previous betting round;

Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

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

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qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

Limit – for **schedule options 1 through 9,** a Designated Table Fee of $1.00 will be taken for all limits and all games after the blinds are posted. The regular table collection fees shall be taken by the house dealer after the flop. The appropriate fees are dependent on the amount of seated players.

1	$1-2	$1-1	$2.00	$1.50	$1.00	$1.00	$1.00	$1.00
2	$2-4	$1-2	$3.50	$3.00	$3.00	$2.00	$1.00	$1.00
3	$3-6	$1-3	$4.00	$2.00	$1.00	$1.00	$1.00	$1.00
4	$4-8	$2-4	$4.00	$2.00	$1.00	$1.00	$1.00	$1.00
5	$6-12	$2-6	$5.00	$3.00	$1.00	$1.00	$1.00	$1.00
6	$8-16	$4-8	$5.00	$3.00	$1.00	$1.00	$1.00	$1.00
7	$9-18	$3-9	$5.00	$3.00	$1.00	$1.00	$1.00	$1.00
8	$15-30	$10-15	$5.00	$3.00	$1.00	$1.00	$1.00	$1.00
9	$20-40	$10-20	$5.00	$3.00	$1.00	$1.00	$1.00	$1.00

Limit Time Collection – for **schedule options 10 through 20,** the collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected. The appropriate fees are dependent on the amount of seated players.

10	$30-60	$10-30	$10.00	$5.00
11	$40-80	$20-40	$11.00	$5.00
12	$50-100	$25-50	$11.00	$5.00
13	$60-120	$30-60	$12.00	$6.00
14	$75-150	$25-75	$12.00	$6.00
15	$80-160	$40-80	$13.00	$6.00
16	$100-200	$50-100	$13.00	$6.00
17	$150-300	$100-150	$14.00	$7.00
18	$200-400	$100-200	$15.00	$7.00
19	$300-600	$150-300	$16.00	$8.00
20	$500-1000	$250-500	$17.00	$8.00

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Restricted Buy-In Pot Limit - for **schedule options 21 through 28,** a Designated Table Fee of $1.00 will be taken for all limits and all games after the blinds are posted. The regular table collection fees shall be taken by the house dealer after the flop. The appropriate fees are dependent on the amount of seated players.

Schedule Options	Table Limit	Blind	7 - 9 players	6 players	5 players or less	Designated Table Fee
21	$100	$1-2	$5.00	$3.00	$1.00	$1.00
22	$100	$2-3	$5.00	$3.00	$1.00	$1.00
23	$100-200	$2-3	$5.00	$3.00	$1.00	$1.00
24	$300	$5-5	$5.00	$3.00	$1.00	$1.00
25	$200-500	$3-5	$5.00	$3.00	$1.00	$1.00
26	$500	$5-5	$5.00	$3.00	$1.00	$1.00
27	$300-1,000	$5-10	$5.00	$3.00	$1.00	$1.00
28	$1,000	$10-20	$5.00	$3.00	$1.00	$1.00

No Limit Omaha - for **schedule options 28 through 30**, a Designated Table Fee of $1.00 will be taken for all limits and all games after the blinds are posted. The regular table collection fees shall be taken by the house dealer after the flop. The appropriate fees are dependent on the amount of seated players.

Schedule Options	Buy-In	Blind	7 - 9 players	6 players	5 players or less	Designated Table Fee
28	$40-100	$2-3	$4.00	$2.00	$1.00	$1.00
29	$80-200	$3-5	$5.00	$3.00	$1.00	$1.00
30	$100-500	$5-10	$5.00	$3.00	$1.00	$1.00

Rules of Play

The game shall be played using an automatic card shuffling device with two standard 52-card decks and no jokers. Each deck shall alternate after each round of play. Furthermore, each deck of cards shall have a different color on the back to differentiate the two decks being used. One deck shall be shuffled by the automatic card shuffling device while the other deck is being dealt or used to play the game. Both decks shall be continuously alternated during each round of play. Alternatively, the game may be dealt from a card shoe. The game shall be played on a 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 position, there shall be four separate betting spaces specifically designated for four separate wagers; the Ante, the Blind, the Play, and the Trips Bonus. Each wager shall have clearly defined minimum and maximum limits that may be wagered. In order to place a wager, a player must wager at least the table minimum. Back line betting is not permitted on any wager.

The game does not utilize an "Action" button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a clockwise manner around the table until oil wagers have received action to the extent of the player-dealer's wager, according to the rules of when the player-dealer hand qualifies or not, as shown below .

Object Of the Game , Card Rankings, and Hand Rankings

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

The rank of each card used in Ultimate Texas Hold'em, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ranking of hands for Ultimate Texas Hold'em, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of 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 consist of 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 King 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 and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

Round of Play

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

Each player must place the following wagers. Furthermore, each wager must be of equal amounts:

- Place an Ante wager which pays 1 to 1;
- Place a Blind wager which pays according to the pay table, as shown below.

Each player then has the option to place the following wager:

- Place a Trips Bonus wager which pays according to the pay table, as shown below.

Once the player-dealer has been established and all players have posted their wagers by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the house dealer shall remove five consecutive cards from the automatic card shuffling device and place them face-down on the table. These are community cards and shall be made available to all players and the player-dealer.

After the five community cards are spread in the middle of the table, the house dealer shall remove cards from the automatic card shuffling device in stacks of two, which shall be dealt face-down to each player, starting with the player to the left of the player-dealer and continuing clockwise around the table until all players that placed both the Ante wager and the Blind wager have two cards. Once each player has received their two hole cards, each player will be given the following two options, starting with the player to the left of the player-dealer and continuing clockwise around the table:

- Place a Play wager which, at the player's discretion, shall be either three or four times the amount of their Ante wager; Check their hand and place no additional wager at this time.

The house dealer shall then take the first three community cards from the five card pile and place them face-up on the table simultaneously. Once the first three community cards have been placed face-up on the table, players that did not place a Play wager prior to the community cards being exposed shall be given the following two options, starting with the player to the left of the player-dealer and continuing clockwise around the table:

- Place a Play wager which shall be two times the amount of their Ante wager;
- Check their hand and place no additional wager at this time.

Their Ante wager and Blind wager shall automatically lose and be collected. However, if a Trips Bonus wager was placed, it shall receive action. The player's initial two-card hand shall not be considered. If there is a Three of a Kind or better on the board, the Trips Bonus wager shall win. If the board does not contain at least a Three of a Kind or better, the Trips Bonus wager shall lose. The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile.

After all players have acted in turn, the house dealer shall deal two cards to the player-dealer face-down. The player-dealer is the last position to receive their cards. The house dealer shall then expose the player-dealer's two hole cards by placing them face-up on the table. The remaining cards in the automatic card shuffling device shall then be unloaded and placed in the discard rack without being exposed. Each player and the player-dealer may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards or the board cards, or they may play the board by using no hold cards and just using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

How Wagers are Paid, Collected, and Pushed

Once each player has set their hand and the house dealer has set the player- dealer's hand, a series of showdown begins, with each player comparing their hand against the player-dealer's hand. When reconciling wagers, the following two criteria shall be used for the player-dealer's hand.

Player-Dealer Hand Does Not Qualify

The player-dealer's hand must contain at least one Pair or higher, otherwise, the player-dealer's hand does not qualify and wagers shall be handled accordingly:

- The Ante wager shall not receive action and it shall be returned to the player.

- The Blind wager shall receive action. It shall win and be paid by the player-dealer, according to the pay table below, if the player has a hand that ranks higher than the player-dealer's hand and is at least a Straight or higher. It shall lose and be collected by the player-dealer if the player- dealer's hand ranks higher than the player's hand. If the player's hand ranks higher than the player-dealer's hand but is less than a Straight, the Blind wager shall tie, referred to as a "push," and the wager shall be returned to the player.

- The Play wager shall receive action. It shall win and be paid 1 to 1 by the player-dealer if the player's hand ranks higher than the player-dealer's hand. It shall lose and be collected by the player-dealer if the player- dealer's hand higher than the player's hand. It shall push if the player and the player-dealer's hand are equally ranked.

- The Trips Bonus wager shall receive action. It shall win and be paid by the player-dealer, according to the pay table below, if the player's hand has at least a Three of a Kind or better. It shall lose and be collected by the player-dealer if the player's hand does not contain at least a Three of a Kind or better. This wager cannot push as it is reconciled based on the hand held by the player.

Player-Dealer Hand Qualifies

If the player-dealer's hand contains at least one Pair or higher, the player- dealer's hand qualifies and wagers shall be handled accordingly:

- The Ante wager shall receive action. It shall win and be paid 1 to 1 by the player-dealer if the player's hand ranks higher than the player-dealer's hand. It shall lose and be collected by the player-dealer if the player- dealer's hand ranks higher than the player's hand. It shall push if the player and the player-dealer's hands are equally ranked.

- The Blind wager shall receive action. It shall win and be paid by the player-dealer, according to the pay table below, if the player has a hand that ranks higher than the player-dealer's hand and is at least a Straight or higher. It shall lose and

be collected by the player-dealer if the player- dealer's hand ranks higher than the player's hand. If the player's hand ranks higher than the player-dealer's hand But is less than a Straight, the Blind wager shall push and the wager shall be returned to the player.

- The Play wager receives action. It shall win and be paid 1 to 1 by the player-dealer if the player's hand ranks higher than the player-dealer's hand. It shall lose and be collected by the player-dealer if the player- dealer's hand ranks higher than the player's hand. It shall push if the player and the player-dealer's hands are equally ranked.

- The Trips Bonus wager shall receive action. It shall win and be paid by the player-dealer, according to the pay table below, if the player's hand has at least a Three of a Kind or better. It shall lose and be collected by the player-dealer if the player's hand does not contain at least a Three of a Kind or better. This wager cannot push as it is reconciled based on the hand held by the player.

Blind Pay Table

Hand Dealt	Payout
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

Trips Bonus

- For each seated position, there shall be one separate and specifically designated area for the placement of a Trips Bonus wager. A player may only place a Trips Bonus wager if they have also placed an Ante wager and a Blind wager prior to the initial deal.

- Seated players as well as back-line bettors are eligible to place a Trips Bonus wager.

- The Trips Bonus wager may be less than, equal to, or greater than the Ante wager and the Blind wager. However, the Trips Bonus wager must be within the minimum and maximum table limits.

- The Trips Bonus wager takes into account the player's five-card poker

hand using any combination of the two hole cards initially dealt to them at the beginning of the game, and the five cards dealt on the table throughout the course of the game, referred to as community cards or the board cards, or they may play the board by using no hole cards and just using the five community cards, to make the highest ranking five card poker hand. In the event that the player's five-card hand is a pre- determined and designated qualifying hand, according to the pay table below, the Trips Bonus wager shall win. The player shall receive a monetary payout based on the hand that the player has received and the pay table, as shown below. Any other combination of the player's five-card poker hand, other than the hands described below, shall lose. There is no opportunity for the Trips Bonus wager to push.

- If a player does not place a Play wager and folds their hand, the Trips Bonus wager shall still receive action. However, the player's two hole cards shall not be considered. Only the cards on the board shall be considered to reconcile the Trips Bonus wager. If the board does not contain at least a Three of a Kind or better, the Trips Bonus wager shall lose.

- The Trips Bonus wager may win regardless of whether the player's five- card poker hand ranks higher or lower than the player-dealer's five-card poker hand.

- **The player-dealer shall pay all winning Trips Bonus wagers and shall collect all losing Trips Bonus wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

- Winning Trips Bonus wagers shall be paid according to the table, as shown below.

Trips Bonus Pay Table

Hand Dealt	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 2
Straight	4 to 1
Three of a Kind	3 to 1

Collection Fees

For **schedule options 1 through 4,** a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing the Blind wager, Play wager, or Trips Bonus wager. The collection fees shall be collected from the player and the player- dealer and dropped by the house dealer after each player and the player-dealer have received their hole cards and the five community cards have been dealt, but prior to players placing their Play wager. 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, 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 approved collection fees and schedules for the game of Ultimate Texas Hold'em are as shown below:

Schedule Option	Table Limit	Player Fee	Player-dealer Fee
1	$10- $100	$1.00	$2.00
2	$25- $100	$1.00	$2.00
3	$100	$1.00	$2.00
4	$50-$300	$1.00	$4.00

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Standards of play:

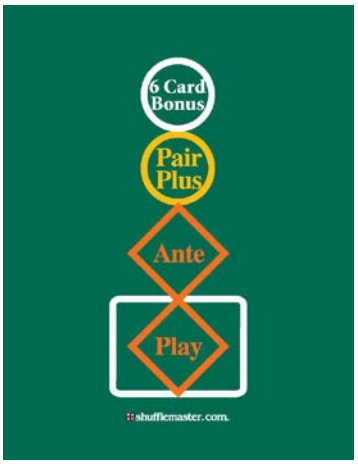
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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:

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 not permitted on any wager.

Dealing procedures:

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

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
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1
House Advantage	8.56%
Hit frequency	7.2798%

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 reserves the right to: (1) review the lawfulness of the modified game of Three Card Poker 6 Card Bonus; (2) notify all law enforcement agencies and gambling establishments if further review determines the modified game of Three Card Poker 6 Card Bonus to be unlawful; (3) require gambling establishments to cease and desist offering the modified game of Three Card Poker 6 Card Bonus if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

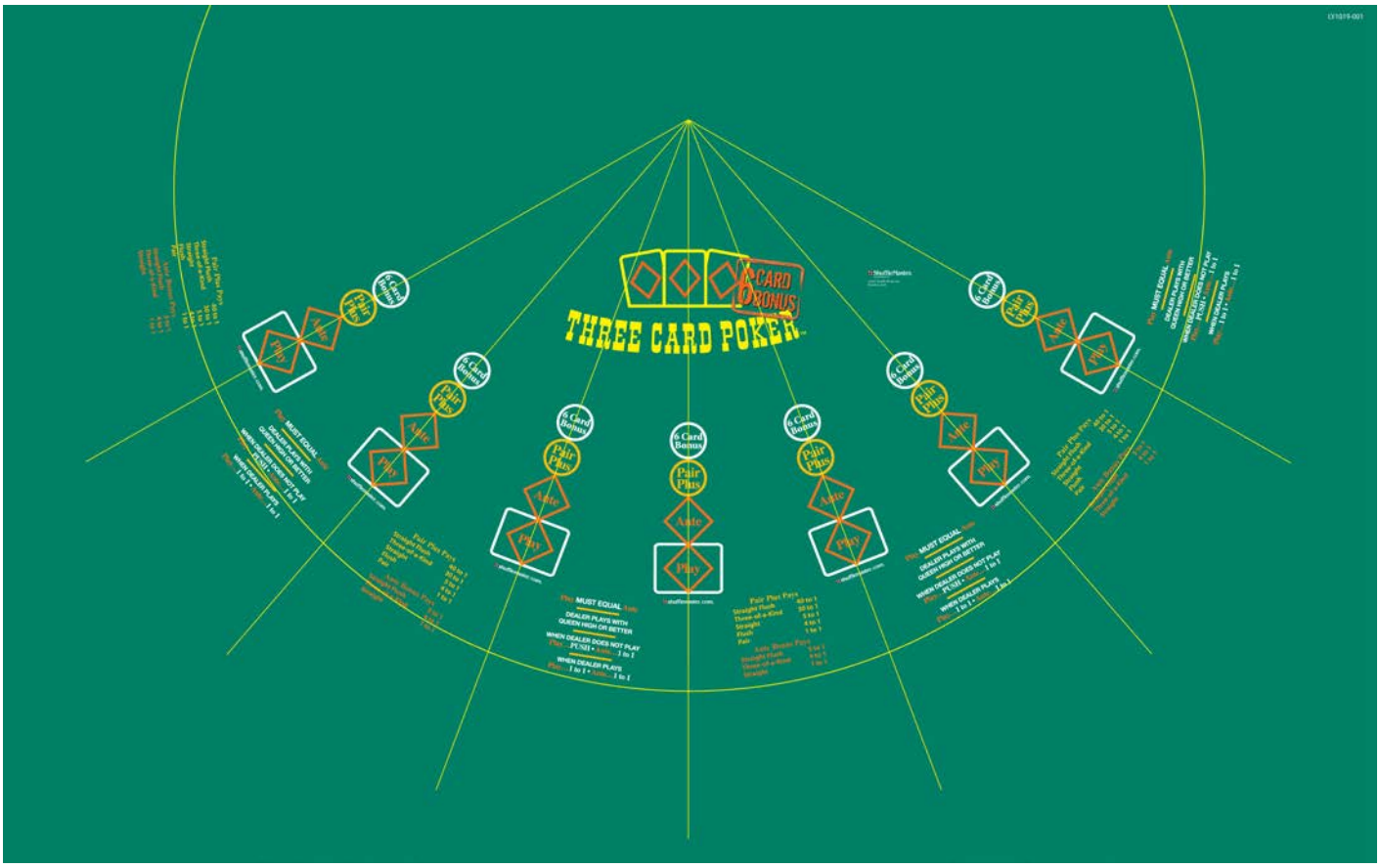
For **schedule options 1 through 5**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. For **schedule options 6 through 9,** 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 Three Card Poker 6 Card Bonus are as shown below:

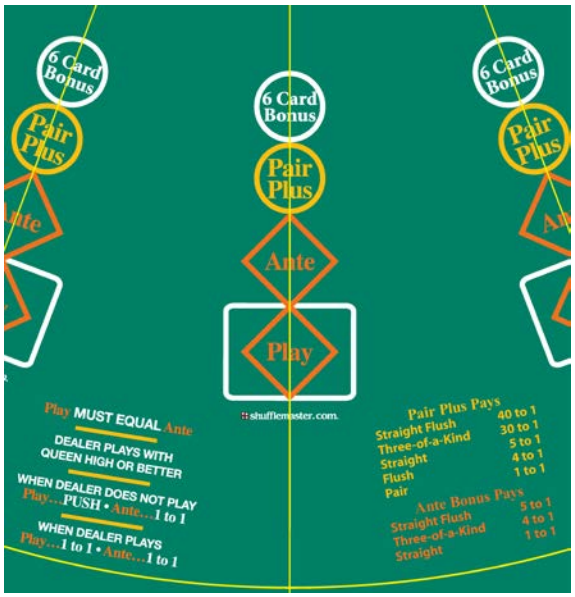
Schedule Options	Table Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $300	$2.00	$4.00

Schedule Options	Table Limit	Total Table Action	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
6	$1 - $100	$1 - $75	$0.00	$1.00
		$76 - $200	$0.00	$2.00
		$205 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00
7	$10 - $100	$5 - $75	$0.00	$1.00
		$76 - $200	$0.00	$2.00
		$205 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00

8	$25 - $100	$25 - $100	$0.00	$1.00
		$105 - $400	$0.00	$3.00
		$405 - $1,000	$0.00	$7.00
		$1,005 - $3,000	$0.00	$18.00
		$3,005+	$0.00	$25.00
9	$50 - $300	$50 - $600	$0.00	$4.00
		$605 - $1,500	$0.00	$9.00
		$1,505 - $3,000	$0.00	$15.00
		$3,005 - $6,000	$0.00	$20.00
		$6,005+	$0.00	$30.00

TABLE LAYOUT





EZ BACCARAT™ PANDA 8

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Hawaiian Garden's 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. Both the deal and settling of wagers will start with the player to the left of the player dealer and continue in a clockwise manner.

Hawaiian Garden's 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 banker 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

How Each Wager Wins, Loses, or Pushes

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

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

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 only place a Tie Bet wager if they have also placed a wager on either a Player line or a Banker line 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.

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

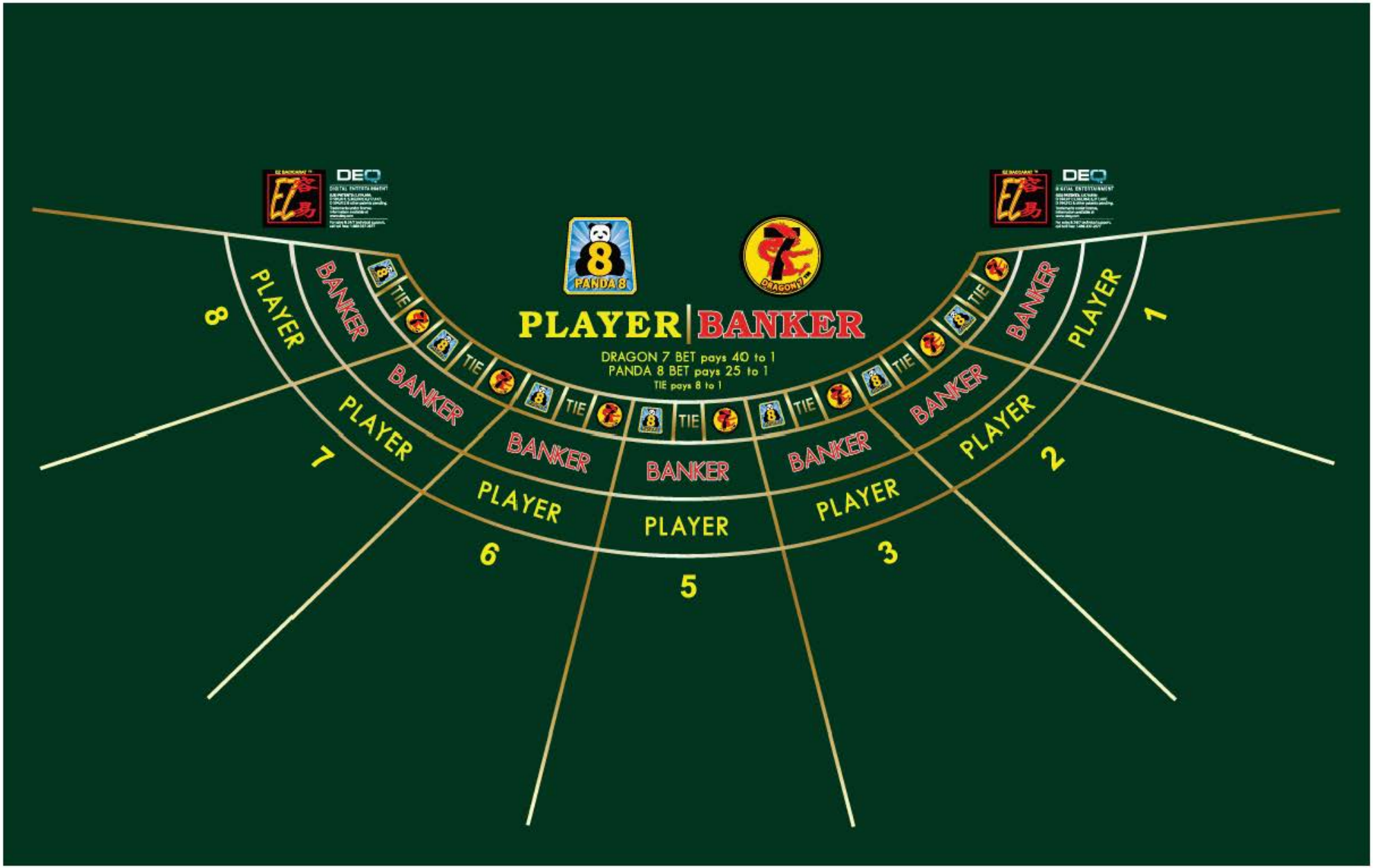
- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

Hawaiian Garden's Casino
EZ BACCARAT PANDA 8

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 15** a collection fee is taken from each player for every bet prior to the start of the game. Players including the player/dealer must post required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is based on the table limit and is paid for each spot playing a hand. Collection Fees are also taken from each player/dealer per round of play. 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 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 EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Player/Dealer Fee	Player Fee
1	$5 - $50	$2.00	$0.50
2	$10 - $100	$2.00	$1.00
3	$25 - $100	$2.00	$1.00
4	$50 - $100	$2.00	$1.00
5	$25 - $200	$3.00	$2.00
6	$25 - $300	$4.00	$2.00
7	$50 - $300	$4.00	$2.00
8	$100 - $300	$5.00	$3.00
9	$100 - $500	$5.00	$3.00
10	$200 - $500	$5.00	$3.00
11	$300 - $500	$5.00	$3.00
12	$300 - $1,000	$10.00	$5.00
13	$500 - $1,000	$10.00	$5.00
14	$500 - $2,000	$10.00	$5.00
15	$1,000 - $5,000	$15.00	$10.00


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

FORTUNE 7
BACCARAT
富泰七

Type of Game

The game of Fortune 7 Baccarat utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using 8 standard 52-card decks and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine.

Card Values and Hand Rankings

The value of each card used in Fortune 7 Baccarat shall be as follows: aces have a value of one, picture cards have a value of ten, 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 Fortune 7 Baccarat, 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 a standard baccarat 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 five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Dragon 9 Bonus Bet, and the Dragon 7 Bonus Bet. Back-line betting is permitted on all wagers including all Tie and Bonus Bets. If the backline bettor and the seated player are making a wager on the same base bet (player versus banker) the backline wager will be placed next to the seated player's wager. If the backline bettor and the seated player are not making a wager on the same base bet (player versus banker) than the backline wager will be placed above or below the seated player's wager.

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except a three-card 7 which shall push;
- Place a wager on the Tie Bet which pays 8 to 1;
- If a player placed a wager on 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 the player line or the banker line, that player may place a wager on the Dragon 9 Bonus Bet which pays according to the pay table below.

Players must bet at least the table minimum. 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. Cards will be all dealt face up or all dealt face down. If the cards are all dealt face down, the casino dealer will start with the player's hand first, and reveal one card at a time, until both cards are revealed. Draw cards will also be dealt face down if initial cards are dealt face down. The casino dealer will then turn to the banker's hand and reveal one card at a time until both cards are revealed. The hand to the left of the house dealer is a community hand that belongs to those that placed a wager on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager 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 first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the player's hand stands, then the banker 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										
6										
5										
4										
3										
2										
1										
0										

How Winners are Determined and Paid

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 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: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Dragon 9 Bonus Bet wagers, and finally all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. 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's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a three-card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet whether or not he/she has placed a base game wager. If the player has placed a base game wager, they may wager on the Tie Bet in any amount. If the player has not placed a base game wager, their wager on the Tie Bet must be within table limits.
- The player-dealer shall pay all winning Tie Bets 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 Bets when the total of the player's hand and the total of the banker's hand are not equal.
- Back-line betting is permitted on the Tie Bet.
- 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 banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 -

9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.

- Winning Tie Bets 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

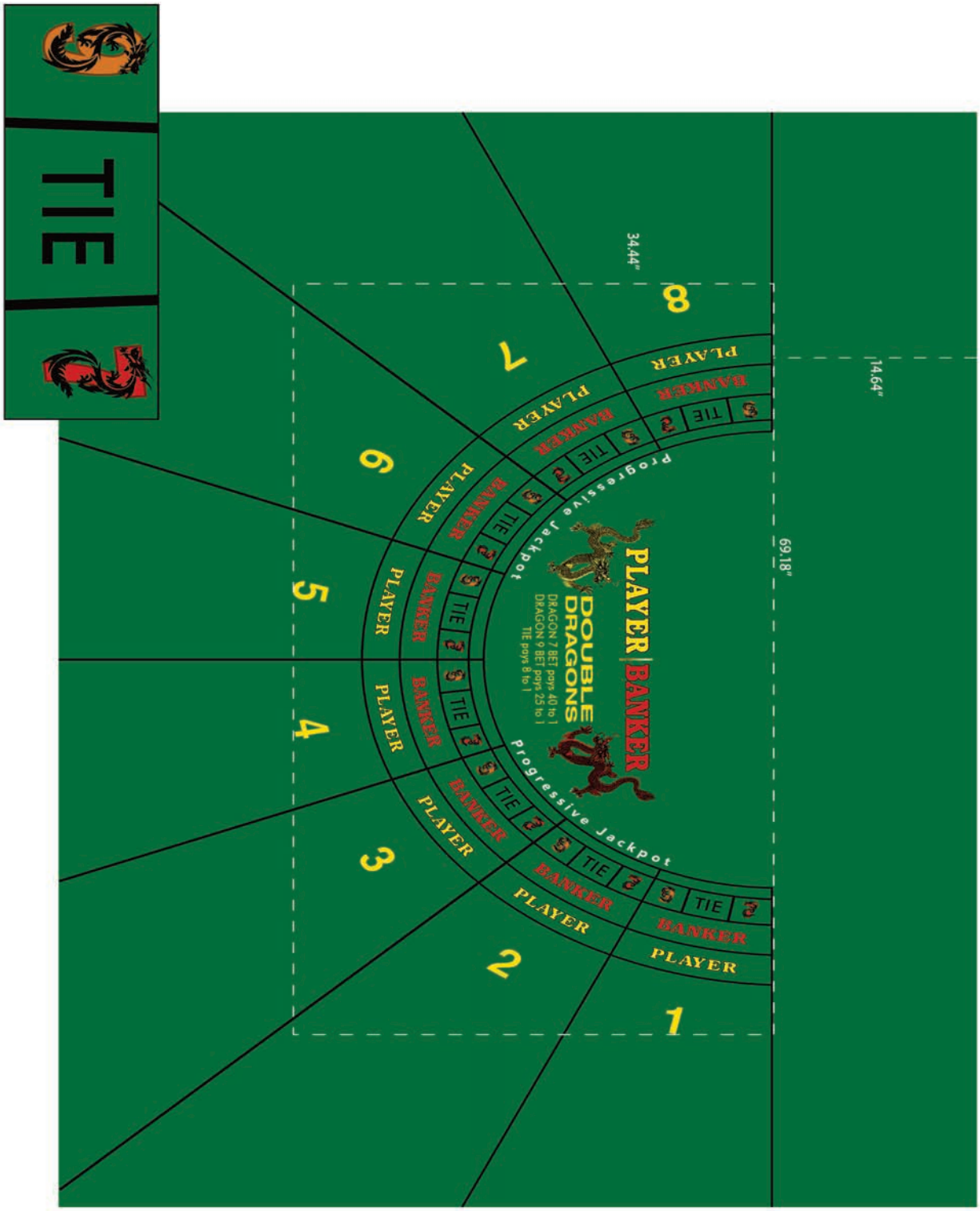
- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet. A player may place a Dragon 7 Bonus Bet whether or not he/she has placed a base game wager. If the player has placed a base game wager, they may place a wager on the Dragon 7 Bonus Bet in any amount. If the player has not placed a base game wager, their wager on the Dragon 7 Bonus Bet must be within table limits.
- 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 Bets shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bets and shall collect all losing Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 9 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the Dragon 9 Bonus Bet. A player may place a Dragon 9 Bonus Bet whether or not he/she has placed a base game wager. If a player has placed a base game wager, they may place a wager on the Dragon 9 Bonus Bet in any amount. If the player has not placed a base game wager, their wager on the Dragon 9 Bonus Bet must be within table limits.
- Back-line betting is permitted on the Dragon 9 Bonus Bet.
- The Dragon 9 Bonus Bet takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Dragon 9 Bonus Bet and the final outcome is that either the player's hand beats the banker's hand 9-0 or the banker's hand beats the player's hand 9-0, the Dragon 9 Bonus Bet shall win. In all other instances, the Dragon 9 Bonus Bet shall lose.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 9 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Dragon 9 Bonus Bets and shall collect all losing Dragon 9 Bonus Bets. 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.
- Winning Dragon 9 Bonus Bets shall be paid according to the pay table, as shown below:

Paytable	
Win 9-0	25 to 1
All others	Lose

Table Layout



Collection Rates Schedule

For table limits and collection rate schedules for the game of Fortune 7 Baccarat, please refer to the Bureau approved California Games Collection Rates (GEGA-002411).

Pai Gow Tiles Wild

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

Pai Gow Tiles Wild is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. There are two wild tiles and when paired together make the Supreme Pair.

Tile Values

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.

In Pai Gow Tiles Wild, the Supreme Pair tiles are wild. When paired together, they makeup the best possible hand which is a Supreme Pair. When the wild tiles are separate, each tile can become any tile. If the player or the player-dealer has both wild tiles paired in their hand, the wild tiles cannot be separated and must be played as a Supreme Pair.

If a player does not have a Supreme Pair, Matched Pair, Unmatched Pair, Wong, or Gong, the object is too be as close to 9 as possible. Add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

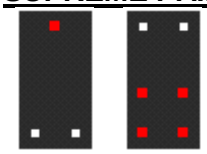
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player-dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player-dealer also wins.

How to Arrange the Tiles:

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

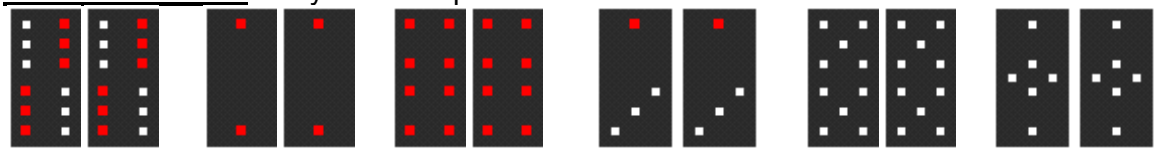
Hand Rankings The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

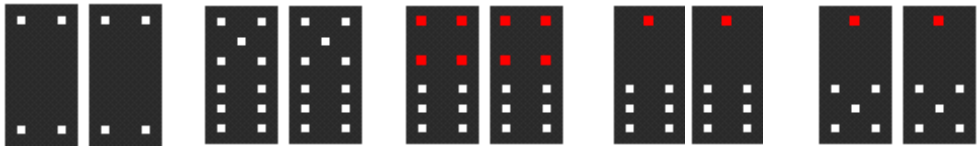


Jee Goon

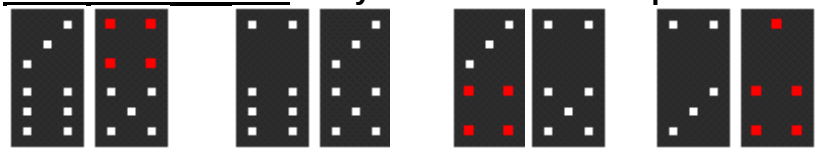
MATCHED PAIRS: Any matched pair.



Teen

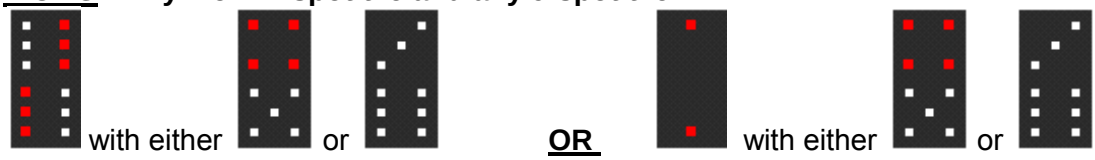


UNMATCHED PAIRS: Any of the below mixed pairs.

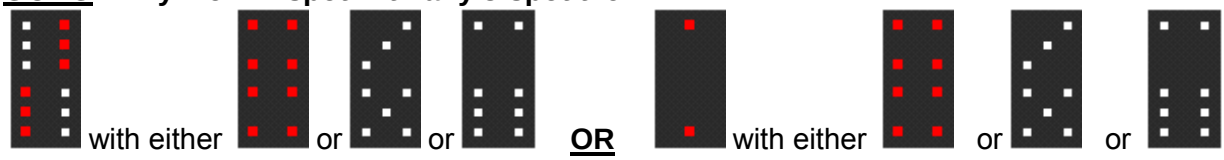


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

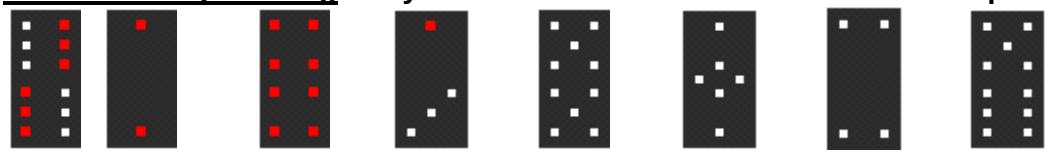
WONG: Any 2 or 12-spot tile and any 9-spot tile.



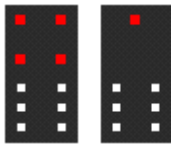
GONG: Any 2 or 12-spot with any 8-spot tile.

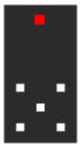


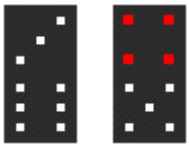
SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.

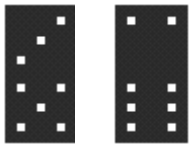


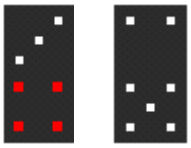
1.Teen 2.Dey 3.Yun 4.Gor 5.Mooy 6.Chong 7.Bon 8.Foo

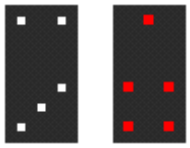

9.Ping 10.Tit

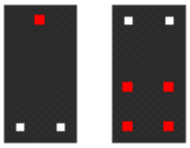

11.Look


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 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 wagers. 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 on any wager.

Dealing Procedures and Round of Play

Pai Gow Tiles Wild 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.

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 cards, regardless of how many players are seated, and the player to the right of the house dealer shall receive the action button.

How Winners are Determined and Paid

All bets are against the player-dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower 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. 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.

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 through 16**, the collection fees shall be taken per hand from the player-dealer position prior to cards or tiles 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. For **schedule options 17 through 20,** 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 or tiles are dealt, referred to as total table action. 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 are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $100	$1.00	$3.00
6	$100 - $100	$1.00	$3.00
7	$50 - $300	$2.00	$4.00
8	$100 - $300	$2.00	$4.00
9	$100 - $500	$3.00	$5.00
10	$200 - $500	$3.00	$5.00
11	$300 - $500	$3.00	$5.00
12	$300 - $1,000	$5.00	$8.00
13	$300 - $1,000	$5.00	$10.00
14	$500 - $1,000	$5.00	$10.00
15	$500 - $2,000	$5.00	$10.00
16	$1,000 - $5,000	$10.00	$15.00

Pai Gow Tiles Wild

Schedule Options	Limit	Table Action	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
17	$1 - $100	$1 - $100	$0.00	$1.00
		$105 - $300	$0.00	$2.00
		$305 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$7.00
		$1,505+	$0.00	$13.00
18	$10 - $100	$5 - $100	$0.00	$1.00
		$105 - $300	$0.00	$2.00
		$305 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$7.00
		$1,505+	$0.00	$13.00
19	$25 - $100	$25 - $100	$0.00	$1.00
		$105 - $400	$0.00	$3.00
		$405 - $1,000	$0.00	$7.00
		$1,005 - $3,000	$0.00	$18.00
		$3,005+	$0.00	$25.00
20	$50 - $300	$50 - $1,200	$0.00	$5.00
		$1,205 - $3,600	$0.00	$12.00
		$3,605 - $9,000	$0.00	$24.00
		$9,005 - $24,000	$0.00	$36.00
		$24,005+	$0.00	$50.00

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.

Pai Gow Poker (GEGA-001458), Fortune Pai Gow Poker (GEGA-002814), Joker's Wild Pai Gow Poker (GEGA-001459), Pai Gow Tiles (GEGA-001463), Pai Gow Tiles Wild (GEGA-004633):

For **schedule options 1 through 16**, the collection fees shall be taken per hand from the player-dealer position prior to cards or tiles 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. For **schedule options 17 through 20,** 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 or tiles are dealt, referred to as total table action. The approved collection fees and schedules are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $100	$1.00	$3.00
6	$100 - $100	$1.00	$3.00
7	$50 - $300	$2.00	$4.00
8	$100 - $300	$2.00	$4.00
9	$100 - $500	$3.00	$5.00
10	$200 - $500	$3.00	$5.00
11	$300 - $500	$3.00	$5.00
12	$300 - $1,000	$5.00	$8.00
13	$300 - $1,000	$5.00	$10.00
14	$500 - $1,000	$5.00	$10.00
15	$500 - $2,000	$5.00	$10.00
16	$1,000 - $5,000	$10.00	$15.00

Schedule Options	Limit	Table Action	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
17	$1 - $100	$1 - $100	$0.00	$1.00
		$105 - $300	$0.00	$2.00
		$305 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$7.00
		$1,505+	$0.00	$13.00

18	$10 - $100	$5 - $100	$0.00	$1.00
		$105 - $300	$0.00	$2.00
		$305 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$7.00
		$1,505+	$0.00	$13.00
19	$25 - $100	$25 - $100	$0.00	$1.00
		$105 - $400	$0.00	$3.00
		$405 - $1,000	$0.00	$7.00
		$1,005 - $3,000	$0.00	$18.00
		$3,005+	$0.00	$25.00
20	$50 - $300	$50 - $1,200	$0.00	$5.00
		$1,205 - $3,600	$0.00	$12.00
		$3,605 - $9,000	$0.00	$24.00
		$9,005 - $24,000	$0.00	$36.00
		$24,005+	$0.00	$50.00

Blackjack Poker (GEGA-001470), Three Card Poker (GEGA-000329), Caribbean Stud Poker (GEGA-001469):
For **schedule options 1 through 16**, 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. For **schedule options 17 through 20,** 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 approved collection fees and schedules are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $100	$1.00	$3.00
6	$100 - $100	$1.00	$3.00
7	$50 - $300	$2.00	$4.00
8	$100 - $300	$2.00	$4.00
9	$100 - $500	$3.00	$5.00
10	$200 - $500	$3.00	$5.00
11	$300 - $500	$3.00	$5.00
12	$300 - $1,000	$5.00	$8.00
13	$300 - $1,000	$5.00	$10.00
14	$500 - $1,000	$5.00	$10.00

15	$500 - $2,000	$5.00	$10.00
16	$1,000 - $5,000	$10.00	$15.00

Schedule Options	Limit	Table Action	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
17	$1 - $100	$1 - $75	$0.00	$1.00
		$76 - $200	$0.00	$2.00
		$205 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00
18	$10 - $100	$5 - $75	$0.00	$1.00
		$76 - $200	$0.00	$2.00
		$205 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00
19	$25 - $100	$25 - $100	$0.00	$1.00
		$105 - $400	$0.00	$3.00
		$405 - $1,000	$0.00	$7.00
		$1,005 - $3,000	$0.00	$18.00
		$3,005+	$0.00	$25.00
20	$50 - $300	$50 - $600	$0.00	$4.00
		$605 - $1,500	$0.00	$9.00
		$1,505 - $3,000	$0.00	$15.00
		$3,005 - $6,000	$0.00	$20.00
		$6,005+	$0.00	$30.00

Hawaiian Blackjack (GEGA-001461), Pokara (GEGA-002658), Baccarat (GEGA-002606), Baccarat 9 (GEGA-000600):
For **schedule options 1 through 16**, 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. The approved collection fees and schedules are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $100	$1.00	$3.00
6	$100 - $100	$1.00	$3.00
7	$50 - $300	$2.00	$4.00
8	$100 - $300	$2.00	$4.00
9	$100 - $500	$3.00	$5.00

10	$200 - $500	$3.00	$5.00
11	$300 - $500	$3.00	$5.00
12	$300 - $1,000	$5.00	$8.00
13	$300 - $1,000	$5.00	$10.00
14	$500 - $1,000	$5.00	$10.00
15	$500 - $2,000	$5.00	$10.00
16	$1,000 - $5,000	$10.00	$15.00

Pan 9 (GEGA-002449), Super Pan 9 (GEGA-001468):
For **schedule options 1 through 16**, 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. For **schedule options 17 through 20,** 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 approved collection fees and schedules are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $100	$1.00	$3.00
6	$100 - $100	$1.00	$3.00
7	$50 - $300	$2.00	$4.00
8	$100 - $300	$2.00	$4.00
9	$100 - $500	$3.00	$5.00
10	$200 - $500	$3.00	$5.00
11	$300 - $500	$3.00	$5.00
12	$300 - $1,000	$5.00	$8.00
13	$300 - $1,000	$5.00	$10.00
14	$500 - $1,000	$5.00	$10.00
15	$500 - $2,000	$5.00	$10.00
16	$1,000 - $5,000	$10.00	$15.00

Schedule Options	Limit	Table Action	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
17	$1 - $100	$1 - $100	$0.00	$1.00
		$105 - $300	$0.00	$2.00
		$305 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00

18	$10 - $100	$5 - $100	$0.00	$1.00
		$105 - $300	$0.00	$2.00
		$305 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00
19	$25 - $100	$25 - $100	$0.00	$1.00
		$105 - $500	$0.00	$5.00
		$505 - $1,500	$0.00	$8.00
		$1,505 - $5,000	$0.00	$20.00
		$5,005+	$0.00	$35.00
20	$50 - $300	$300 - $1,200	$0.00	$4.00
		$1,205 - $3,600	$0.00	$15.00
		$3,605 - $7,200	$0.00	$25.00
		$7,205 - $15,000	$0.00	$45.00
		$15,005+	$0.00	$65.00

EZ Baccarat Panda 8 (GEGA-002889), Fortune 7 Baccarat (GEGA-004346):
For **schedule options 1 through 20**, 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. For **schedule options 21 through 30 and schedule options 32-38,** 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. For **schedule option 31 and schedule option 39,** 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. There shall be a fee taken from each player for each match play coupon (GEGA-003625) used during game play, according to the chart below. The approved collection fees and schedules are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 - $50	$0.50	$2.00
3	$5 - $100	$1.00	$2.00
4	$10 - $100	$1.00	$2.00
5	$25 - $100	$1.00	$2.00
6	$50 - $100	$1.00	$3.00
7	$100 - $100	$1.00	$3.00
8	$25 - $200	$2.00	$3.00
9	$25 - $200	$2.00	$4.00
10	$50 - $300	$2.00	$4.00
11	$100 - $300	$2.00	$4.00

12	$100 - $300	$3.00	$5.00
13	$100 - $500	$3.00	$5.00
14	$200 - $500	$3.00	$5.00
15	$300 - $500	$3.00	$5.00
16	$300 - $1,000	$5.00	$8.00
17	$300 - $1,000	$5.00	$10.00
18	$500 - $1,000	$5.00	$10.00
19	$500 - $2,000	$5.00	$10.00
20	$1,000 - $5,000	$10.00	$15.00

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	Match Play Coupon Collection
21	$1-$100	$1 - $100	$1.00	$0.00	$0.00
		$105 - $300	$2.00		
		$305 - $500	$4.00		
		$505 - $1,500	$7.00		
		$1,505+	$11.00		
22	$5-$100	$5 - $100	$1.00	$0.00	$0.00
		$105 - $300	$2.00		
		$305 - $500	$4.00		
		$505 - $1,500	$7.00		
		$1,505	$11.00		
23	$10-$100	$10 - $300	$2.00	$0.00	$0.00
		$305 - $500	$4.00		
		$505 - $1,500	$7.00		
		$1,505+	$11.00		
24	$10-$100	$10-$100	$2.00	$0.00	$0.00
		$105-$300	$3.00		
		$305-$500	$4.00		
		$505-$1,500	$7.00		
		$1,505+	$11.00		
25	$25-$100	$25 - $300	$2.00	$0.00	$0.00
		$305 - $800	$6.00		
		$805 - $1,500	$10.00		
		$1,505 - $3,000	$12.00		
		$3,005+	$30.00		
26	$50-$300	$50 - $300	$4.00	$0.00	$0.00
		$305 - $1,000	$8.00		
		$1,005 - $2,000	$15.00		
		$2,005 - $5,000	$20.00		
		$5,005+	$50.00		

27	$50-$300	$50 - $1,200	$4.00	$0.00	$0.00
		$1,205 - $3,600	$15.00		
		$3,605 - $7,200	$25.00		
		$7,205 - $15,000	$45.00		
		$15,005+	$65.00		
28	$50-$300	$50-$300	$4.00	$0.00	$0.00
		$301-$1,200	$8.00		
		$1,201- $3,600	$15.00		
		$3,601- $7,200	$25.00		
		$7,201+	$45.00		
29	$50-$300	$50-$300	$4.00	$0.00	$0.00
		$301-$1,200	$8.00		
		$1,201- $3,600	$15.00		
		$3,601- $7,200	$25.00		
		$7,201+	$45.00		
30	$300-$5000	$300-$1,200	$6.00	$0.00	$0.00
		$1,201- $3,600	$17.00		
		$3,601- $7,200	$27.00		
		$7,201- $15,000	$47.00		
		$15,001+	$67.00		
31	$10-$100	$10-$300	$2.00	$0.00	$1.00
		$301-$500	$4.00		
		$501-$1,500	$7.00		
		$1501+	$11.00		
32	$10-No Limit	$10-$100	$2.00	$0.00	$0.00
		$101-$300	$3.00		
		$301-$500	$4.00		
		$501-$1,500	$7.00		
		$1,501+	$11.00		
33	$10-No Limit	$10-$100	$1.00	$0.00	$0.00
		$101-$300	$2.00		
		$301-$500	$4.00		
		$501-$1,500	$7.00		
		$1,501+	$11.00		

34	$25-No Limit	$25-$300	$2.00	$0.00	$0.00
		$301-$800	$6.00		
		$801-$1,500	$10.00		
		$1,501-$3,000	$12.00		
		$3,001+	$30.00		
35	$50-No Limit	$50-$300	$4.00	$0.00	$0.00
		$301-$1,000	$10.00		
		$1,001-$2,000	$15.00		
		$2,001-$5,000	$20.00		
		$5,001+	$50.00		
36	$50-No Limit	$50-$300	$4.00	$0.00	$0.00
		$301-$1,000	$12.00		
		$1,001-$2,000	$17.00		
		$2,001-$5,000	$22.00		
		$5,001+	$52.00		
37	$300-No Limit	$300-$1,200	$4.00	$0.00	$0.00
		$1,201-$3,600	$15.00		
		$3,601-$7,200	$25.00		
		$7,201-$15,000	$45.00		
		$15,001+	$65.00		
38	$300-No Limit	$300-$1,200	$6.00	$0.00	$0.00
		$1,201-$3,600	$17.00		
		$3,601-$7,200	$27.00		
		$7,201-$15,000	$47.00		
		$15,001+	$67.00		
39	$10-No Limit	$10 - $300	$2.00	$0.00	$1.00
		$301 - $500	$4.00		
		$501 - $1,500	$7.00		
		$1,501+	$11.00		

9 1/2 (GEGA-002458):
For **schedule options 1 through 18**, 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. 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 are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5 - $10	$0.50	$1.00
2	$5 to $25	$0.50	$1.00
3	$5 to $50	$0.50	$2.00
4	$5 - $100	$1.00	$2.00
5	$10 to $100	$1.00	$2.00
6	$25 to $100	$1.00	$2.00
5	$25 to $200	$2.00	$3.00
6	$25 to $300	$2.00	$4.00
7	$50 - $100	$1.00	$3.00
8	$100 - $100	$1.00	$3.00
9	$50 to $300	$2.00	$4.00
10	$100 - $300	$2.00	$4.00
11	$100 to $500	$3.00	$5.00
12	$200 to $500	$3.00	$5.00
13	$300 - $500	$3.00	$5.00
14	$300 - $1,000	$5.00	$8.00
15	$300 to $1,000	$5.00	$10.00
16	$500 to $1,000	$5.00	$10.00
17	$500 - $2,000	$5.00	$10.00
18	$1,000 - $5,000	$10.00	$15.00

Ultimate Texas Hold'Em (GEGA-003345):
For **schedule options 1 through 18**, 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. For **schedule options 19 through 22,** 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 approved collection fees and schedules are as shown below:

Schedule Options	Limit	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
1	$5- $10	$0.50	$1.00
2	5 - $100	$1.00	$2.00
3	$10 - $100	$1.00	$2.00
4	$25 - $100	$1.00	$2.00
5	$50 - $100	$1.00	$3.00
6	$100	$1.00	$2.00
7	$100 - $100	$1.00	$3.00
8	$50 - $300	$1.00	$4.00

9	$50 - $300	$2.00	$4.00
10	$100 - $300	$2.00	$4.00
11	$100 - $500	$3.00	$5.00
12	$200 - $500	$3.00	$5.00
13	$300 - $500	$3.00	$5.00
14	$300 - $1,000	$5.00	$8.00
15	$300 - $1,000	$5.00	$10.00
16	$500 - $1,000	$5.00	$10.00
17	$500 - $2,000	$5.00	$10.00
18	$1,000 - $5,000	$10.00	$15.00

Schedule Options	Limit	Table Action	Player Collection Fee (per bet)	Player-Dealer Collection Fee (per hand)
19	$1 - $100	$1 - $75	$0.00	$1.00
		$76 - $200	$0.00	$2.00
		$205 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00
20	$10 - $100	$5 - $75	$0.00	$1.00
		$76 - $200	$0.00	$2.00
		$205 - $500	$0.00	$4.00
		$505 - $1,500	$0.00	$5.00
		$1,505+	$0.00	$10.00
21	$25 - $100	$25 - $100	$0.00	$1.00
		$105 - $400	$0.00	$3.00
		$405 - $1,000	$0.00	$7.00
		$1,005 - $3,000	$0.00	$18.00
		$3,005+	$0.00	$25.00
22	$50 - $300	$50 - $600	$0.00	$4.00
		$605 - $1,500	$0.00	$9.00
		$1,505 - $3,000	$0.00	$15.00
		$3,005 - $6,000	$0.00	$20.00
		$6,005+	$0.00	$30.00

Collection Procedures

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

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

Archie

Type of Game

The players of Archie play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 active players to form a five-card poker hand that ranks higher than the other active players’ five-card poker hand and/or form a five-card low hand that ranks lower than the other active players’ five-card low hand. Each active player will be given three opportunities to improve their hand by replacing the cards currently in their hands with new cards. This is referred to as the “draw.” An active player can win both the five-card high hand and the five-card low hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52 card deck and no joker. The 52 card deck will be manually shuffled or machine shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

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

Archie high hand ranking, from highest to lowest, is as follows:

Archie High Hand Rankings

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

***High Card**	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 unsuited is the highest ranked High Card hand and 7, 5, 4, 3 and 2 unsuited is the lowest ranked High Card hand.

***An active player must have a pair of 6s or better to qualify to have a chance at winning the high hand portion of the pot. If there are no qualifying high hands, then all active players will enter into a showdown for the low hand at the completion of the final round of betting. In the event there is no qualifying five-card high hand or five-card low hand, the pot would go to the best non-qualifying high hand.*

Five-Card Low Card Values-The rank of each card used in Archie when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5 and 6. All suits will be considered equal in rank in regards to hand rankings.

Five-Card Low Hand Rankings-To make a qualifying five-card low hand, an active player must have a 6 high or lower; meaning the five cards used by the active player cannot contain a card with a value of 7 or higher.

a. The lowest possible five-card hand is 5, 4, 3, 2 and ace; this is called a "Wheel."
b. Additionally, when determining if an active player has a qualifying five-card low hand, Straights and Flushes do not disqualify the active player's hand if all other requirements are met.
c. If multiple active players have qualifying five-card low hands, the winning low hand is determined by comparing the highest value card of each active players' five-card hand, the lowest high card would be the winning hand.

Example*: A hand comprised of 6, 4, 3, 2 and ace is ranked lower and will beat a hand comprised of 6, 5, 4, 3 and ace.*

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for nine seated players, the two players to the left of the big blind will sit out). Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk/button with the word "dealer" on it to visually designate the active player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind will have the right of last action. If the player with the dealer button has folded, then the right of last action will go to the next active player to the right of the dealer button.
2. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.

   a. The active player with the highest ranked card will receive the dealer button.
   b. In the event multiple active players receive a high card of the same rank (i.e. kings) ties will be settled by suit ranking. Suit ranking from highest to lowest: spades, hearts, diamonds and clubs.
3. Once the placement of the dealer button is resolved, the house dealer will retrieve all the cards, begin the shuffle and cut requirements again and designate the small and big blind active player positions.
4. The small and big blinds are used to initiate action. The small and big blind positions are positioned immediately to the left of the dealer button and posted before the house dealer distributes the cards.
   a. Action on the first round of betting, will begin with the active player to the left of the big blind.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small and big blind positions will rotate from player to player around the table clockwise after each round of play.
5. Once the dealer button has been distributed by the house dealer, the active player to the immediate left of the dealer button will be required to post the small blind. The active player to the immediate left of the small blind is required to post the big blind.
   a. Both blinds are pre-determined based on the posted table limit.
   b. Both blind wagers will be placed in the designated wagering area, referred to as “the pot.”
6. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each active player, starting with the first active player to the left of the dealer button, the small blind position, and continue clockwise around the table until all active players have five cards face-down. Active players can now pick up the five face-down cards and examine their hand.
7. Once each active player has examined their hand, the first round of betting will occur. Active players are given the following options, starting with the first active player to the left of the big blind and continuing clockwise around the table:
   a. Place their five cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer and then place the folded hand in the discard pile. If an active player chooses to fold their hand, they will no longer participate during the round of play; or
   b. Place a wager equal to the amount of the big blind, referred to as a “call,” meaning to match the amount wagered by another active player; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;” or
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering (known as being “capped”), unless there are only two active players participating during a round of wagering; in this case there is no limit to the number of raises; or
   e. The active player in the big blind position may not want to place an additional wager, referred to as a “check.” However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet).
8. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
9. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.

   a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
   b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
   c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
      ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
10. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards consecutively starting with the first active player to the left of the dealer button.
12. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the second round of betting.
13. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play, with the option to call or raise a wager by another player. This is only permitted if no other active player has raised. If a raise or re-raise occurs, an active player will be required to call the raise, re-raise or fold their hand.
14. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
15. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
       i. However if all five cards are discarded, this does not constitute a fold.
    b. Stand pat.
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
       i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
       ii. If no active player has acted on their hand.
    d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.

16. The house dealer will burn the top card.
17. The house dealer will then announce how many cards each active player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
18. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the third round of betting.
19. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
21. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
        i. However if all five cards are discarded, this does not constitute a fold.
    b. Stand pat.
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
        i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
        ii. If no active player has acted on their hand.
    d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
22. The house dealer will burn the top card.
23. The house dealer will then announce how many cards each active player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
24. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the fourth and final round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer will move all wagers into the pot.

27. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
    a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

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

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button:

- If only one active player is left in the game at the end of any betting round, the entire pot will be awarded to that player.
- A player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest ranked qualifying five-card hand.
- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- If there is no qualifying five-card high hand, the entire pot will be awarded to the player with the highest ranked five-card low hand, according to the hand and card ranking shown above. All other players will lose.
- If there is a qualifying five-card high and five-card low hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest ranked qualifying five-card hand.
- In the event more than one player has the highest ranking five-card hand and there is not a qualifying low five-card hand, the pot will be split equally among all players with the highest ranked five-card poker hand.

Archie

- In the event more than one player has the same qualifying low ranking five-card hand and there is not a qualifying high five-card hand, the pot will be split equally among all players with the qualifying low ranked five-card hand.
- In the event more than one player has the highest ranking five-card hand and there is a qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the “highest” ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying “low” hand.
- In the event there is no qualifying five-card high hand or five-card low hand, the pot would go to the best non-qualifying high hand. If there is more than one player with the same highest ranking five-card, the pot will be split equally among all players with the highest ranked five-card poker hand.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the small blind position by the house dealer before cards are dealt. Collection Fee #2 is based on the number of active players and will be taken from the pot by the house dealer after the first draw. Collection Fee #3 will be taken from the pot after the second draw by the house dealer. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100, Bring In $1-$2
Maximum Buy-In $500-$2,500, Bring In $5-$10

Schedule Option	Number of Active Players	Collection Fee #1 (Small Blind Position)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
1	7-6	$1	$4	$1
2	7-6	$1	$4	$0
3	7-6	$1	$3	$1
4	7-6	$1	$3	$0
5	7-6	$1	$2	$1
6	7-6	$1	$2	$0
7	7-6	$1	$1	$1
8	7-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 36**, Collection Fee #1 will be taken from the small blind position by the house dealer before cards are dealt. Collection Fee #2 is based on the number of active players and will be taken from the pot by the house dealer after the first draw. Collection Fee #3 will be taken from the pot after the second draw by the house dealer. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Active Players	Collection Fee #1 (Small Blind Position)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
21	7-6	$1	$4	$1
22	7-6	$1	$4	$0
23	7-6	$1	$3	$1
24	7-6	$1	$3	$0
25	7-6	$1	$2	$1

26	7-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the collection fee is taken from each active player, in advance, every half hour of play based on number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	7 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is Poker game.
- The collection fees will be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees will be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, will 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 Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Double Board Omaha

Type of Game

The players of Double Board Omaha play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other players’ five-card poker hands. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards, referred to as “community” cards or “board” cards, from either of the two boards dealt on the table, throughout the course of the game, to make the highest ranking five-card poker hands, according to the rankings as shown below. Each board will have its own pot.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52 card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Double Board Omaha when forming a five-card hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or straight flush.

Card hands shall rank, from highest to lowest, as follows:

Double Board Omaha Hand Rankings

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

One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to nine seated positions for patrons, although only up to eight players may play at one time (if there are nine or more players seated, the player to the left of the big blind will not participate in the hand). Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. When first opening a game, the dealer shall spread the entire deck (minus the top and bottom card) across the poker table, so the players can draw one card each. The player with the highest ranked card shall receive a flat white disk with the word “dealer” on it. The cards will then be shuffled back into the deck.
2. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player that was required to post the small blind shall be required to place the big blind.
   a. Both blinds are pre-determined based on the posted table limit.
   b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
3. The disk with the word “dealer” on it is used to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind shall have the right of last action.
4. The game utilizes two blinds, a small blind and a big blind. The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
   a. Action on the first round of betting will begin with the player to the left of the big blind.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small blind and big blind will rotate from player to player around the table clockwise after each round of play.
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the small blind, and continuing clockwise around the table until all players have four cards face-down.
6. Once each player has received their four cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player; or,
   b. Place their four cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall

place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or,

c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or,
d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering (known as being “capped”), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or,
e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager. If there has been a raise, the player may call the amount that has been raised, or re-raise, by placing an additional wager, as long as the pot has not been capped yet, or fold.

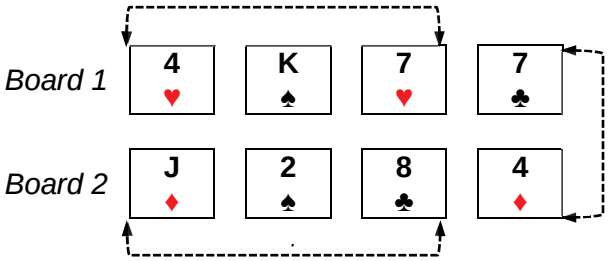
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it face-down in the discard pile without exposing it, referred to as a “burn” card.
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop,” for the first board. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously for the second board (parallel to the first board). These cards shall also become community cards and are shared by all players.

Table 1: Example of “The Flop”

Board 1	4 ♥	K ♠	7 ♥
Board 2	J ♦	2 ♠	8 ♣

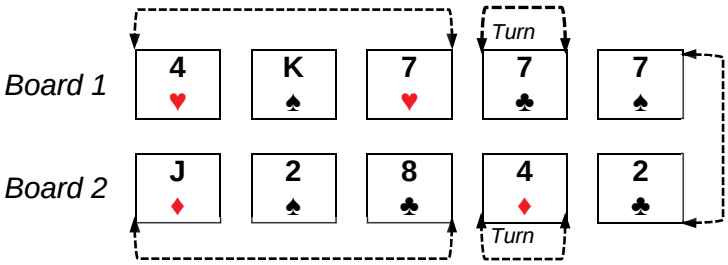
10. Once the dealer has placed the first three community cards for both boards face-up, the start of the second round of betting will occur.
11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Check, with the option to call or raise a wager by another player;
    c. Call a wager according to the rules and guidelines used in the previous round of play;
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then burn a card.
14. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of four community cards face-up for the first board. This card is known as “the turn” card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of four community cards face-up for the second board.

Table 2: Example of "The Turn Card"



15. Once the house dealer has placed the fourth community card for both boards face-up, the start of the third round of betting will occur.
16. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Check, with the option to call or raise a wager by another player;
    c. Call a wager according to the rules and guidelines used in the previous round of play;
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18. The house dealer shall then burn the top card.
19. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of five community cards face-up for the first board. This card is known as "the river" card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of five community cards face-up for the second board.

Table 3: Example of "The River Card"



20. Once the house dealer has placed the fifth and final community card for both boards face-up, the start of the fourth and final round of betting will occur.
21. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Check, with the option to call or raise a wager by another player;
    c. Call a wager according to the rules and guidelines used in the previous round of play;
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot and begin to split the pot into two equal pots.

23. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of their four hole cards initially dealt to them at the beginning of the game and three of the five community cards from each individual board, turned over throughout the round of play to make the highest ranking five-card poker hands. Each board will have its own pot that the players are playing for. The following shall apply for determining which player wins each pot.

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

Double Board Omaha

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50
Maximum Buy-In $2,500

1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 36**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

Minimum of a $2 - $4 limit game to a maximum of a $50 - $100 limit game

21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1

28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the collection fee is taken from the pot in advance every half hour of play (based on number of players).

Minimum of a $60 - $120 limit game to a maximum of a $4,000 - $8,000 game

37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The gambling establishment shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Razzdeucey

Type of Game

The players of Razzdeucey play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 players to form a Deuce-to-Seven Lowball and Badugi poker hand that ranks higher than the other player’s poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “board” cards to make their hand. When making a five-card Deuce-to-Seven Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The games shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut and dealt by the house dealer.

Card Values and Hand Rankings

Deuce-to-Seven Lowball Values – The rank of each card used in the game of Razzdeucey when forming a five-card Deuce-to-Seven Lowball, in order of highest to lowest rank shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace. All suits shall be considered equal in rank.

Deuce-to-Seven Lowball hand ranking, from highest to lowest, is as follows:

Deuce-to-Seven Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 7, 5, 4, 3, and 2 is the highest ranked No Pair and an ace, king, queen, jack, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pair	A hand that consists of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3, and 2 is the highest ranked Straight; and an ace, king, queen, jack, and 10 is the lowest ranked Straight (note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3, and 2 is the highest ranked Flush; and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full house	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3 and 2 is the highest ranked Straight Flush and an ace, king, queen, jack, and 10 is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, and jack, and 10 of the same suit.

Badugi Card Values – The rank of each card used in the game of Razzdeucey when forming a four-card Badugi hand, in order of highest to lowest rank shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace. All suits shall be considered equal in rank.

Badugi hand ranking, from highest to lowest, is as follows:

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 5, 4, 3, and 2 offsuit is the highest rank, and an ace, king, queen, and jack is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 4, 3, and 2 offsuit is the highest rank, and an ace, king, and queen is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 3 and a 2 offsuit is the highest rank, and an ace and king offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. A 2 is the highest rank, and an ace is the lowest rank.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to eight seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1) Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2) Once all participating players in that round have placed their ante, the house dealer shall move all player antes into the pot.
3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the active player to the left of the house dealer and will continue clockwise around the table until all players have two cards face-down. The house dealer will then deal one card face-up to each player, starting with the active player to the left of the house dealer and will continue around the table until all players have one face-up card, for a total of three cards, two cards face-down and one card face-up.
   a. The players' face-down cards are called "hole cards."
   b. The players' face-up cards are called "door cards."

4) Once each player has received their initial three cards, the first round of betting will occur.
   a. Action will start with the player with the lowest ranked door card by suit, if necessary based on the Deuce-to-Seven Lowball hand ranking chart above. The rankings of suits when determining action, from highest to lowest shall be; spades, hearts, diamonds, and then clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
      iii. Call the raise, re-raise, or fold their hand (described below). There is a maximum of three raises per round of wagering, known as a "cap" (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
      iv. The player in the "bring-in" position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
      v. Place the face-up card face-down into the center of the table, with their other two face-down cards, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
5) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
6) The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
7) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house-dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
8) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or

   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
9) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
10) The house dealer shall then burn the top card of the deck and place it in the discard pile.
11) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
12) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the larger limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
13) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
14) The house dealer shall then burn the top card of the deck and place it in the discard pile.
15) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
16) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the larger limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18) The house dealer shall then burn the top card of the deck and place it in the discard pile.

19) The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
20) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the larger limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
21) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
22) All active players shall then enter into a showdown with each other and compare their hands.

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card, and delivers the remaining cards as normal, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

Players may use five of their seven cards dealt to them to make the highest ranking Deuce-to-Seven Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Deuce-to-Seven Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Deuce-to-Seven Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Deuce-to-Seven Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Deuce-to-Seven Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.

- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Deuce-to-Seven Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Deuce-to-Seven Lowball hand.
- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand and the highest ranked Badugi hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1

26	8-6	$1	$2	$0
27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	**4 or less**
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees will be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees will be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, will 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 Hawaiian Gardens Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Razzdacey

Type of Game

The players of Razzdacey play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 players to form an Ace-to-Five Lowball and Badugi poker hand that ranks higher than the other player's poker hands. Each player may use any combination of their three face-down cards, known as "hole" cards, and their four face-up cards, known as their "door" cards to make their hand. When making a five-card Ace-to-Five Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The games shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut and dealt by the house dealer.

Card Values and Hand Rankings

Ace-to-Five Lowball Card Values – The rank of each card used in the game of Razzdacey when forming an five-card Ace-to-Five Lowball hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Ace-to-Five Lowball hand ranking, from highest to lowest, is as follows:

Ace-to-Five Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2, and ace is the highest ranked No Pair and a king, queen, jack, 10, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two kings is the lowest ranked Pair.
Two Pair	A hand that consists of two pairs. Two aces and two 2s is the highest ranked Two Pair and two kings and two queens is the lowest ranked Two Pair.
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 kings are the lowest ranked Three of a Kind.
Full house	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2s is the highest ranked Full House and three kings and two queens is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces are the highest ranked Four of a Kind and four kings is the lowest ranked Four of a Kind.

Badugi Card Values – The rank of each card used in the game of Razzdacey when forming a four-card Badugi hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Badugi hand ranking, from highest to lowest, is as follows:

Razzdacey

Badugi Hand Rankings

Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 4, 3, 2, and ace offsuit is the highest rank, and a king, queen, jack, and 10 is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 3, 2, and ace offsuit is the highest rank, and a king, queen, and jack is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and an ace offsuit is the highest rank, and a king and queen offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest rank, and a king is the lowest rank.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to eight seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1) Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2) Once all participating players in that round have placed their ante wagers, the house dealer shall move all player antes into the pot.
3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the active player to the left of the house dealer and will continue clockwise around the table until all players have two cards face-down. The house dealer will then deal one card face-up to each player, starting with the active player to the left of the house dealer and will continue around the table until all players have one face-up card, for a total of three cards; two cards face-down and one card face-up.
   a. The players' face-down cards are called "hole cards."
   b. The players' face-up cards are called "door cards."
4) Once each player has received their initial three cards, the first round of betting will occur.
   a. Action will start with the player with the lowest ranked door card by suit, based on the Ace-to-Five Lowball hand ranking chart above. The rankings of suits when determining action, from highest to lowest shall be; spades, hearts, diamonds, and then clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting to the left of the bring-in player, may:

i. Place a wager that is equal to the amount that the bring-in player made or “call” a wager, meaning to match the amount wagered by another player; or
ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a “raise.” If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
iii. Call the raise, re-raise, or fold their hand (described below). There is a maximum of three raises per round of wagering, known as a “cap” (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
iv. The player in the “bring-in” position may “check,” meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
v. Place the face-up card face-down into the center of the table, with their other two face-down cards, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.

5) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
6) The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
7) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player’s face-up card to the house-dealer’s left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, “fourth street.”
8) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
9) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
10) The house dealer shall then burn the top card of the deck and place it in the discard pile.

11) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
12) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the larger limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Raise the pot according to the rules and guidelines used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
13) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
14) The house dealer shall then burn the top card of the deck and place it in the discard pile.
15) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
16) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the larger limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Raise the pot according to the rules and guidelines used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18) The house dealer shall then burn the top card of the deck and place it in the discard pile.
19) The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."

20) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the larger limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
21) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
22) All active players shall then enter into a showdown with each other and compare their hands.

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card, and delivers the remaining cards as normal, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

Players may use five of their seven cards dealt to them to make the highest ranking Ace-to-Five Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Ace-to-Five Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Ace-to-Five Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Ace-to-Five Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Ace-to-Five Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Ace-to-Five Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.

- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Ace-to-Five Lowball hand.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand and the highest ranked Badugi hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1

26	8-6	$1	$2	$0
27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	**4 or less**
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees will be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees will be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, will 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 Hawaiian Gardens Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Super Razzdacey

Type of Game

The players of Super Razzdacey play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form an Ace-to-Five Lowball and Badugi hand that ranks higher than the other players’ poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “board” cards to make their hand. When making a five-card Ace-to-Five Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Ace-to-Five Lowball Card Values – The rank of each card used in the game of Razzdacey when forming an five-card Ace-to-Five Lowball hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Ace-to-Five Lowball hand ranking, from highest to lowest, is as follows:

Ace-to-Five Lowball Hand Rankings

No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2, and ace is the highest ranked No Pair and a king, queen, jack, 10, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two kings is the lowest ranked Pair.
Two Pair	A hand that consists of two pairs. Two aces and two 2s is the highest ranked Two Pair and two kings and two queens is the lowest ranked Two Pair.
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 kings are the lowest ranked Three of a Kind.
Full house	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2s is the highest ranked Full House and three kings and two queens is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces are the highest ranked Four of a Kind and four kings is the lowest ranked Four of a Kind.

Badugi Card Values – The rank of each card used in the game of Razzdacey when forming a four-card Badugi hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Badugi hand ranking, from highest to lowest, is as follows:

Super Razzdacey

Badugi Hand Rankings

Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 4, 3, 2, and ace offsuit is the highest rank, and a king, queen, jack, and 10 is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 3, 2, and ace offsuit is the highest rank, and a king, queen, and jack is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and an ace offsuit is the highest rank, and a king and queen offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest rank, and a king is the lowest rank.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2. Once all participating players in that round have anted, the house dealer shall move all player antes into the pot.
3. Once all antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer and continuing clockwise around the table until all players have three cards face-down. The house dealer will then deal one card face-up to each player, starting with the first active player to the left of the house dealer and continuing around the table until all players have one card face-up.
   a. The players' face-down cards are referred to as "hole cards."
   b. The players' face-up cards are referred to as "board cards."

4. Once each player has received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the highest ranked door card by suit, if necessary. The rankings of suits when determining action, from highest to lowest shall be spades, hearts, diamonds, and clubs.
      i. That player must either put in a predetermined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit;
   b. The following players starting to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player;
      ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
      iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises;
      iv. The player in the "bring-in" position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet);
      v. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
5. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
6. The house dealer will then ask for all discards, as each active player must release one of their face-down cards before receiving any additional cards. The cards shall be placed in the discard pile.
7. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
8. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
9. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
   a. Check a wager;
   b. Place the smaller limit wager according to the established table limits;
   c. Call a wager according to the rules used in the previous round of play;
   d. Raise the pot according to the rules used in the previous round of play;
   e. Fold their hand according to the rules used in the previous round of play.
10. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.

11. The house dealer shall then burn the top card of the deck.
12. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
13. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager;
    b. Place the smaller limit wager according to the established table limits;
    c. Call a wager according to the rules used in the previous round of play;
    d. Raise the pot according to the rules used in the previous round of play;
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
15. The house dealer shall then burn the top card of the deck.
16. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
17. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager;
    b. Place the smaller limit wager according to the established table limits;
    c. Call a wager according to the rules used in the previous round of play;
    d. Raise the pot according to the rules used in the previous round of play;
    e. Fold their hand according to the rules used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
19. The house dealer shall then burn the top card of the deck.
20. The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
21. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Low Hand Ranking above:
    a. Check a wager;
    b. Place the smaller limit wager according to the established table limits;
    c. Call a wager according to the rules used in the previous round of play;
    d. Raise the pot according to the rules used in the previous round of play;
    e. Fold their hand according to the rules used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
23. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use five of their seven cards dealt to them to make the highest ranking Ace-to-Five Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Ace-to-Five Lowball hand and the player with the highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Ace-to-Five Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Ace-to-Five Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Ace-to-Five Lowball hand and the highest ranked Badugi hand.
    - Players do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Ace-to-Five Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Ace-to-Five Lowball hand.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand and the highest ranked Badugi hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

Super Razzdacey

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0

29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Badacey

Type of Game

The players of Badacey play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other player’s five-card poker hands. The ranking of “high” hands follows the game of Ace-to-Five California Lowball, and the ranking of “low” hands follows the game of Badugi. Each player will be given three opportunities to improve their hand by replacing 1, 2, 3, 4, or 5 cards currently in their hand by discarding and having new cards dealt to them. When making a five-card Ace to Five Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Ace to Five Lowball Card Values - The rank of each card used in the game of Badacey when forming the Ace to Five Lowball hand, in order from highest to lowest, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank when comparing hands.

Ace to Five Lowball Hand Rankings

No Pair	A hand that consists of five cards that do not contain a pair or higher.* A 5, 4, 3, 2, and ace (known as the “wheel”) is the highest ranked no pair, and a king, queen, jack, 10, and 9 is the lowest ranked no pair.
One Pair	A hand that consists of two of the same rank. Two aces is the highest ranked pair, and two kings is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two aces and two 2’s is the highest ranked Two Pairs, and two kings and two queens is the lowest ranked Two Pairs.
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 kings is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2’s is the highest ranked Full House, and three kings and two queens is the lowest ranked Full House.
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 kings is the lowest ranked Four of a Kind.

*Straights and flushes do not disqualify the player’s hand.

Badugi Card Values - The rank of each card for the Badugi hand in Badacey, in order from lowest to highest, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank when comparing hands.

Badugi Hand Rankings

Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as "Badugi." A 4, 3, 2, and ace off suit is the highest ranked Badugi, and a king, queen, jack, and 10 off suit is the lowest ranked Badugi.
Three Card Incomplete	A hand that consists of three cards of different suits and ranks, and a fourth card of the same suit or rank of one of the other three cards, known as an "Incomplete." A 3, 2, ace off suit is the highest ranked Three Card Incomplete, and a king, queen, jack off suit is the lowest ranked Three Card Incomplete.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and ace off suit is the highest ranked Two Card Incomplete, and a king and queen off suit is the lowest ranked Two Card Incomplete.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest ranked one card incomplete, and a king is the lowest ranked one card incomplete.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time. If there are more players than seven players seated, the player(s) to the left of the big blind will not participate in a hand. For example, if there are nine seated players, the two players to the left of the big blind will sit out. The player(s) required to sit out will rotate each round. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the word "dealer" on it to visually designate the player who is in the dealer position (in theory) for that hand. The dealer button shall rotate clockwise from player to player after each round of play.
   a. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play with the exception of the first round, where the big blind shall have the right of last action.
2. The game utilizes two blinds, a "small blind" and a "big blind." The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button. The small blind and big blind shall both be posted before any cards are dealt by the house dealer, and will visually designated with buttons with the words "Small Blind" and "Big Blind" on them.
   a. Action on the first round of betting shall begin with the player to the left of the big blind. On all subsequent rounds, action shall begin with the first active player to the left of the dealer button.
   b. The small blind and big blind will rotate clockwise from player to player after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and spread the entire deck (minus the top and bottom cards) across the poker table, and each active player shall draw one card. The player with the highest ranked card shall receive the dealer button.

   a. In the event multiple active players receive a high card of the same rank (e.g., kings), ties will be settled by suit. Suit rankings from highest to lowest are as follows: spades, hearts, diamonds, and clubs.
4. Once the placement of the dealer button is resolved, the house dealer will retrieve all cards, begin the shuffle and cut requirements, and place the small blind and big blind buttons in front of the respective players.
5. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player required to post the small blind shall be required to post the big blind.
   a. Both blinds shall be predetermined based on the posted table limit and shall be placed into the designated wagering area, referred to as the “pot.”
6. Once both blinds have been placed in the pot, the house dealer shall deal one card face-down to each active player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have five cards face-down.
7. After all active players have received and examined their five cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player;
   b. Place their five cards face-down in the center of the table, referred to as a “fold.” The hand shall be kept face-down and collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate in that round of play;
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;”
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, referred to as being “capped,” unless there are only two active players remaining, in which case there is no limit to the number of raises;
   e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager if there has not been a raise, call the amount that has been raised, raise or re-raise by placing an additional wager, so long as the pot has not been capped, or fold their hand.
8. After all players have acted in turn or folded their hand, the house dealer shall move all bets into the pot.
9. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
   a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
   b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their cards.
   c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card);
      ii. No player has acted on their hand based on the number of cards the player requested.
   d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.

10. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards in turn, starting with the first active player to the left of the dealer button.
12. Once the dealer has replaced all active players’ cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the second round of betting.
13. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Choose not to place a wager, referred to as a “check,” with the option to call or raise a wager by another player;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
14. After all active players have acted in turn and called all bets or folded their hand, the house dealer shall move all bets into the pot.
15. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
    b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their cards.
    c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
        i. No cards have been dealt off the deck in response to the player’s request (including the burn card);
        ii. No player has acted on their hand based on the number of cards the player requested.
    d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
16. The house dealer shall then burn the top card of the deck.
17. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards in turn, starting with the first active player to the left of the dealer button.
18. Once the dealer has replaced all active players’ cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the third round of betting.
19. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
20. After all active players have acted in turn and called all bets or folded their hand, the house dealer shall move all bets into the pot.

21. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
    b. Players may also choose to stand "pat," meaning they do not wish to discard any of their cards.
    c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
        i. No cards have been dealt off the deck in response to the player's request (including the burn card);
        ii. No player has acted on their hand based on the number of cards the player requested.
    d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
22. The house dealer shall then burn the top card of the deck.
23. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.
24. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the fourth round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer shall move all wagers into the pot.
27. All active players shall then enter into a showdown and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
    a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*

2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player with the highest suit by rank. Suit rankings shall be as follows: spades, hearts, diamonds, clubs.

- The player with the highest ranking five-card Ace to Five Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Ace to Five Lowball hand, and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Ace to Five Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Ace to Five Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Ace to Five Lowball hand, the Ace to Five Lowball half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked Ace to Five Lowball hand, and the other half of the pot will be awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked Badugi hand, and the other half of the pot will be awarded to the highest ranked Ace to Five Lowball hand.
- In the event that more than one player has the highest ranking Ace to Five Lowball hand and the highest ranked Badugi hand, the Ace to Five Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

<u>Collection Rates Schedule</u>

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

1	7-6	$1	$4	$1
2	7-6	$1	$4	$0
3	7-6	$1	$3	$1
4	7-6	$1	$3	$0
5	7-6	$1	$2	$1
6	7-6	$1	$2	$0
7	7-6	$1	$1	$1
8	7-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

21	7-6	$1	$4	$1
22	7-6	$1	$4	$0
23	7-6	$1	$3	$1
24	7-6	$1	$3	$0
25	7-6	$1	$2	$1
26	7-6	$1	$2	$0

27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Super 7 Card Stud

Type of Game

The players of Super 7 Card Stud play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other player’s five-card poker hands. Players may use any combination of their three face-down cards, known as “hole” cards and their four face-up cards, known as their “board” cards to make their hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The 52-card deck will be manually shuffled, or by machine, cut and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Super 7 Card Stud, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. An ace would be considered low any time the ace begins a straight or a straight flush.

The hand ranking, from highest to lowest, is as follows:

Super 7 Card Stud Hand Rankings

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

Super 7 Card Stud

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, discarded cards, folded cards and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to place a pre-determined amount of money to participate in the coming hand; this is called the "ante."
   a. If a player chooses not to participate in the next round, that player needs not to ante and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed an ante, the house dealer will move all player antes into the pot.
3. Once the antes have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all active players have three cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all players have one card face-up, for a total four cards, three cards face-down and one card face-up.
   a. The players' cards that are face-down are called "hole cards".
   b. The player's card that is face-up is called the "door card".
4. Once players have received their initial four cards, the first round of betting will occur.
   a. Action will start with the player who has the lowest ranked door card by suit, if necessary. The suit rankings from highest to lowest will be as follows: spades, hearts, diamonds and clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in"; or
      ii. Place a wager equal to the amount of the smaller posted table limit.

   Note: this player does not have the option to fold.

   b. The following players starting to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or

iii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit.
*(**Example**: The bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may only complete to $4); or*

iv. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.

5. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
6. The house dealer will then ask for all discards, each active player must discard one of their hole cards prior to receiving additional face-up cards. The house dealer will collect the discarded cards and place them in the discard pile.
   a. After this process, all active players will have a total of three cards, two cards face-down and one card face-up.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn".
8. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's face-up card and will continue until all active players have a second card face-up. Once all active players have a total of four cards (two face-up and two face-down), the second round of betting, also known as "fourth street", will occur.
9. All active players that have called all wagers and did not fold their hand will be given the following options, starting with the first active player who has the highest ranked cards face-up as described in the Hand Rankings above:
   a. Place the smaller limit wager according to the established table limits; or
   b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
11. The house dealer will then burn a card.
12. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's two face-up cards and will continue until all active players have a third card face-up. Once all active players have a total of five cards (three face-up and two face-down), the third round of betting, also known as "fifth street", will occur.
13. All active players that called all wagers and did not fold their hand will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or

   e. Raise the pot according to the rules and guidelines used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
15. The house dealer will then burn a card.
16. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's three face-up cards and will continue until all active players have a fourth card face-up. Once all active players have a total of six cards (four face-up and two face-down), the fourth round of betting, also known as "sixth street", will occur.
17. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
19. The house dealer will then burn a card.
20. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's four up-cards and will continue until all active players have third card face-down. Once all active players have a total of seven cards (four face-up and three face-down), the fifth and final round of betting, also known as "seventh street", will occur.
21. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
23. All remaining active players will then enter into a showdown with each other and compare their hands.

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

Players may use any five of their own seven cards dealt to them during the round of play to make the highest five-card poker hand. The following will apply for determining which player wins the pot:

- The pot will be awarded to the player with the highest-ranking five-card poker hand, according to the Hand Rankings shown above. All other players will lose.
- In the event that more than one player has the highest-ranking hand, the pot will be split equally among the winners.

- In the instance that there are an odd number of chips, the odd chips will be awarded to the player with the highest card in their hand by suit. Ranking of suits from highest to lowest will be: spades, hearts, diamonds and clubs.

Super 7 Card Stud

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the he pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of player) will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

21	8-6	$1	$2	$0
22	8-6	$1	$2	$1
23	8-6	$1	$3	$0
24	8-6	$1	$3	$1
25	8-6	$1	$4	$0
26	8-6	$1	$4	$1

27	5	$1	$1	$0
28	5	$1	$1	$1
29	5	$1	$2	$0
30	5	$1	$2	$1
31	5	$1	$3	$0
32	5	$1	$3	$1
33	4	$1	$1	$0
34	4	$1	$1	$1
35	4	$1	$2	$0
36	4	$1	$2	$1
37	3 or less	$1	$1	$0
38	3 or less	$1	$1	$1

For **schedule options 39 through 42,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees will be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees will be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, will 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.
- Hawaiian Gardens Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Super 7 Card Stud Hi/Lo

Type of Game

The players of Super 7 Card Stud Hi/Lo play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 players to form a five-card poker hand that ranks higher or lower than the other player's five-card poker hands. Players may use any combination of their three face-down cards, known as "hole" cards and their four face-up cards, known as their "board" cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The 52-card deck will be manually shuffled, or by machine, cut and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Super 7 Card Stud Hi/Lo when forming a five-card high hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. An ace will be considered low any time the ace begins a straight or a straight flush.

High hand ranking, from highest to lowest, is as follows:

Super 7 Card Stud Hi/Lo Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Five-Card Low Card Values – The rank of each card used in Super 7 Card Stud Hi/Lo when forming a five-card low hand, in order of lowest to highest rank will be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits will be considered equal in rank.

Five-Card Low Hand Rankings – To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used to form the player's low hand cannot contain a card with a rank of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not disqualify the player's hand if all other requirements are met
- However, if the player has a pair or higher in their low hand, the hand does not qualify
- The lowest possible five-card poker hand is 5, 4, 3, 2 and ace; this is called a "wheel"
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand

Example: *A hand of 7, 6, 4, 3 and ace is lower than 8, 5, 4, 3 and 2.*

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, discarded cards, folded cards and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to put in a pre-determined amount of money to participate in the coming hand, this is called the "ante".
   a. If a player chooses not to participate in the next round, that player needs not to ante and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed an ante, the house dealer will move all player antes into the pot.

3. Once the antes have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all active players have three cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all players have one card face-up, for a total four cards, three cards face-down and one card face-up.
   a. The players' cards that are face-down are called "hole cards".
   b. The player's card that is face-up is called the "door card".
4. Once players have received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the lowest ranked door card by suit, if necessary. The suit rankings from highest to lowest will be as follows: spades, hearts, diamonds and clubs.
      i. That player must either place a pre-determined amount of money called the "bring-in"; or
      ii. Place a wager equal to the amount of the smaller posted table limit.

   Note: this player does not have the option to fold.

   b. The following players starting the to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold". The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
      iii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit; or

      *(**Example**: The bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may only complete to $4)*

      iv. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
5. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
6. The house dealer will then ask for all discards, each active player must discard one of their hole cards prior to receiving additional face-up cards. The house dealer will collect the discarded cards and place them in the discard pile.
   a. After this process, all active players will have a total of three cards, two cards face-down and one card face-up.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn".
8. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's face-up card and will continue until all active players have a second card face-up. Once all active players have a total of four cards (two face-up and two face-down), the second round of betting, also known as "fourth street", will occur.

9. All active players that have called all wagers and did not fold their hand, will be given the following options, starting with the first active player who has the highest ranked cards face-up as described in the Hand Rankings above:
   a. Place the smaller limit wager according to the established table limits; or
   b. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
11. The house dealer will then burn a card.
12. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s two face-up cards and will continue until all active players have a third card face-up. Once all active players have a total of five cards (three face-up and two face-down), the third round of betting, also known as “fifth street”, will occur.
13. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
14. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
15. The house dealer will then burn a card.
16. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s three face-up cards and will continue until all active players have a fourth card face-up. Once all active players have a total of six cards (four face-up and two face-down), the fourth round of betting, also known as “sixth street”, will occur.
17. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked face-up cards as described in the Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
19. The house dealer will then burn a card.
20. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s four up-cards and will continue until all active players have third card face-down. Once all active players have

a total of seven cards (four face-up and three face-down), the fifth and final round of betting, also known as “seventh street”, will occur.

21. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
23. All remaining active players will then enter into a showdown with each other and compare their hands.

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

Players may use any five of their own seven cards dealt to them during the round of play to make the highest five-card poker hand. The following will apply for determining which player wins the pot:

- In the event there is one qualifying five-card high hand and no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- In the event there is both a qualifying five-card high hand and a qualifying five-card low hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card high hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest qualifying five-card hand.
    - A player does not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking five-card high hand and there is not a qualifying five-card low hand, the pot will be split equally among all players with the highest ranked five-card poker hand.
- In the event that more than one player has the highest ranking five-card high hand and there is one qualifying five-card low hand, half of the pot will be split equally among all players with the highest ranked five-card high hand and with the other half being awarded to the player with the qualifying five-card low hand.
- In the event that more than one player has the highest ranking five-card low hand and there is one qualifying five-card high hand, half of the pot will be split equally among all players with the highest ranked five-card low hand and with the other half being awarded to the player with the qualifying five-card high hand.
- In the event that more than one player has the highest ranking five-card high hand and more than one player has the highest ranking qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card hand and the other half of the pot being split equally among all players with the qualifying five-card low hand

- In the instance that there are an odd number of chips, the odd chips will be awarded to the player with the highest card in their hand by suit
  - Ranking of suits from highest to lowest will be spades, hearts, diamonds and clubs

<u>Collection Rates Schedule</u>

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

21	8-6	$1	$2	$0
22	8-6	$1	$2	$1
23	8-6	$1	$3	$0
24	8-6	$1	$3	$1
25	8-6	$1	$4	$0

26	8-6	$1	$4	$1
27	5	$1	$1	$0
28	5	$1	$1	$1
29	5	$1	$2	$0
30	5	$1	$2	$1
31	5	$1	$3	$0
32	5	$1	$3	$1
33	4	$1	$1	$0
34	4	$1	$1	$1
35	4	$1	$2	$0
36	4	$1	$2	$1
37	3 or less	$1	$1	$0
38	3 or less	$1	$1	$1

For **schedule options 39 through 42,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game
- The collection fees will be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing
- Collection rates and fees will be determined prior to the start of play of any hand or round
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, will 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
- Hawaiian Gardens Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them
- Collection fees will be conspicuously posted on or within view of every gaming table

Super 7 Card Stud Hi/Lo Regular

Type of Game

The players of Super 7 Card Stud Hi/Lo Regular play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hands. Players may use any combination of their three face-down cards, known as “hole” cards and their four face-up cards, known as their “board” cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The 52-card deck will be manually shuffled, or by machine, cut and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Super 7 Card Stud Hi/Lo Regular when forming a five-card high hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. An ace would be considered low any time the ace begins a straight or a straight flush.

High hand ranking, from highest to lowest, is as follows:

Super 7 Card Stud Hi/Lo Regular High Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Five-Card Low Card Values – The rank of each card used in Super 7 Card Stud Hi/Lo Regular when forming a five-card low hand, in order of lowest to highest value will be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits will be considered equal in rank. Straights and flushes will not be counted against for the low hand.

Low hand ranking, from highest to lowest, is as follows:

Super 7 Card Stud Hi/Lo Regular Low Hand Rankings

High Card	A hand that consists of five cards that do not make any of the hands listed above. A 7, 5, 4, 3 and 2 is the highest ranked high card hand and an ace, king, queen, jack and 9 the lowest ranked High Card hand.
One Pair	A hand that consists of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two 3s and two 2s is the highest ranked Two Pairs and two aces and two kings is the lowest ranked Two Pairs.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, discarded cards, folded cards and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns a card and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to put in a pre-determined amount of money to participate in the coming hand, this is called the "ante".

   a. If a player chooses not to participate in the next round, that player needs not to ante and the house dealer will not deal that player in the round.
2. Once all participating players in that round have anted, the house dealer will move all player antes into the pot.
3. Once the antes have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all active players have three cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all players have one card face-up, for a total four cards, three cards face-down and one card face-up.
   a. The players' cards that are face-down are called "hole cards".
   b. The player's card that is face-up is called the "door card".
4. Once players have received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the lowest ranked door card by suit, if necessary. The suit rankings from highest to lowest will be as follows: spades, hearts, diamonds and clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in"; or
      ii. Place a wager equal to the amount of the smaller posted table limit.

   Note: this player does not have the option to fold.
   b. The following players starting the to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold". The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
      iii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit; or
      *(**Example**: The bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may only complete to $4)*
      iv. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
5. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
6. The house dealer will then ask for all discards, each active player must discard one of their hole cards prior to getting any more cards face-up. The house dealer will collect the discarded cards and place them in the discard pile.
   a. After this process, all active players will have a total of three cards, two cards face-down and one card face-up.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn".

8. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's face-up card and will continue until all active players have a second card face-up. Once all active players have a total of four cards (two face-up and two face-down), the second round of betting, also known as "fourth street", will occur.
9. All active players that called all wagers and did not fold their hand will be give the following options, starting with the first active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
   a. Place the smaller limit wager according to the established table limits; or
   b. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
11. The house dealer will then burn a card.
12. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's two face-up cards and will continue until all active players have a third card face-up. Once all active players have a total of five cards (three face-up and two face-down), the third round of betting, also known as "fifth street", will occur.
13. All active players that called all wagers and did not fold their hand, will be give the following options, starting with the active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
15. The house dealer will then burn a card.
16. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's three face-up cards and will continue until all active players have a fourth cards face-up. Once all active players have a total of six cards (four face-up and two face-down), the fourth round of betting, also known as "sixth street", will occur.
17. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.

19. The house dealer will then burn a card.
20. The house dealer will then deal one card face-down, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's four up-cards and will continue until all active players have a third card face-down. Once all active players have a total of seven cards (four face-up and three face-down), the fifth and final round of betting, also known as "seventh street", will occur.
21. All active players that called all wagers and did not fold their hand, will be give the following options, starting with the active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

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

Players may use any five of their own seven cards dealt to them during the round of play to make the highest ranking five-card poker high hand and the highest ranking five-card poker low hand. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the highest ranking five-card low. All other players will lose.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest ranked five-card hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking five-card high hand and there is one highest ranking five-card low hand, half of the pot will be split equally among all players with the highest ranking five-card high hand and with the other half being awarded to the player with the highest ranking five-card low hand.
- In the event that more than one player has the highest ranking five-card low hand and there is one highest ranking five-card high hand, half of the pot will be split equally among all players with the highest ranking five-card low hand and with the other half being awarded to the player with the highest ranking five-card high hand.
- In the event that more than one player has the highest ranking five-card high hand and more than one player has the highest ranking five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card hand and the other half of the pot being split equally among all players with the highest ranking five-card low.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player with the highest ranked card in their hand by suit.
    - Ranking of suits from highest to lowest will be spades, hearts, diamonds and clubs.

Super 7 Card Stud Hi/Lo Regular

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
$50 minimum buy-in
$2,500 maximum buy-in

1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of player) will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If the round does not progress past the fourth street or fifth street due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

21	8-6	$1	$2	$0
22	8-6	$1	$2	$1
23	8-6	$1	$3	$0
24	8-6	$1	$3	$1
25	8-6	$1	$4	$0

26	8-6	$1	$4	$1
27	5	$1	$1	$0
28	5	$1	$1	$1
29	5	$1	$2	$0
30	5	$1	$2	$1
31	5	$1	$3	$0
32	5	$1	$3	$1
33	4	$1	$1	$0
34	4	$1	$1	$1
35	4	$1	$2	$0
36	4	$1	$2	$1
37	3 or less	$1	$1	$0
38	3 or less	$1	$1	$1

For **schedule options 39 through 41,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

<u>Collection Rates for Poker Games</u>

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a poker game.
- The collection fees will be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees will be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, will 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.
- Hawaiian Gardens Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Short Deck Texas Hold'em

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game will be played using a 36-card deck with no joker. The 36-card deck is created by removing the 2s, 3s, 4s, and 5s (16 total cards removed) from a standard 52-card deck; the 6 through ace of each suit are the play cards. The 36-card deck will be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Short Deck Texas Hold'em utilizes a different variation of hand rankings than the standard hand rankings. The rank of each card used in Short Deck Texas Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7 and 6. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush; i.e. ace, 6, 7, 8 and 9.

Card hands will rank, from highest to lowest, as follows:

Short Deck Texas Hold'em Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 9, 8, 7, 6 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 6s is the lowest ranked Four of a Kind.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a jack, 9, 8, 7 and 6 is the lowest ranked Flush.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 6s and two 7s is the lowest ranked Full House.
Straight	A hand comprised 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 9, 8, 7, 6 and ace is the lowest ranked Straight.

Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 6s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 7s and two 6s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 6s is the lowest ranked Pair.
High Card	A hand comprised of five cards not comprised of any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and a jack, 9, 8, 7 and 6 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits and collection rates during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word "dealer" on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase small blind and a flat white disc/button with the phrase big blind) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
   a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer shall spread the entire deck (minus the top and bottom card) across the poker table so the players can draw one card each. The player with the highest ranked card shall receive a flat white disk with the word "dealer" on it. The house dealer will collect the cards from the players and will then shuffle back into the deck.
   a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button.
   b. There is no turn or rotation order in which the players draw the card for the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
   a. Blind wagers are pre-determined and mandatory and are used to initiate action.
   b. Blind wagers will be placed in the designated wagering area, the pot.

5. Once the blind wagers have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continue clockwise around the table until all players have two cards face-down.
   a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
   a. Place a wager equal to the amount of the big blind wager, referred to as a "call"; or
   b. Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise"; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may "check" if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn."
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as "the flop."
   a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. "Call" a wager; this means to match the amount wagered by another player; or
    e. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer will move all wagers into the pot.
13. The house dealer will then take the top card of the deck and burn it.
14. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as "the turn card."
    a. This card is also a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
16. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or

   e. Check according to the rules used in the previous round of play.
17. After all players have acted in turn, the house dealer will move all wagers into the pot.
18. The house dealer will then take the top card of the deck and burn it.
19. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table; referred to as "the river card."
    a. This card is also a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
21. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
22. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following will apply for determining which player wins the pot:

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

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Collection Rates Schedule

For **schedule options 1 through 32**, Designated Table Fee #1 will be taken by the house dealer from the pot after the blinds are posted. The Regular Table Fee shall be taken by the house dealer from the pot after the flop, based on the number of players. Designated Table Fee #2 will be taken by the house dealer from the pot after the turn. The Designated Table Fee #1 and #2 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, the Regular Table Fee and Designated Table Fee #2 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Designated Table Fee #2 will not be taken.

$1-$2 Minimum Limit Game
$40-$80 Maximum Limit Game

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee	Designated Table Fee #2
1	7 or more	$1	$2.50	$0.50
2	7 or more	$1	$2.50	$1
3	7 or more	$1	$3	$0.50
4	7 or more	$1	$3	$1
5	7 or more	$1	$4	$0.50
6	7 or more	$1	$4	$1
7	7 or more	$1	$5	$0.50
8	7 or more	$1	$5	$1
9	6	$1	$2	$0.50
10	6	$1	$2	$1
11	6	$1	$2.50	$0.50
12	6	$1	$2.50	$1
13	6	$1	$3	$0.50
14	6	$1	$3	$1
15	6	$1	$4	$0.50
16	5	$1	$4	$1
17	5	$1	$1.50	$0.50
18	5	$1	$1.50	$1
19	5	$1	$2	$0.50
20	5	$1	$2	$1
21	5	$1	$2.50	$0.50
22	5	$1	$2.50	$1
23	5	$1	$3	$0.50
24	5	$1	$3	$1
25	4	$1	$1	$0.50
26	4	$1	$1	$1
27	4	$1	$1.50	$0.50
28	4	$1	$1.50	$1
29	4	$1	$2	$0.50
30	4	$1	$2	$1
31	3 or less	$1	$1	$0.50
32	3 or less	$1	$1	$1

Short Deck Texas Hold'em

For **schedule options 33 through 43**, the Regular Table Fee shall be collected at the end of each half hour from each player by the house dealer. The Regular Table Fee is collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall not have a Regular Table Fee taken, but all subsequent half hours shall be collected. The appropriate table collection fees are dependent on the number of seated players.

$50-$100 Minimum Limit Game
$500-$1,000 Maximum Limit Game
Time Collection

Schedule Options	Number of Players	Regular Table Fee
33	6 or more	$11
34	6 or more	$12
35	6 or more	$13
36	6 or more	$14
37	6 or more	$15
38	6 or more	$16
39	6 or more	$17
40	5 or less	$5
41	5 or less	$6
42	5 or less	$7
43	5 or less	$8

For **schedule options 44 through 63**, Designated Table Fee #1 will be taken by the house dealer from the pot after the blinds are posted. The Regular Table Fee shall be taken by the house dealer from the pot after the flop, based on the number of players. Designated Table Fee #2 will be taken by the house dealer from the pot after the turn. The Designated Table Fee #1 and #2 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, the Regular Table Fee and Designated Table Fee #2 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Designated Table Fee #2 will not be taken.

$20-$2,000 Buy-In No Limit Game

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee	Designated Table Fee #2
44	7 or more	$1	$3	$0.50
45	7 or more	$1	$3	$1
46	7 or more	$1	$4	$0.50
47	7 or more	$1	$4	$1
48	7 or more	$1	$5	$0.50
49	7 or more	$1	$5	$1
50	6	$1	$2	$0.50
51	6	$1	$2	$1
52	6	$1	$3	$0.50
53	6	$1	$3	$1
54	6	$1	$5	$0.50
55	6	$1	$5	$1
56	5	$1	$1.50	$0.50
57	5	$1	$1.50	$1
58	5	$1	$2	$0.50
59	5	$1	$2	$1

60	5	$1	$3	$0.50
61	5	$1	$3	$1
62	4 or less	$1	$1	$0.50
63	4 or less	$1	$1	$1

For **schedule options 64 through 71**, the Regular Table Fee shall be collected at the end of each half hour from each player by the house dealer. The Regular Table Fee is collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall not have a Regular Table Fee taken, but all subsequent half hours shall be collected. The appropriate table collection fees are dependent on the number of seated players.

No Limit Time Collection

Schedule Options	Number of Players	Regular Table Fee
64	6 or more	$11
65	6 or more	$13
66	6 or more	$15
67	6 or more	$17
68	5 or less	$5
69	5 or less	$6
70	5 or less	$7
71	5 or less	$8

For **schedule options 72 through 79**, Designated Table Fee #1 will be taken by the house dealer from the pot after the blinds are posted. The Regular Table Fee shall be taken by the house dealer from the pot after the flop, based on the number of players. Designated Table Fee #2 will be taken by the house dealer from the pot after the turn. The Designated Table Fee #1 and #2 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, the Regular Table Fee and Designated Table Fee #2 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Designated Table Fee #2 will not be taken.

$500 Buy-In Pot Limit Game

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee	Designated Table Fee #2
72	7 or more	$1	$5	$0.50
73	7 or more	$1	$5	$1
74	6	$1	$4	$0.50
75	6	$1	$4	$1
76	5	$1	$3	$0.50
77	5	$1	$3	$1
78	4 or less	$1	$1	$0.50
79	4 or less	$1	$1	$1

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For **schedule options 80 through 88**, the Regular Table Fee shall be collected at the end of each half hour from each player by the house dealer. The Regular Table Fee is collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall not have a Regular Table Fee taken, but all subsequent half hours shall be collected. The appropriate table collection fees are dependent on the number of seated players.

Pot Limit Time Collection

Schedule Options	Number of Players	Regular Table Fee
80	6 or more	$8
81	6 or more	$10
82	6 or more	$11
83	6 or more	$12
84	6 or more	$14
85	5 or less	$4
86	5 or less	$5
87	5 or less	$6
88	5 or less	$7

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a poker game.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Super Razzdeucey

Type of Game

The players of Super Razzdeucey play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a Deuce-to-Seven Lowball and a Badugi poker hand that ranks higher than the other players’ poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “door” cards to make their hand. When making a five-card Deuce-to-Seven Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Deuce-to-Seven Lowball Card Values – The rank of each card used in the game of Razzdeucey when forming a five-card Deuce-to-Seven Lowball hand, in order to highest to lowest rank shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace. All suits shall be considered equal in rank.

Deuce-to-Seven Lowball hand ranking, from highest to lowest, is as follows:

Deuce-to-Seven Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 7, 5, 4, 3, and 2 is the highest ranked No Pair hand and an ace, king, queen, jack, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pair	A hand that consists of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3, and 2 is the highest ranked Straight; and an ace, king, queen, jack, and 10 is the lowest ranked Straight (note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3, and 2 is the highest ranked Flush; and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full house	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3, and 2 is the highest ranked Straight Flush and king, queen, jack, 10, and 9 is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, jack, and 10 of the same suit.

Badugi Card Values – The rank of each card used in the game of Razzdeucey when forming a four-card Badugi hand, in order of highest to lowest rank shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace. All suits shall be considered equal in rank.

Badugi hand ranking, from highest to lowest, is as follows:

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 5, 4, 3, and 2 offsuit is the highest rank, and an ace, king, queen, and jack is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 4, 3, and 2 offsuit is the highest rank, and an ace, king, and queen is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 3 and a 2 offsuit is the highest rank, and an ace and king offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. A 2 is the highest rank, and an ace is the lowest rank.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed their ante, the house dealer shall move all player antes into the pot.
3. Once all antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer and continuing clockwise around the table until all players have three cards face-down. The house dealer will then deal one card face-up to each player, starting with the first active player to the left of the house dealer and continuing around the table until all players have one card face-up.
   a. The players' face-down cards are referred to as "hole cards."
   b. The players' face-up cards are referred to as "door cards."
4. Once each player has received their initial four cards, the first round of betting will occur.

a. Action will start with the player with the highest ranked door card by suit, if necessary. The rankings of suits when determining action, from highest to lowest shall be spades, hearts, diamonds, and clubs.
   i. That player must either put in a predetermined amount of money called the "bring-in; or
   ii. Place a wager equal to the amount of the smaller posted table limit.
b. The following players starting the to the left of the bring-in player, may:
   i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
   ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A places a bring-in for $1, Player B may complete to $4);* or
   iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
   iv. The player in the bring-in position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise, they must call the amount raised, raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
   v. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.

5. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
6. The house dealer will then ask for all discards, as each active player must release one of their face-down cards before receiving any additional cards. These cards are then placed in the discard pile.
7. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
8. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
9. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules used in the previous round of play; or
   d. Raise the pot according to the rules used in the previous round of play; or
   e. Fold their hand according to the rules used in the previous round of play.

10. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
11. The house dealer shall then burn the top card of the deck.
12. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
13. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
15. The house dealer shall then burn the top card of the deck.
16. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
17. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
19. The house dealer shall then burn the top card of the deck.
20. The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
21. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.

23. All active players shall then enter into a showdown with each other and compare their hands.

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card, and delivers the remaining cards as normal, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

Players must use five of their seven cards dealt to them to make the highest ranking Deuce-to-Seven Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Deuce-to-Seven Lowball hand and the player with the highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Deuce-to-Seven Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Deuce-to-Seven Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Deuce-to-Seven Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Deuce-to-Seven Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Deuce-to-Seven Lowball hand.
- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand and more than one player has the highest ranked Badugi hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Super Razzdeucey

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0

27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.
- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Super Razz

Type of Game
The players of Super Razz play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other players’ five-card poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as “board” cards, to make their hand.

Description of the Deck and Number of Decks Used
The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings
The rank of each card for the five-card hand in Super Razz, in order from highest to lowest, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank when comparing hands.

Super Razz Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not contain a pair of higher. A 5, 4, 3, 2, and ace is the highest ranked No Pair, and a king, queen, jack, 10, and 9 is the lowest ranked No Pair.
One Pair	A hand that consists of two of the same rank. Two aces is the highest ranked Pair, and two kings is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two aces and two 2s is the highest ranked Two Pairs, and two kings and two queens is the lowest ranked Two Pairs.
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 kings is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2’s is the highest ranked Full House, and three kings and two queens is the lowest ranked Full House.
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 kings is the lowest ranked Four of a Kind.

Description of Table Used and Total Number of Seated Positions
The game will be played on a standard poker table and will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play
1. Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the “ante.”

   a. If a player chooses not to participate in the round, that player needs not ante, and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed their ante, the house dealer shall move all player antes into the pot.
3. Once all antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer and continuing clockwise around the table until all players have three cards face-down. The house dealer will then deal one card face-up to each player, starting with the first active player to the left of the house dealer and continuing around the table until all players have one card face-up.
   a. The players' face-down cards are referred to as "hole cards."
   b. The players' face-up cards are referred to as "board cards."
4. Once each player has received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the highest ranked door card by suit, if necessary. The rankings of suits when determining action, from highest to lowest shall be spades, hearts, diamonds, and clubs.
      i. That player must either put in a predetermined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting the to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
      iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
      iv. The player in the bring-in position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
      v. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
5. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
6. The house dealer will then ask for all discards, as each active player must release one of their down cards before receiving any additional cards. These cards shall be placed in the discard pile.
7. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
8. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house-dealer's left, and will continue until all active players have a second face-up card. Once all active players have

a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as “fourth street.”

9. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
10. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
11. The house dealer shall then burn the top card of the deck.
12. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player’s two face-up cards to the house dealer’s left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as “fifth street.”
13. All active players shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
15. The house dealer shall then burn the top card of the deck.
16. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player’s three face-up cards to the house dealer’s left, and will continue until all active players have a fourth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as “sixth street.”
17. All active players shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
19. The house dealer shall then burn the top card of the deck.

20. The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
21. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
23. All active players shall then enter into a showdown with each other and compare their hands.

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

The following will apply for determining the active player(s) who wins the pot. In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

- The pot shall be awarded to the player with the highest ranking five-card poker hand according to the hand and card rankings shown above. All other players shall lose.
- In the event that more than one player has the highest ranking five-card poker hand, the pot shall divided equally between the winners.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0

27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Badeucey

Type of Game

The players of Badeucey play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other player’s five-card poker hands. The ranking of “high” hands follows the game of 2-7 (Kansas City) Lowball, and the ranking of “low” hands follows the game of Badugi. Each player will be given three opportunities to improve their hand by replacing 1, 2, 3, 4, or 5 cards currently in their hand by discarding and having new cards dealt to them. When making a five-card 2-7 (Kansas City) Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

2-7 (Kansas City) Lowball Card Values -The rank of each card for the “high” hand in Badeucey, in order from highest to lowest, shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace. All suits shall be considered equal in rank when comparing hands.

2-7 (Kansas City) Lowball Hand Rankings

Hand Dealt	Hand Requirements
High Card	A hand that consists of five cards that do not make any of the hands listed below. A 7, 5, 4, 3, and 2 is the highest ranked High Card hand, and an ace, king, queen, jack, and 9 is the lowest ranked High Card hand.
One Pair	A hand that consists of two of the same rank. Two 2’s is the highest ranked Pair, and two aces is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two 2’s and two 3’s is the highest ranked Two Pairs, and two aces and two kings is the lowest ranked Two Pairs.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2’s is the highest ranked Three of a Kind, and three aces is the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not of the same suit. A 2, 3, 4, 5, and 6 is the highest ranked Straight, and a 10, jack, king, queen, and ace is the lowest ranked Straight.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3, and 2 is the highest ranked Flush, and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full House	A hand that consists of a Three of a Kind and a Pair. Three 2’s and two 3’s is the highest ranked Full House, and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2’s is the highest ranked Four of a Kind, and four aces is the lowest ranked Four of a Kind.

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 2, 3, 4, 5, and 6 is the highest ranked Straight Flush, and a 9, 10, jack, queen, and king is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, jack, and 10 of the same suit.

Badugi Card Values - The rank of each card for the "low" hand in Badeucey, in order from lowest to highest, shall be: ace, 2, 3, 4, 5 6, 7, 8, 9, 10, jack, queen, and king. Players will use their best four cards to make a qualifying low hand. All suits shall be considered equal in rank when comparing hands.

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as "Badugi." A 4, 3, 2, and ace off suit is the highest ranked Badugi, and a king, queen, jack, and 10 off suit is the lowest ranked Badugi.
Three Card Incomplete	A hand that consists of three cards of different suits and ranks, and a fourth card of the same suit or rank of one of the other three cards, known as an "Incomplete." A 3, 2, ace off suit is the highest ranked Three Card Incomplete, and a king, queen, jack off suit is the lowest ranked Three Card Incomplete.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and ace off suit is the highest ranked Two Card Incomplete, and a king and queen off suit is the lowest ranked Two Card Incomplete.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest ranked One Card Incomplete, and a king is the lowest ranked One Card Incomplete.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time. If there are more players than seven players seated, the player(s) to the left of the big blind will not participate in a hand. For example, if there are nine seated players, the two players to the left of the big blind will sit out. The player(s) required to sit out will rotate each round. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the word "dealer" on it to visually designate the player who is in the dealer position (in theory) for that hand. The dealer button shall rotate clockwise from player to player after each round of play.
   a. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play with the exception of the first round, where the big blind shall have the right of last action.
2. The game utilizes two blinds, a "small blind" and a "big blind." The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button. The small blind and big blind shall both be posted before any cards are dealt by

the house dealer, and will visually designated with buttons with the words “Small Blind” and “Big Blind” on them.

   a. Action on the first round of betting shall begin with the player to the left of the big blind. On all subsequent rounds, action shall begin with the first active player to the left of the dealer button.
   b. The small blind and big blind will rotate clockwise from player to player after each round of play.

3. When first opening a game, the house dealer will shuffle, cut, and spread the entire deck (minus the top and bottom cards) across the poker table, and each active player shall draw one card. The player with the highest ranked card shall receive the dealer button.
   a. In the event multiple active players receive a high card of the same rank (e.g., kings), ties will be settled by suit. Suit rankings from highest to lowest are as follows: spades, hearts, diamonds, and clubs.
4. Once the placement of the dealer button is resolved, the house dealer will retrieve all cards, begin the shuffle and cut requirements, and place the small blind and big blind buttons in front of the respective players.
5. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player required to post the small blind shall be required to post the big blind.
   a. Both blinds shall be predetermined based on the posted table limit and shall be placed into the designated wagering area, referred to as the “pot.”
6. Once both blinds have been placed in the pot, the house dealer shall deal one card face-down to each active player, starting with the player to the left of the big blind and continuing clockwise around the table until all active players have five cards face-down.
7. After all active players have received and examined their five cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player;
   b. Place their five cards face-down in the center of the table, referred to as a “fold.” The hand shall be kept face-down and collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate in that round of play;
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;”
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, referred to as being “capped,” unless there are only two active players remaining, in which case there is no limit to the number of raises;
   e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager if there has not been a raise, call the amount that has been raised, raise or re-raise by placing an additional wager, so long as the pot has not been capped, or fold their hand.
8. After all players have acted in turn or folded their hand, the house dealer shall move all bets into the pot.
9. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
   a. An active player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
   b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their carp

   c. ds.
   d. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
      i. No cards have been dealt off the deck in response to the player's request (including the burn card);
      ii. No player has acted on their hand based on the number of cards the player requested.
   e. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
10. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.
12. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the second round of betting.
13. All active players will be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the posted table limits;
   b. Choose not to place a wager, referred to as a "check," with the option to call or raise a wager by another player;
   c. Call a wager according to the rules used for the previous round of play;
   d. Fold their hand according to the rules used in the previous round of play;
   e. Raise the pot according to the rules used in the previous round of play.
14. After all active players have acted in turn and called all bets or folded their hand, the house dealer shall move all bets into the pot.
15. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
   a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
   b. Players may also choose to stand "pat," meaning they do not wish to discard any of their cards.
   c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
      i. No cards have been dealt off the deck in response to the player's request (including the burn card);
      ii. No player has acted on their hand based on the number of cards the player requested.
   d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
16. The house dealer shall then burn the top card of the deck.
17. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.

18. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the third round of betting.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
20. After all active players have acted in turn, the house dealer shall move all bets into the pot.
21. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
    b. Players may also choose to stand pat.
    c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
        i. No cards have been dealt off the deck in response to the player's request (including the burn card);
        ii. No player has acted on their hand based on the number of cards the player requested.
    d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
22. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
23. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.
24. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the fourth round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer shall move all wagers into the pot.
27. All active players shall then enter into a showdown and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-*

cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
   a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

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

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player with the highest suit by rank. Suit rankings shall be as follows: spades, hearts, diamonds, clubs.

- The player with the highest ranking five-card 2-7 (Kansas City) Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card 2-7 (Kansas City) Lowball hand, and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the 2-7 (Kansas City) Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked 2-7 (Kansas City) Lowball hand and the highest ranked Badugi hand.
  - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking 2-7 (Kansas City) Lowball hand, the 2-7 (Kansas City) Lowball half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked 2-7 (Kansas City) Lowball hand, and the other half of the pot will be awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked Badugi hand, and the other half of the pot will be awarded to the highest ranked 2-7 (Kansas City) Lowball hand.
- In the event that more than one player has the highest ranking 2-7 (Kansas City) Lowball hand and the highest ranked Badugi hand, the 2-7 (Kansas City) Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

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In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Active Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-6	$1	$4	$1
2	7-6	$1	$4	$0
3	7-6	$1	$3	$1
4	7-6	$1	$3	$0
5	7-6	$1	$2	$1
6	7-6	$1	$2	$0
7	7-6	$1	$1	$1
8	7-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Active Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	7-6	$1	$4	$1

22	7-6	$1	$4	$0
23	7-6	$1	$3	$1
24	7-6	$1	$3	$0
25	7-6	$1	$2	$1
26	7-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	7 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

7 Card Stud Hi/Lo Regular

Type of Game

The game of 7 Card Stud Hi/Lo Regular, also known as No Qualifier or “Q”, is a poker game where patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 players to form a five-card poker hand that ranks higher or lower than the other players’ five-card poker hand. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “board” cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Hand Values – The rank of each card used in 7 Card Stud Hi/Lo Regular when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

High hand ranking, from highest to lowest, is as follows:

7 Card Stud Hi/Lo Regular High Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Five-Card Low Hand Values – The rank of each card used in 7 Card Stud Hi/Lo Regular when forming a five-card low hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen and king. All suits shall be considered equal in rank. Straights and flushes will not be counted against for the low hand. Low hand ranking, from highest to lowest, is as follows:

7 Card Stud Hi/Lo Regular Low Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2 and ace is the highest ranked No Pair hand and a king, queen, jack, 10 and 9 lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two 3s and two 2s is the highest ranked Two Pairs and two aces and two kings is the lowest ranked Two Pairs.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to eight seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1) Before the start of any round of play, each player will be required to put in a pre-determined amount of money to participate in the hand, this is called the "ante."
   a) If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.

2) Once all participating players in that round have anted, the house dealer shall move all antes into the pot.
3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer, and will continue clockwise around the table until all active players have two cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer, and will continue clockwise around the table until all active players have one card face-up, for a total of three cards, two cards face-down and one card face-up.
   a) The player's card that is face-up is called the "door card" and will be a part of their board cards.
4) Once each player has received their initial three cards, the first round of betting will occur.
   a) Action will start with the player with the highest ranked door card by suit based on the High Hand Rankings Chart (clubs, diamonds, hearts, then spades), if necessary.
      i) That player must either put in a pre-determined amount of money called the "bring-in" (the "bring-in" amount is predetermined by the table limits that the players are playing. If the bring-in player only places the pre-determined bring-in amount, this player may only complete the bring-in to the smaller posted table limit, this is called a "complete");
      ii) Or place a wager equal to the amount of the smaller posted table limit.
   b) The following players starting to the left of the bring-in player, may:
      i) Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player;
      ii) Place the face-up card face-down into the center of the table, with their two face-down cards, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
      iii) Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If the bring-in player only places the pre-determined bring-in amount, this player may only complete the bring-in to the smaller posted table limit, this is called a complete. ***Note:*** *When the player completes, they are completing the amount of the predetermined limit that the players are playing (i.e. the bring-in would be $1 for $4-$8 limit, so when Player A brings in for $1, Player B may complete to $4).*
      iv) Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
5) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
6) The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
7) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player's face-up card (to the left of the house dealer), and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "Fourth Street."
8) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking Chart above:
   a) Place the smaller table limit wager according to the established table limits;

   b) Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;
   d) Fold their hand according to the rules used in the previous round of play;
   e) Raise according to the rules used in the previous round of play.
9) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
10) The house dealer shall then burn a card.
11) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player’s (to the left of the house dealer) two face-up cards, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, “Fifth Street.”
12) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking Chart above:
   a) Place the larger table limit wager according to the established table limits;
   b) Check, with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;
   d) Fold their hand according to the rules used in the previous round of play;
   e) Raise according to the rules used in the previous round of play.
13) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
14) The house dealer shall then burn a card.
15) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player’s three face-up cards (to the left of the house dealer), and will continue until all active players have a fourth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, “Sixth Street.”
16) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking Chart above:
   a) Place the larger table limit wager according to the established table limits;
   b) Check, with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;
   d) Fold their hand according to the rules used in the previous round of play;
   e) Raise according to the rules used in the previous round of play.
17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18) The house dealer shall then burn a card.
19) The house dealer shall then take the next card from the top of the deck, and place it face-down next to the first active player’s four face-up cards (to the left of the house dealer), and will continue until all active players have a third face-down card. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as, “Seventh Street.”
20) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking above:
   a) Place the larger table limit wager according to the established table limits;
   b) Check, with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;

d) Fold their hand according to the rules used in the previous round of play;
e) Raise according to the rules used in the previous round of play.

21) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
22) All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use any five of the seven cards dealt to them during the round of play to make the highest and lowest five-card poker hands. The following shall apply for determining which player wins the pot:

- The pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest ranked five-card hand.

Example: *Player A has an ace of spades, ace of clubs, 2 of spades, 7 of hearts, 9 of clubs, 9 of diamonds, and 10 of diamonds, and Player B has the 4 of spades, 5 of diamonds, 9 of spades, 10 of clubs, jack of hearts, queen of clubs, and king of hearts. Therefore, Player A would have two pair for high (aces and 9s with a 10 kicker) and Player B would have a king high straight (9-10-jack-queen-king). Player B would win the high portion of the pot. Additionally, Player A would have a 10-9-7-2-ace for low; and Player B would have a jack-10-9-5-4 for low. Player A would win the low portion of the pot.*

- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest ranked five-card hand.

    - They do not have to use the same cards to win both pots.
    - In the event that more than one player has the highest ranking hand and one player has a five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest ranked hand.
    - In the event that more than one player has the lowest ranking hand and one player has the highest ranking hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the lowest ranked hand and the other half of the pot being awarded to the player with the highest ranked hand.
    - In the event that more than one player has the highest ranking hand and more than one player has the lowest ranking hand, the pot will be divided equally in half, with half the pot being split equally among all players with the highest ranking hand and the other half being split equally among all players with the lowest ranking hand.
    - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player with the highest card by suit for the high hand and to the player with the lowest card by suit for the low hand.

7 Card Stud Hi/Lo Regular

Collection Rates Schedule

For **schedule options 1-20**, Collection Fee #1 shall be taken from the pot after all players have been dealt their first two face-down cards. Collection Fee #2 (based on the number of players) shall be taken from the pot after Fourth Street. Collection Fee #3 shall be taken from the pot after Fifth Street. If the action does not progress past the Fourth Street or the Fifth Street then the corresponding collection rates will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21-36**, Collection Fee #1 shall be taken from the pot after all players have been dealt their first two face-down cards. Collection Fee #2 (based on the number of players) shall be taken from the pot after Fourth Street. Collection Fee #3 shall be taken from the pot after Fifth Street. If the action does not progress past the Fourth Street or the Fifth Street then the corresponding collection rates will not be collected.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1

28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37-40,** the regular table fee is taken from each player in advance every half hour of play (based on number of players and table limit).

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

2-7 Dramaha

Type of Game

The players of 2-7 Dramaha play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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

2-7 Dramaha is a split pot game comprised of five-card Omaha and 2-7 Draw poker. In 2-7 Dramaha, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card 2-7 Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as “hole” cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards. When making a five-card 2-7 Draw poker hand, each player must use the same five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the “draw.” An active player can win both the five-card Omaha hand and the five-card 2-7 Draw poker hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Omaha Card Values - The rank of each card used in 2-7 Dramaha when forming a five-card Omaha hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or straight flush.

Five-Card Omaha hands shall rank, from highest to lowest, as follows:

Five-Card Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.

Two Pair	A hand comprised of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and a 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

2-7 Draw Card Values - The rank of each card used in 2-7 Dramaha when forming a five-card 2-7 Draw poker hand, in order of highest to lowest rank, shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

Five-Card 2-7 Draw poker hands shall rank, from highest to lowest, as follows:

Five-Card 2-7 Draw Hand Rankings

Hand Dealt	Hand Requirements
High Card	A hand comprised of five cards that do not make any of the hands listed below. A 7, 5, 4, 3 and 2 is the highest ranked High Card hand and an ace, king, queen, jack and 9 is the lowest ranked High Card hand.
One Pair	A hand comprised of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pair	A hand comprised of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3 and 2 is the highest ranked Straight and an ace, king, queen, jack, and 10 is the lowest ranked Straight (note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3 and 2 is the highest ranked Flush and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full house	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3 and 2 is the highest ranked Straight Flush and a king, queen, jack, 10 and 9 is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, and jack, and 10 of the same suit.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to seven seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

2-7 Dramaha

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase “small blind” and a flat white disc/button with the phrase “big blind”) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
   a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card (based on the Five-Card Omaha Hand Rankings) with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
   a. Blind wagers are pre-determined, mandatory and are used to initiate action.
   b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
   a. These initial five cards are referred to as “hole cards.”
   b. If the house dealer accidentally exposes a player’s face-down card during the deal, the card will be replaced (and placed in the discard pile) by the top card of the deck.
      i. Exception: The player must keep the exposed card if it is a 7, 5, 4, 3 or 2. A new face-down card will not be dealt to the player.
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
   a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or
   b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or

   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may “check” if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
   a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits; or
   b. Fold their hand according to the rules used in the previous round of play; or
   c. Raise the pot according to the rules used in the previous round of play; or
   d. Call a wager; this means to match the amount wagered by another player; or
   e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
   b. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
      ii. A player must have five cards after the draw.
   c. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
   d. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
      ii. If no active player has acted on their hand.
   e. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
15. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards consecutively starting with the first active player to the left of the dealer button.
16. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile.
17. Once all participating players have completed their option to draw, the house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as “the turn card.”
   a. This card is also a community card and is shared by all players.

18. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all players have acted in turn, the house dealer shall move all wagers into the pot.
21. The house dealer will then burn a card.
22. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as "the river card."
    a. This card is also a community card and is shared by all players.
23. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
24. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
25. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
26. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the round of draw or needs to be used per the below guidelines:*
    a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-2 have all their cards completely replaced, and cards still need to be replaced for active Player 3-7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-2 only, reshuffle those cards, and continue to deal. This process would continue until each player has completed their draw).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*

4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card 2-7 Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card 2-7 Draw poker hand, according to the Five-Card Hand Ranking charts shown above. All other players will lose.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card 2-7 Draw poker hand, but more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, but more than one player has the highest ranking five-card 2-7 Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card 2-7 Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the highest ranking five-card Omaha hand and more than one player has the highest ranking five-card 2-7 Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card 2-7 Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card 2-7 Draw poker hand.

2-7 Dramaha

Collection Rates Schedule

For **schedule options 1 through 18**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50
Maximum Buy-In $2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-5	$1	$4	$1
2	7-5	$1	$4	$0
3	7-5	$1	$3	$1
4	7-5	$1	$3	$0
5	7-5	$1	$2	$1
6	7-5	$1	$2	$0
7	7-5	$1	$1	$1
8	7-5	$1	$1	$0
9	4	$1	$3	$1
10	4	$1	$3	$0
11	4	$1	$2	$1
12	4	$1	$2	$0
13	4	$1	$1	$1
14	4	$1	$1	$0
15	3 or less	$1	$2	$1
16	3 or less	$1	$2	$0
17	3 or less	$1	$1	$1
18	3 or less	$1	$1	$0

For **schedule options 19 through 32**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

Minimum of a $2 - $4 limit game to a maximum of a $50 - $100 limit game

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
19	7-5	$1	$4	$1
20	7-5	$1	$4	$0
21	7-5	$1	$3	$1
22	7-5	$1	$3	$0
23	7-5	$1	$2	$1
24	7-5	$1	$2	$0
25	4	$1	$2	$1
26	4	$1	$2	$0
27	4	$1	$1	$1

28	4	$1	$1	$0
29	3 or less	$1	$2	$1
30	3 or less	$1	$2	$0
31	3 or less	$1	$1	$1
32	3 or less	$1	$1	$0

For **schedule options 33 through 36**, the collection fee is taken from the pot in advance every half hour of play (based on number of players).

Minimum of a $60 - $120 limit game to a maximum of a $4,000 - $8,000 game

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
33	$10	$5
34	$12	$6
35	$15	$7
36	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The gambling establishment shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Dramaha

Type of Game

The players of Dramaha play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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

Dramaha is a split pot game comprised of five-card Omaha and Draw poker. In Dramaha, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as “hole” cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards. When making a five-card Draw poker hand, each player must use the same five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the “draw.” An active player can win both the five-card Omaha hand and the five-card Draw poker hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Dramaha when forming a five-card Omaha hand and a five-card Draw poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or straight flush.

Five-Card Omaha and Five-Card Draw poker hands shall rank, from highest to lowest, as follows:

Five-Card Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.

Two Pairs	A hand comprised of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to seven seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
    a. The dealer button will rotate from player to player around the table clockwise after each round of play.
    b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase small blind and a flat white disc/button with the phrase big blind) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
    a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
    b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
    a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
    a. Blind wagers are pre-determined, mandatory and are used to initiate action.
    b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
    a. These initial five cards are referred to as “hole cards.”

6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
   a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or
   b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may “check” if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
   a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. “Call” a wager; this means to match the amount wagered by another player; or
    e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
       i. However if all five cards are discarded, this does not constitute a fold.
       ii. A player must have five cards after the draw.
    b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
       i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
       ii. If no active player has acted on their hand.

   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
15. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
16. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile.
17. Once all participating players have completed their option to draw, the house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as "the turn card."
    a. This card is also a community card and is shared by all players.
18. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all players have acted in turn, the house dealer shall move all wagers into the pot.
21. The house dealer will then burn a card.
22. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as "the river card."
    a. This card is also a community card and is shared by all players.
23. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
24. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
25. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
26. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
   a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-2 have all their cards completely replaced, and cards still need to be replaced for active Player 3-7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-2 only, reshuffle those cards, and continue to deal. This process would continue until each player has completed their draw).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

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

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card Draw poker hand, according to the Five-Card Hand Ranking chart shown above. All other players will lose.
- If one player has the highest ranking five-card Draw poker hand, but more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, but more than one player has the highest ranking five-card Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If there is more than one five-card Omaha hand and more than one five-card Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card Draw poker hand.

Dramaha

Collection Rates Schedule

For **schedule options 1 through 18**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50
Maximum Buy-In $2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-5	$1	$4	$1
2	7-5	$1	$4	$0
3	7-5	$1	$3	$1
4	7-5	$1	$3	$0
5	7-5	$1	$2	$1
6	7-5	$1	$2	$0
7	7-5	$1	$1	$1
8	7-5	$1	$1	$0
9	4	$1	$3	$1
10	4	$1	$3	$0
11	4	$1	$2	$1
12	4	$1	$2	$0
13	4	$1	$1	$1
14	4	$1	$1	$0
15	3 or less	$1	$2	$1
16	3 or less	$1	$2	$0
17	3 or less	$1	$1	$1
18	3 or less	$1	$1	$0

For **schedule options 19 through 32**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

Minimum of a $2 - $4 limit game to a maximum of a $50 - $100 limit game

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
19	7-5	$1	$4	$1
20	7-5	$1	$4	$0
21	7-5	$1	$3	$1
22	7-5	$1	$3	$0
23	7-5	$1	$2	$1
24	7-5	$1	$2	$0
25	4	$1	$2	$1
26	4	$1	$2	$0
27	4	$1	$1	$1

28	4	$1	$1	$0
29	3 or less	$1	$2	$1
30	3 or less	$1	$2	$0
31	3 or less	$1	$1	$1
32	3 or less	$1	$1	$0

For **schedule options 33 through 36**, the collection fee is taken from the pot in advance every half hour of play (based on number of players).

Minimum of a $60 - $120 limit game to a maximum of a $4,000 - $8,000 game

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
33	$10	$5
34	$12	$6
35	$15	$7
36	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is a Poker game.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The gambling establishment shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Face-Up Chinese Poker

Type of Game

The players of Face-Up Chinese Poker play against each other for the entire stack of chips that each player has on the table, referred to as table stakes. Each player's entire stack of chips shall be eligible to be won or lost during each round of play. The game does not utilize a player-dealer position, it is a poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form three hands, also referred to as "segments;" a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. Each player's back hand must rank higher than their middle and front hands, their middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Description of the Deck and Number of Decks Used

Face-Up Chinese Poker is played with one standard 52-card deck and does not include a joker.

Card Values and Hand Rankings

The rank of each card used in Face-Up Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a Straight or Straight Flush. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

Face-Up Chinese Poker Back and Middle Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Face-Up Chinese Poker Front Hand Rankings

Hand Dealt	Hand Requirements
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked One Pair and two 2s is the lowest ranked One Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king and queen are the highest ranked High Card hand and 4, 3 and 2 the lowest ranked High Card hand.

Straights and Flushes are not considered in the three-card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to four seated positions. However, in a four player game, only three players will receive a hand and will be actively playing. The fourth player will become eligible during the next round of play when the action button and dealer button rotates. The fourth player may also be eligible to participate provided that one of the three hands chooses not to participate during that round of play. When four players are seated at the table, only the player that has both the action button and the dealer button, and the two players clockwise around the table from that player, shall receive cards. The settling of hands will follow the same guidelines below.

Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. At the beginning of each round, each player shall be required to have a minimum of nine points worth of chips in their stack in order to be eligible to play.

Dealing Procedures and Round of Play

1. The game will utilize a dealer button and an action button. Both buttons shall stay with the same player at all times and will rotate clockwise to the next player after each round of play.
    a. The dealer button is a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
    b. The action button is a disk with the words "action button" on it to visually designate which player is in position #1 and will begin comparison of their hands against opponents as well as receive first action on their wager.
        i. The other players in clockwise rotation represent position #2 and position #3.
2. Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes.
    a. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand.

   b. A player may stake no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money or place more chips once the hand is dealt.
   c. In between hands however, a player is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy-in.
   d. In addition, players may not remove any chips from their table stakes in between hands.
3. When first opening a game and after players have determined their table stakes, the player to the left of the house dealer will receive the dealer and action buttons.
4. Once a player has both buttons, the house dealer will complete the dealing procedures as described below.
5. The house dealer deals cards one at a time, face-down, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards.
6. Starting with the first active player to the left of the dealer button, that player must then place their initial cards face-up in the front, middle, or back segments.
   a. The initial five cards can be split up between any of the three segments, although, there can be no more than three cards in the top segment.
   b. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
   c. This process continues clockwise until all active players have placed their initial five cards in their respective segments.
7. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
8. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
   a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
   b. This process continues clockwise until all active players have placed their first set of two cards in their respective segments.
9. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
10. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the front, middle, or back segment of their hand. They must discard the third card.
    a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
    b. This process continues clockwise until all active players have placed their second set of two cards in their respective segments.
11. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
12. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the front, middle, or back segment of their hand. They must discard the third card.
    a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
    b. This process continues clockwise until all active players have placed their third set of two cards in their respective segments.

13. The house dealer will then deal three cards at a time, face-down, to each active player, starting with the first active player to the left of the dealer button.
14. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the front, middle, or back segment of their hand. They must discard the third card.
    a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
    b. This process continues clockwise until all active players have placed their fourth and final set of two cards in their respective segments.
15. At this point, all active players should have thirteen cards set in three segments.

How Winners are Determined and Paid

Once each player has set their three hands, all three segments of a player's hand will be compared to the next player's three segments, in the following order:

- The player in position #1 will compare their hands against the position to their left, which is position #2. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.
- The player in position #1 will compare their hands against the position to the left of the position #2, which is the position #3. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.
- The player in position #2, which is to the left of position #1, will compare their hands against the position to their left, which is the position #3. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.

Note: *Payouts go in turn. If at any time any player runs out of money, the next player will not be paid.*

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a Foul Hand, that player must pay a penalty to each player. The penalty shall be six points to each player. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System shown below. However, the player with the foul hand is not eligible for bonus points according to the Bonus System or if they have a Clean Sweep.

Point System

The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push), and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

Face-Up Chinese Poker

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System or Clean Sweep rules, as shown below.

Bonus System
Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows:

Hand Dealt	Points		
	Front Segment	**Middle Segment**	**Back Segment**
Three of a Kind (2s)	9 points	2 points	N/A
Three of a Kind (3s)	10 points	2 points	N/A
Three of a Kind (4s)	11 points	2 points	N/A
Three of a Kind (5s)	12 points	2 points	N/A
Three of a Kind (6s)	13 points	2 points	N/A
Three of a Kind (7s)	14 points	2 points	N/A
Three of a Kind (8s)	15 points	2 points	N/A
Three of a Kind (9s)	16 points	2 points	N/A
Three of a Kind (10s)	17 points	2 points	N/A
Three of a Kind (Js)	18 points	2 points	N/A
Three of a Kind (Qs)	19 points	2 points	N/A
Three of a Kind (Ks)	20 points	2 points	N/A
Three of a Kind (As)	21 points	2 points	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 Points	6 points
Four of a Kind	N/A	20 Points	10 Points
Straight Flush	N/A	30 Points	15 Points
Royal Flush	N/A	50 points	25 points

In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Players must win the segment to win the bonus points. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus points.
- Bonus hand values are always additional points.
- Fouled hands will not be paid the bonus.

***Example*:** If a player wins two out of three segments and loses one of the three segments and has Four of Kind in the back, that player shall have a net win of one point for three segments plus ten points for the Four of a Kind in the back segment for a total of eleven points

Clean Sweep
When comparing hand segments, if a player wins all three segments they are considered to have earned a Clean Sweep. A Clean Sweep will earn a player 6 bonus points. Once the Clean Sweep hand has been paid, all bonus hands will be compared and paid according to the rules above.

Fantasy Open Face Variation

All players must agree to play Fantasy Open Face Variation before the next round of play begins.

Fantasy Open Face Variation gets triggered if a player gets a Pair of queens (Qs) or better, as their front hand segment without fouling. On the next hand, the player will receive 14 cards dealt face-down and once and will discard one card. The player can then place 13 cards optimally into their 3 hands. All Fantasy Land hands must be set and completed before cards are dealt to the other players. The discarded card is then placed back into the deck to be dealt to the remaining players.

To stay in fantasy a player must make a Three of a Kind in the front segment or a Four of a Kind or better in the bottom segment. If a player stays in Fantasy Land they must make a verbal announcement, before the end of the game, to the other players in the game.

Face-Up Chinese Poker

Collection Procedure:
For **schedule options 1 through 9**, a collection fee is taken per player, per 30 minutes played, based on the table limit. The limit of the game indicates the wager being played for; each hand represents one (1) point which is equivalent to the money value of the game's limit.(i.e., in a $5.00 limit game each point would have a money value of $5.00).

Schedule Options	Table Limit	Player Fee
1	$5	$10
2	$10	$12
3	$20	$12
4	$25	$15
5	$30	$15
6	$40	$15
7	$50	$15
8	$100	$15
9	$101 +	$17

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Poker Collection Rates

Texas Hold'em (GEGA-001462), Pot Limit Hold'em (GEGA-001464), No Limit Hold'em (GEGA-001465), Limit Buy-In, No Limit Hold'em (GEGA-001471), Reverse Hold'em (GEGA-001467), Short Deck Texas Hold'em (GEGR-002057), MATCH it (GEGA-001472)

For **schedule options 1 through 54**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$1	$2	$1
5	7 or more	$1	$2	$0.50
6	7 or more	$0.50	$3.50	$1
7	7 or more	$0.50	$3.50	$0.50
8	7 or more	$0.50	$3	$1
9	7 or more	$0.50	$3	$0.50
10	7 or more	$0.50	$2.50	$1
11	7 or more	$0.50	$2.50	$0.50
12	7 or more	$0.50	$2	$1
13	7 or more	$0.50	$2	$0.50
14	6	$1	$4	$1
15	6	$1	$3	$1
16	6	$1	$2	$1
17	6	$1	$1.50	$0.50
18	6	$0.50	$3	$0.50
19	6	$0.50	$2.50	$1
20	6	$0.50	$2.50	$0.50
21	6	$0.50	$2	$1
22	6	$0.50	$2	$0.50
23	6	$0.50	$1.50	$1
24	6	$0.50	$1.50	$0.50
25	5 or more	$1	$16	$1
26	5 or more	$1	$15	$1
27	5 or more	$1	$14	$1
28	5 or more	$1	$13	$1
29	5 or more	$1	$12	$1
30	5 or more	$1	$11	$1
31	5 or more	$1	$10	$1
32	5 or less	$1	$3	$1
33	5 or less	$1	$2.50	$1
34	5 or less	$1	$2.50	$0.50

35	5 or less	$1	$2	$1
36	5 or less	$1	$1.50	$1
37	5 or less	$1	$1.50	$0.50
38	5 or less	$1	$1	$1
39	5 or less	$1	$1	$0.50
40	5 or less	$0.50	$2.50	$1
41	5 or less	$0.50	$2.50	$0.50
42	5 or less	$0.50	$2	$1
43	5 or less	$0.50	$1.50	$1
44	5 or less	$0.50	$1.50	$0.50
45	5 or less	$0.50	$1	$1
46	4 or less	$1	$8	$1
47	4 or less	$1	$7	$1
48	4 or less	$1	$6	$1
49	4 or less	$1	$5	$1
50	4 or less	$1	$2	$1
51	4 or less	$1	$1	$1
52	4 or less	$1	$0.50	$0.50
53	4 or less	$1	$0	$1
54	3 or less	$1	$0	$0.50

Timed Collections

For **schedule options 55 through 77**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $50-$100
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
55	6 or more	$20
56	6 or more	$19
57	6 or more	$18
58	6 or more	$17
59	6 or more	$16
60	6 or more	$15
61	6 or more	$14
62	6 or more	$13
63	6 or more	$12
64	6 or more	$11
65	6 or more	$10
66	6 or more	$9
67	6 or more	$8
68	6 or more	$7
69	6 or more	$6
70	6 or more	$5
71	5 or less	$10
72	5 or less	$9

73	5 or less	$8
74	5 or less	$7
75	5 or less	$6
76	5 or less	$5
77	5 or less	$4

For **schedule options 78 through 132**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

No Limit Games
Minimum Buy-in Limit $20
Maximum Buy-in Limit $5,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
78	7 or more	$1	$5	$1
79	7 or more	$1	$4	$1
80	7 or more	$1	$3	$1
81	7 or more	$1	$2	$1
82	7 or more	$0.50	$3.50	$1
83	7 or more	$0.50	$3.50	$0.50
84	7 or more	$0.50	$3	$1
85	7 or more	$0.50	$3	$0.50
86	7 or more	$0.50	$2.50	$1
87	7 or more	$0.50	$2.50	$0.50
88	7 or more	$0.50	$2	$1
89	7 or more	$0.50	$2	$0.50
90	6	$1	$4	$1
91	6	$1	$3	$1
92	6	$1	$2	$1
93	6	$0.50	$3	$1
94	6	$0.50	$3	$0.50
95	6	$0.50	$2.50	$1
96	6	$0.50	$2.50	$0.50
97	6	$0.50	$2	$1
98	6	$0.50	$2	$0.50
99	6	$0.50	$1.50	$1
100	6	$0.50	$1.50	$0.50
101	5 or more	$1	$16	$1
102	5 or more	$1	$15	$1
103	5 or more	$1	$14	$1
104	5 or more	$1	$13	$1
105	5 or more	$1	$12	$1
106	5 or more	$1	$11	$1
107	5 or more	$1	$10	$1
108	5	$1	$3	$1

109	5	$1	$2	$1
110	5	$1	$2	$0.50
111	5	$1	$1	$1
112	5	$1	$1	$0.50
113	5	$0.50	$2.50	$1
114	5	$0.50	$2.50	$0.50
115	5	$0.50	$1.50	$1
116	5	$0.50	$1.50	$0.50
117	4 or less	$1	$8	$1
118	4 or less	$1	$7	$1
119	4 or less	$1	$6	$1
120	4 or less	$1	$5	$1
121	4 or less	$1	$2	$1
122	4 or less	$1	$1.50	$1
123	4 or less	$1	$1.50	$0.50
124	4 or less	$1	$1	$1
125	4 or less	$1	$0.50	$1
126	4 or less	$1	$0.50	$0.50
127	4 or less	$0.50	$2	$1
128	4 or less	$0.50	$1.50	$1
129	4 or less	$0.50	$1.50	$0.50
130	4 or less	$0.50	$1	$1
131	4 or less	$0.50	$0.50	$1
132	4 or less	$0.50	$0.50	$0.50

Timed Collections

For **schedule options 133 through 155**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit Games
Minimum Buy-in Limit $500
Maximum No Limit Buy-in

Schedule Option	Number of Players	Regular Table Fee
133	6 or more	$20
134	6 or more	$19
135	6 or more	$18
136	6 or more	$17
137	6 or more	$16
138	6 or more	$15
139	6 or more	$14
140	6 or more	$13
141	6 or more	$12
142	6 or more	$11
143	6 or more	$10
144	6 or more	$9
145	6 or more	$8
146	6 or more	$7

147	6 or more	$6
148	6 or more	$5
149	5 or less	$10
150	5 or less	$9
151	5 or less	$8
152	5 or less	$7
153	5 or less	$6
154	5 or less	$5
155	5 or less	$4

For **schedule options 156 through 163**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

Pot Limit Games
Minimum Buy-in Limit $200
Maximum Buy-in Limit $2,500

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
156	7 or more	$1	$5	$1
157	7 or more	$1	$4	$1
158	6	$1	$4	$1
159	6	$1	$3	$1
160	5	$1	$3	$1
161	5	$1	$2	$1
162	4 or less	$1	$2	$1
163	4 or less	$1	$1	$1

Timed Collections

For **schedule options 164 through 186**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Pot Limit Games
Minimum Buy-in Limit $500
Maximum No Limit Buy-in

Schedule Option	Number of Players	Regular Table Fee
164	6 or more	$20
165	6 or more	$19
166	6 or more	$18
167	6 or more	$17
168	6 or more	$16
169	6 or more	$15
170	6 or more	$14
171	6 or more	$13
172	6 or more	$12

173	6 or more	$11
174	6 or more	$10
175	6 or more	$9
176	6 or more	$8
177	6 or more	$7
178	6 or more	$6
179	6 or more	$5
180	5 or less	$10
181	5 or less	$9
182	5 or less	$8
183	5 or less	$7
184	5 or less	$6
185	5 or less	$5
186	5 or less	$4

Omaha & Omaha High-Low Split 8 (GEGA-002303), Five Card Omaha High/Low Split (GEGA-003824), Crazy Pineapple (GEGA-001455)

For **schedule options 1 through 54**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$1	$2	$1
5	7 or more	$0.50	$3.50	$1
6	7 or more	$0.50	$3.50	$0.50
7	7 or more	$0.50	$3	$1
8	7 or more	$0.50	$3	$0.50
9	7 or more	$0.50	$2.50	$1
10	7 or more	$0.50	$2.50	$0.50
11	7 or more	$0.50	$2	$1
12	7 or more	$0.50	$2	$0.50
13	6	$1	$4	$1
14	6	$1	$3	$1
15	6	$1	$2	$1
16	6	$1	$1	$1
17	6	$0.50	$3	$1
18	6	$0.50	$3	$0.50
19	6	$0.50	$2.50	$1
20	6	$0.50	$2.50	$0.50

21	6	$0.50	$2	$1
22	6	$0.50	$2	$0.50
23	6	$0.50	$1.50	$1
24	6	$0.50	$1.50	$0.50
25	5 or more	$1	$16	$1
26	5 or more	$1	$15	$1
27	5 or more	$1	$14	$1
28	5 or more	$1	$13	$1
29	5 or more	$1	$12	$1
30	5 or more	$1	$11	$1
31	5 or more	$1	$10	$1
32	5 or less	$1	$3	$1
33	5 or less	$1	$2.50	$1
34	5 or less	$1	$2.50	$0.50
35	5 or less	$1	$2	$1
36	5 or less	$1	$1.50	$1
37	5 or less	$1	$1.50	$0.50
38	5 or less	$1	$1	$1
39	5 or less	$1	$0	$1
40	5 or less	$0.50	$2.50	$1
41	5 or less	$0.50	$2.50	$0.50
42	5 or less	$0.50	$2	$1
43	5 or less	$0.50	$1.50	$1
44	5 or less	$0.50	$1.50	$0.50
45	5 or less	$0.50	$1	$1
46	4 or less	$1	$8	$1
47	4 or less	$1	$7	$1
48	4 or less	$1	$6	$1
49	4 or less	$1	$5	$1
50	4 or less	$1	$4	$1
51	4 or less	$1	$3	$1
52	4 or less	$1	$2	$1
53	4 or less	$1	$1	$1
54	4 or less	$1	$0	$1

Timed Collections

For **schedule options 55 through 75**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $50-$100
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
55	6 or more	$20
56	6 or more	$19
57	6 or more	$18
58	6 or more	$17

59	6 or more	$16
60	6 or more	$15
61	6 or more	$14
62	6 or more	$13
63	6 or more	$12
64	6 or more	$11
65	6 or more	$10
66	6 or more	$9
67	6 or more	$8
68	6 or more	$7
69	6 or more	$6
70	6 or more	$5
71	5 or less	$8
72	5 or less	$7
73	5 or less	$6
74	5 or less	$5
75	5 or less	$4

For **schedule options 76 through 93**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

No Limit Games
Minimum Buy-in Limit $50
Maximum Buy-in Limit $5,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
76	5 or more	$1	$4	$1
77	5 or more	$1	$4	$0
78	5 or more	$1	$3	$1
79	5 or more	$1	$3	$0
80	5 or more	$1	$2	$1
81	5 or more	$1	$2	$0
82	5 or more	$1	$1	$1
83	5 or more	$1	$1	$0
84	4	$1	$3	$1
85	4	$1	$3	$0
86	4	$1	$2	$1
87	4	$1	$2	$0
88	4	$1	$1	$1
89	4	$1	$1	$0
90	3 or less	$1	$2	$1
91	3 or less	$1	$2	$0
92	3 or less	$1	$1	$1
93	3 or less	$1	$1	$0

Poker Collection Rates

Timed Collections

For **schedule options 94 through 114**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit Games
Minimum Buy-in Limit $200
Maximum No Limit Buy-in

Schedule Option	Number of Players	Regular Table Fee
94	6 or more	$20
95	6 or more	$19
96	6 or more	$18
97	6 or more	$17
98	6 or more	$16
99	6 or more	$15
100	6 or more	$14
101	6 or more	$13
102	6 or more	$12
103	6 or more	$11
104	6 or more	$10
105	6 or more	$9
106	6 or more	$8
107	6 or more	$7
108	6 or more	$6
109	6 or more	$5
110	5 or less	$8
111	5 or less	$7
112	5 or less	$6
113	5 or less	$5
114	5 or less	$4

Dramaha (GEGR-002042), 2-7 Dramaha (GEGR-002058)

For **schedule options 1 through 18**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

No Limit/Pot limit Games
Minimum Buy-in Limit $50
Maximum Buy-in Limit $5,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	5 or more	$1	$4	$1
2	5 or more	$1	$4	$0
3	5 or more	$1	$3	$1
4	5 or more	$1	$3	$0
5	5 or more	$1	$2	$1

6	5 or more	$1	$2	$0
7	5 or more	$1	$1	$1
8	5 or more	$1	$1	$0
9	4	$1	$3	$1
10	4	$1	$3	$0
11	4	$1	$2	$1
12	4	$1	$2	$0
13	4	$1	$1	$1
14	4	$1	$1	$0
15	3 or less	$1	$2	$1
16	3 or less	$1	$2	$0
17	3 or less	$1	$1	$1
18	3 or less	$1	$1	$0

Timed Collections

For **schedule options 19 through 34**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $200
Maximum Buy-in No Limit

Schedule Option	Number of Players	Regular Table Fee
19	6 or more	$15
20	6 or more	$14
21	6 or more	$13
22	6 or more	$12
23	6 or more	$11
24	6 or more	$10
25	6 or more	$9
26	6 or more	$8
27	6 or more	$7
28	6 or more	$6
29	6 or more	$5
30	5 or less	$8
31	5 or less	$7
32	5 or less	$6
33	5 or less	$5
34	5 or less	$4

For **schedule options 35 through 50**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

Poker Collection Rates

Limit Games
Minimum Wagering Limit $2-$4
Maximum Wagering Limit $50-$100

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
35	5 or more	$1	$5	$1
36	5 or more	$1	$5	$0
37	5 or more	$1	$4	$1
38	5 or more	$1	$4	$0
39	5 or more	$1	$3	$1
40	5 or more	$1	$3	$0
41	5 or more	$1	$2	$1
42	5 or more	$1	$2	$0
43	4	$1	$2	$1
44	4	$1	$2	$0
45	4	$1	$1	$1
46	4	$1	$1	$0
47	3 or less	$1	$2	$1
48	3 or less	$1	$2	$0
49	3 or less	$1	$1	$1
50	3 or less	$1	$1	$0

Timed Collections

For **schedule options 51 through 69**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $4,000-$8,000

Schedule Option	Number of Players	Regular Table Fee
51	5 or more	$18
52	5 or more	$17
53	5 or more	$16
54	5 or more	$15
55	5 or more	$14
56	5 or more	$13
57	5 or more	$12
58	5 or more	$11
59	5 or more	$10
60	5 or more	$9
61	5 or more	$8
62	5 or more	$7
63	5 or more	$6
64	5 or more	$5
65	4 or less	$8
66	4 or less	$7
67	4 or less	$6

68	4 or less	$5
69	4 or less	$4

Double Board Omaha (GEGR-002006)

For **schedule options 1 through 38**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$1	$2	$1
5	7 or more	$0.50	$3.50	$1
6	7 or more	$0.50	$3.50	$0.50
7	7 or more	$0.50	$3	$1
8	7 or more	$0.50	$3	$0.50
9	7 or more	$0.50	$2.50	$1
10	7 or more	$0.50	$2.50	$0.50
11	7 or more	$0.50	$2	$1
12	7 or more	$0.50	$2	$0.50
13	6	$1	$4	$1
14	6	$1	$3	$1
15	6	$1	$2	$1
16	6	$0.50	$3	$1
17	6	$0.50	$3	$0.50
18	6	$0.50	$2.50	$1
19	6	$0.50	$2.50	$0.50
20	6	$0.50	$2	$1
21	6	$0.50	$2	$0.50
22	6	$0.50	$1.50	$1
23	6	$0.50	$1.50	$0.50
24	5 or less	$1	$3	$1
25	5 or less	$1	$2.50	$1
26	5 or less	$1	$2.50	$0.50
27	5 or less	$1	$2	$1
28	5 or less	$1	$1.50	$1
29	5 or less	$1	$1.50	$0.50
30	5 or less	$1	$1	$1
31	5 or less	$0.50	$2.50	$1
32	5 or less	$0.50	$2.50	$0.50
33	5 or less	$0.50	$2	$1

34	5 or less	$0.50	$1.50	$1
35	5 or less	$0.50	$1.50	$0.50
36	5 or less	$0.50	$1	$1
37	4 or less	$1	$2	$1
38	4 or less	$1	$1	$1

Timed Collections

For **schedule options 39 through 57**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $50-$100
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Regular Table Fee
39	6 or more	$18
40	6 or more	$17
41	6 or more	$16
42	6 or more	$15
43	6 or more	$14
44	6 or more	$13
45	6 or more	$12
46	6 or more	$11
47	6 or more	$10
48	6 or more	$9
49	6 or more	$8
50	6 or more	$7
51	6 or more	$6
52	6 or more	$5
53	5 or less	$8
54	5 or less	$7
55	5 or less	$6
56	5 or less	$5
57	5 or less	$4

For **schedule options 58 through 75**, three fees will be taken by the house dealer at specific times during the game. Designated Table Fee #1 will be taken from the small blind position after the initial hands are dealt. The Designated Table Fee #2 will be taken from the pot after the flop. Designated Table Fee #3 will be taken from the pot after the turn card. If the hand does not reach the flop, Designated Table Fee #2 will not be taken. If the hand does not reach the turn card, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy In $50
Maximum Buy In $5,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
58	5 or more	$1	$4	$1
59	5 or more	$1	$4	$0

60	5 or more	$1	$3	$1
61	5 or more	$1	$3	$0
62	5 or more	$1	$2	$1
63	5 or more	$1	$2	$0
64	5 or more	$1	$1	$1
65	5 or more	$1	$1	$0
66	4	$1	$3	$1
67	4	$1	$3	$0
68	4	$1	$2	$1
69	4	$1	$2	$0
70	4	$1	$1	$1
71	4	$1	$1	$0
72	3 or less	$1	$2	$1
73	3 or less	$1	$2	$0
74	3 or less	$1	$1	$1
75	3 or less	$1	$1	$0

Timed Collections

For **schedule options 76 through 91**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $500
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
76	6 or more	$15
77	6 or more	$14
78	6 or more	$13
79	6 or more	$12
80	6 or more	$11
81	6 or more	$10
82	6 or more	$9
83	6 or more	$8
84	6 or more	$7
85	6 or more	$6
86	6 or more	$5
87	5 or less	$8
88	5 or less	$7
89	5 or less	$6
90	5 or less	$5
91	5 or less	$4

Poker Collection Rates

Archie (GEGR-001995)

For **schedule options 1 through 20**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the first draw. Designated Table Fee #3 will be taken after the second draw. If the round of play does not reach the first draw, Designated Table Fee #2 will not be taken. If the round of play does not reach the second draw, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum Buy-in Limit $2,500

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	6 or more	$1	$4	$1
2	6 or more	$1	$4	$0
3	6 or more	$1	$3	$1
4	6 or more	$1	$3	$0
5	6 or more	$1	$2	$1
6	6 or more	$1	$2	$0
7	6 or more	$1	$1	$1
8	6 or more	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 36**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the first draw. Designated Table Fee #3 will be taken after the second draw. If the round of play does not reach the first draw, Designated Table Fee #2 will not be taken. If the round of play does not reach the second draw, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $2-$4
Maximum Wagering Limit $50-$100

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
21	6 or more	$1	$4	$1
22	6 or more	$1	$4	$0
23	6 or more	$1	$3	$1
24	6 or more	$1	$3	$0

25	6 or more	$1	$2	$1
26	6 or more	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

Timed Collections

For **schedule options 37 through 55**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $4,000-$8,000

Schedule Option	Number of Players	Regular Table Fee
37	5 or more	$18
38	5 or more	$17
39	5 or more	$16
40	5 or more	$15
41	5 or more	$14
42	5 or more	$13
43	5 or more	$12
44	5 or more	$11
45	5 or more	$10
46	5 or more	$9
47	5 or more	$8
48	5 or more	$7
49	5 or more	$6
50	5 or more	$5
51	4 or less	$8
52	4 or less	$7
53	4 or less	$6
54	4 or less	$5
55	4 or less	$4

Timed Collections

For **schedule options 56 through 74**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Poker Collection Rates

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum Buy-in Limit No Limit

Schedule Option	Number of Players	Regular Table Fee
56	5 or more	$18
57	5 or more	$17
58	5 or more	$16
59	5 or more	$15
60	5 or more	$14
61	5 or more	$13
62	5 or more	$12
63	5 or more	$11
64	5 or more	$10
65	5 or more	$9
66	5 or more	$8
67	5 or more	$7
68	5 or more	$6
69	5 or more	$5
70	4 or less	$8
71	4 or less	$7
72	4 or less	$6
73	4 or less	$5
74	4 or less	$4

Badeucey (GEGR-001999), Badacey (GEGR-002000), Badugi (GEGA-001474)
For **schedule options 1 through 20**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the first draw. Designated Table Fee #3 will be taken after the second draw. If the round of play does not reach the first draw, Designated Table Fee #2 will not be taken. If the round of play does not reach the second draw, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $50
Maximum Buy-in Limit $2,500

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	6 or more	$1	$4	$1
2	6 or more	$1	$4	$0
3	6 or more	$1	$3	$1
4	6 or more	$1	$3	$0
5	6 or more	$1	$2	$1
6	6 or more	$1	$2	$0
7	6 or more	$1	$1	$1
8	6 or more	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0

13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the first draw. Designated Table Fee #3 will be taken after the second draw. If the round of play does not reach the first draw, Designated Table Fee #2 will not be taken. If the round of play does not reach the second draw, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $2-$4
Maximum Wagering Limit $50-$100

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
21	6 or more	$1	$4	$1
22	6 or more	$1	$4	$0
23	6 or more	$1	$3	$1
24	6 or more	$1	$3	$0
25	6 or more	$1	$2	$1
26	6 or more	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

Timed Collections

For **schedule options 37 through 44**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $4,000-$8,000

Schedule Option	Number of Players	Regular Table Fee
37	5 or more	$20
38	5 or more	$15

39	5 or more	$12
40	5 or more	$10
41	4 or less	$10
42	4 or less	$7
43	4 or less	$6
44	4 or less	$5

Timed Collections

For **schedule options 45 through 52**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
45	5 or more	$20
46	5 or more	$15
47	5 or more	$12
48	5 or more	$10
49	4 or less	$10
50	4 or less	$7
51	4 or less	$6
52	4 or less	$5

Super 7 Card Stud Hi-Lo (GEGR-002002), Super Razz (GEGR-001998), Super Razzdeucey (GEGR-001996), Super Razzdacey (GEGR-001997), Seven Card Stud Hi-Lo Regular (GEGR-002007), Seven Card Stud (GEGA-001453), Seven Card Stud Hi-Lo 8 or Better (GEGA-001454), Mexican Poker (GEGA-001452), Asian 5-Card Stud (GEGA-001457), Super 7 Card Stud (GEGR-002001), Razz 7 Card Stud Low (GEGA-001466), Razzdacey (GEGR-002005), Razzdeucey (GEGR-002004) Super 7 Card Stud Hi-Lo Regular (GEGR-002003)

For **schedule options 1 through 20**, three fees will be taken from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. The Designated Table Fee #2 will be taken after Fourth Street. Designated Table Fee #3 will be taken after Fifth Street. If the round of play does not reach Fourth Street, Designated Table Fee #2 will not be taken. If the round of play does not reach Fifth Street, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $50
Maximum Buy-in Limit $2,500

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	6 or more	$1	$4	$1
2	6 or more	$1	$4	$0
3	6 or more	$1	$3	$1
4	6 or more	$1	$3	$0
5	6 or more	$1	$2	$1

6	6 or more	$1	$2	$0
7	6 or more	$1	$1	$1
8	6 or more	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 38**, three fees will be taken from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. The Designated Table Fee #2 will be taken after Fourth Street. Designated Table Fee #3 will be taken after Fifth Street. If the round of play does not reach Fourth Street, Designated Table Fee #2 will not be taken. If the round of play does not reach Fifth Street, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $2-$4
Maximum Wagering Limit $50-$100

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
21	6 or more	$1	$4	$1
22	6 or more	$1	$4	$0
23	6 or more	$1	$3	$1
24	6 or more	$1	$3	$0
25	6 or more	$1	$2	$1
26	6 or more	$1	$2	$0
27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

Poker Collection Rates

Timed Collections
For **schedule options 39 through 57**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $4,000-$8,000

Schedule Option	Number of Players	Regular Table Fee
39	5 or more	$18
40	5 or more	$17
41	5 or more	$16
42	5 or more	$15
43	5 or more	$14
44	5 or more	$13
45	5 or more	$12
46	5 or more	$11
47	5 or more	$10
48	5 or more	$9
49	5 or more	$8
50	5 or more	$7
51	5 or more	$6
52	5 or more	$5
53	4 or less	$8
54	4 or less	$7
55	4 or less	$6
56	4 or less	$5
57	4 or less	$4

Timed Collections
For **schedule options 58 through 76**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
58	5 or more	$18
59	5 or more	$17
60	5 or more	$16
61	5 or more	$15
62	5 or more	$14
63	5 or more	$13
64	5 or more	$12
65	5 or more	$11
66	5 or more	$10

67	5 or more	$9
68	5 or more	$8
69	5 or more	$7
70	5 or more	$6
71	5 or more	$5
72	4 or less	$8
73	4 or less	$7
74	4 or less	$6
75	4 or less	$5
76	4 or less	$4

Lowball (GEGA-001451), Kansas City Lowball (GEGA-001473)

For **schedule options 1 through 15**, two fees will be taken by the house dealer, from the pot, at specific times during the game: Designated Table Fee #1 shall be taken after the initial hands are dealt. Designated Table Fee #2 shall be taken after the draw. If the hand does not reach the draw, Designated Table Fee #2 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $50
Maximum Buy-in Limit $2,500

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2
1	6 or more	$1	$5
2	6 or more	$1	$4
3	6 or more	$1	$3
4	6 or more	$1	$2
5	6 or more	$1	$1
6	5	$1	$4
7	5	$1	$3
8	5	$1	$2
9	5	$1	$1
10	4	$1	$3
11	4	$1	$2
12	4	$1	$1
13	3 or less	$1	$3
14	3 or less	$1	$2
15	3 or less	$1	$1

For **schedule options 16 through 30**, two fees will be taken by the house dealer, from the pot, at specific times during the game: Designated Table Fee #1 shall be taken after the initial hands are dealt. Designated Table Fee #2 shall be taken after the draw. If the hand does not reach the draw, Designated Table Fee #2 will not be taken

Limit Games
Minimum Wagering Limit $2-$4
Maximum Wagering Limit $50-$100

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2
16	6 or more	$1	$5

17	6 or more	$1	$4
18	6 or more	$1	$3
19	6 or more	$1	$2
20	6 or more	$1	$1
21	5	$1	$4
22	5	$1	$3
23	5	$1	$2
24	5	$1	$1
25	4	$1	$3
26	4	$1	$2
27	4	$1	$1
28	3 or less	$1	$3
29	3 or less	$1	$2
30	3 or less	$1	$1

Timed Collections

For **schedule options 31 through 49**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $4,000-$8,000

Schedule Option	Number of Players	Regular Table Fee
31	5 or more	$18
32	5 or more	$17
33	5 or more	$16
34	5 or more	$15
35	5 or more	$14
36	5 or more	$13
37	5 or more	$12
38	5 or more	$11
39	5 or more	$10
40	5 or more	$9
41	5 or more	$8
42	5 or more	$7
43	5 or more	$6
44	5 or more	$5
45	4 or less	$8
46	4 or less	$7
47	4 or less	$6
48	4 or less	$5
49	4 or less	$4

Poker Collection Rates

Timed Collections

For **schedule options 50 through 65**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
50	6 or more	$15
51	6 or more	$14
52	6 or more	$13
53	6 or more	$12
54	6 or more	$11
55	6 or more	$10
56	6 or more	$9
57	6 or more	$8
58	6 or more	$7
59	6 or more	$6
60	6 or more	$5
61	5 or less	$8
62	5 or less	$7
63	5 or less	$6
64	5 or less	$5
65	5 or less	$4

13 Card Poker (Chinese Poker) (GEGA-001456)

For **schedule options 1 through 12**, a collection fee will be taken from each player after the hands have been delivered, based on the number of players and the Point Value being played.

Schedule Options	Point Value	Four Players	Three Players	Two Players
1	$5	$3	$2	$1
2	$10	$4	$2	$2
3	$20	$5	$4	$3
4	$25	$6	$3	$3
5	$40	$8	$5	$5
6	$50	$8	$5	$5
7	$100	$10	$6	$6
8	$500	$10	$6	$6
9	$1,000	$10	$6	$6
10	$3,000	$15	$10	$10
11	$5,000	$15	$10	$10
12	$10,000	$20	$10	$10

Poker Collection Rates

Face-Up Chinese Poker (GEGA-004115)

For **schedule options 1 through 9**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected based on that Table Limit. The limit of the game indicates the wager being player for; each hand represents one (1) point which is equivalent to the money value of the game's limit. (i.e., in a $5.00 limit game each point would have a money value of $5.00).

Schedule Option	Table Limit	Regular Table Fee
1	$5	$10
2	$10	$12
3	$20	$12
4	$25	$15
5	$30	$15
6	$40	$15
7	$50	$15
8	$100	$15
9	$101 +	$17

Dramaha (GEGR-002042), 2-7 Dramaha (GEGR-002058), Omaha & Omaha High-Low Split 8 (GEGA-002303), Five Card Omaha High/Low Split (GEGA-003824), Crazy Pineapple (GEGA-001455), Double Board Omaha (GEGR-002006), Texas Hold'em (GEGA-001462), Pot Limit Hold'em (GEGA-001464), No Limit Hold'em (GEGA-001465), Short Deck Texas Hold'em (GEGR-002057)

For **schedule options 1 through 38**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$0.50	$3.50	$1
5	7 or more	$0.50	$3.50	$0.50
6	7 or more	$0.50	$3	$1
7	7 or more	$0.50	$3	$0.50
8	7 or more	$0.50	$2.50	$1
9	7 or more	$0.50	$2.50	$0.50
10	7 or more	$0.50	$2	$1
11	7 or more	$0.50	$2	$0.50
12	6	$1	$4	$1
13	6	$1	$3	$1
14	6	$1	$2	$1

15	6	$0.50	$3	$1
16	6	$0.50	$3	$0.50
17	6	$0.50	$2.50	$1
18	6	$0.50	$2.50	$0.50
19	6	$0.50	$2	$1
20	6	$0.50	$2	$0.50
21	6	$0.50	$1.50	$1
22	6	$0.50	$1.50	$0.50
23	5 or less	$1	$3	$1
24	5 or less	$1	$2.50	$1
25	5 or less	$1	$2.50	$0.50
26	5 or less	$1	$2	$1
27	5 or less	$1	$1.50	$1
28	5 or less	$1	$1.50	$0.50
29	5 or less	$1	$1	$1
30	5 or less	$0.50	$2.50	$1
31	5 or less	$0.50	$2.50	$0.50
32	5 or less	$0.50	$2	$1
33	5 or less	$0.50	$1.50	$1
34	5 or less	$0.50	$1.50	$0.50
35	5 or less	$0.50	$1	$1
36	4 or less	$1	$2	$1
37	4 or less	$1	$1	$1
38	4 or less	$1	$0	$1

For **schedule options 39 through 52**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the flop. Designated Table Fee #3 will be taken after the turn. If the round of play does not reach the flop, Designated Table Fee #2 will not be taken. If the round of play does not reach the turn, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $20
Maximum Buy-in Limit $2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
39	7 or more	$1	$5	$1
40	7 or more	$1	$4	$1
41	7 or more	$1	$3	$1
42	7 or more	$0.50	$3.50	$1
43	7 or more	$0.50	$3.50	$0.50
44	7 or more	$0.50	$3	$1
45	7 or more	$0.50	$3	$0.50
46	7 or more	$0.50	$2.50	$1
47	7 or more	$0.50	$2.50	$0.50
48	7 or more	$0.50	$2	$1
49	7 or more	$0.50	$2	$0.50
50	6	$1	$4	$1

51	6	$1	$3	$1
52	6	$0.50	$3	$1

Timed Collections

For **schedule options 53 through 71**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
53	5 or more	$18
54	5 or more	$17
55	5 or more	$16
56	5 or more	$15
57	5 or more	$14
58	5 or more	$13
59	5 or more	$12
60	5 or more	$11
61	5 or more	$10
62	5 or more	$9
63	5 or more	$8
64	5 or more	$7
65	5 or more	$6
66	5 or more	$5
67	4 or less	$8
68	4 or less	$7
69	4 or less	$6
70	4 or less	$5
71	4 or less	$4

Timed Collections

For **schedule options 72 through 90**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum Buy-in Limit No Limit

Schedule Option	Number of Players	Regular Table Fee
72	5 or more	$18
73	5 or more	$17
74	5 or more	$16
75	5 or more	$15
76	5 or more	$14
77	5 or more	$13

78	5 or more	$12
79	5 or more	$11
80	5 or more	$10
81	5 or more	$9
82	5 or more	$8
83	5 or more	$7
84	5 or more	$6
85	5 or more	$5
86	4 or less	$8
87	4 or less	$7
88	4 or less	$6
89	4 or less	$5
90	4 or less	$4

Mexican Poker (GEGA-001452), Asian 5-Card Stud (GEGA-001457), Razzdacey (GEGR-002005), Razzdeucey (GEGR-002004), Razz 7 Card Stud Low (GEGA-001466),), Seven Card Stud Hi-Lo Regular (GEGR-002007), Seven Card Stud (GEGA-001453), Seven Card Stud Hi-Lo 8 or Better (GEGA-001454), Super 7 Card Stud (GEGR-002001), Super 7 Card Stud Hi-Lo (GEGR-002002), Super Razz (GEGR-001998), Super Razzdeucey (GEGR-001996), Super Razzdacey (GEGR-001997), Super 7 Card Stud Hi-Lo Regular (GEGR-002003)

For **schedule options 1 through 38**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after initial hands are dealt. Designated Table Fee #2 will be taken after Fourth Street. Designated Table Fee #3 will be taken after Fifth Street. If the round of play does not reach Fourth Street, Designated Table Fee #2 will not be taken. If the round of play does not reach Fifth Street, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$0.50	$3.50	$1
5	7 or more	$0.50	$3.50	$0.50
6	7 or more	$0.50	$3	$1
7	7 or more	$0.50	$3	$0.50
8	7 or more	$0.50	$2.50	$1
9	7 or more	$0.50	$2.50	$0.50
10	7 or more	$0.50	$2	$1
11	7 or more	$0.50	$2	$0.50
12	6	$1	$4	$1
13	6	$1	$3	$1
14	6	$1	$2	$1
15	6	$0.50	$3	$1
16	6	$0.50	$3	$0.50

17	6	$0.50	$2.50	$1
18	6	$0.50	$2.50	$0.50
19	6	$0.50	$2	$1
20	6	$0.50	$2	$0.50
21	6	$0.50	$1.50	$1
22	6	$0.50	$1.50	$0.50
23	5 or less	$1	$3	$1
24	5 or less	$1	$2.50	$1
25	5 or less	$1	$2.50	$0.50
26	5 or less	$1	$2	$1
27	5 or less	$1	$1.50	$1
28	5 or less	$1	$1.50	$0.50
29	5 or less	$1	$1	$1
30	5 or less	$0.50	$2.50	$1
31	5 or less	$0.50	$2.50	$0.50
32	5 or less	$0.50	$2	$1
33	5 or less	$0.50	$1.50	$1
34	5 or less	$0.50	$1.50	$0.50
35	5 or less	$0.50	$1	$1
36	4 or less	$1	$2	$1
37	4 or less	$1	$1	$1
38	4 or less	$1	$0	$1

For **schedule options 39 through 52**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after initial hands are dealt. Designated Table Fee #2 will be taken after Fourth Street. Designated Table Fee #3 will be taken after Fifth Street. If the round of play does not reach Fourth Street, Designated Table Fee #2 will not be taken. If the round of play does not reach Fifth Street, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $20
Maximum Buy-in Limit $2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
39	7 or more	$1	$5	$1
40	7 or more	$1	$4	$1
41	7 or more	$1	$3	$1
42	7 or more	$0.50	$3.50	$1
43	7 or more	$0.50	$3.50	$0.50
44	7 or more	$0.50	$3	$1
45	7 or more	$0.50	$3	$0.50
46	7 or more	$0.50	$2.50	$1
47	7 or more	$0.50	$2.50	$0.50
48	7 or more	$0.50	$2	$1
49	7 or more	$0.50	$2	$0.50
50	6	$1	$4	$1
51	6	$1	$3	$1
52	6	$0.50	$3	$1

Poker Collection Rates

Timed Collections
For **schedule options 53 through 71**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
53	5 or more	$18
54	5 or more	$17
55	5 or more	$16
56	5 or more	$15
57	5 or more	$14
58	5 or more	$13
59	5 or more	$12
60	5 or more	$11
61	5 or more	$10
62	5 or more	$9
63	5 or more	$8
64	5 or more	$7
65	5 or more	$6
66	5 or more	$5
67	4 or less	$8
68	4 or less	$7
69	4 or less	$6
70	4 or less	$5
71	4 or less	$4

Timed Collections
For **schedule options 72 through 90**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
72	5 or more	$18
73	5 or more	$17
74	5 or more	$16
75	5 or more	$15
76	5 or more	$14
77	5 or more	$13
78	5 or more	$12
79	5 or more	$11
80	5 or more	$10

81	5 or more	$9
82	5 or more	$8
83	5 or more	$7
84	5 or more	$6
85	5 or more	$5
86	4 or less	$8
87	4 or less	$7
88	4 or less	$6
89	4 or less	$5
90	4 or less	$4

Lowball (GEGA-001451), Kansas City Lowball (GEGA-001473)

For **schedule options 1 through 38**, two fees will be taken by the house dealer, from the pot, at specific times during the game: Designated Table Fee #1 shall be taken after the initial hands are dealt. Designated Table Fee #2 shall be taken after the draw. If the hand does not reach the draw, Designated Table Fee #2 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$0.50	$3.50	$1
5	7 or more	$0.50	$3.50	$0.50
6	7 or more	$0.50	$3	$1
7	7 or more	$0.50	$3	$0.50
8	7 or more	$0.50	$2.50	$1
9	7 or more	$0.50	$2.50	$0.50
10	7 or more	$0.50	$2	$1
11	7 or more	$0.50	$2	$0.50
12	6	$1	$4	$1
13	6	$1	$3	$1
14	6	$1	$2	$1
15	6	$0.50	$3	$1
16	6	$0.50	$3	$0.50
17	6	$0.50	$2.50	$1
18	6	$0.50	$2.50	$0.50
19	6	$0.50	$2	$1
20	6	$0.50	$2	$0.50
21	6	$0.50	$1.50	$1
22	6	$0.50	$1.50	$0.50
23	5 or less	$1	$3	$1
24	5 or less	$1	$2.50	$1
25	5 or less	$1	$2.50	$0.50
26	5 or less	$1	$2	$1
27	5 or less	$1	$1.50	$1

28	5 or less	$1	$1.50	$0.50
29	5 or less	$1	$1	$1
30	5 or less	$0.50	$2.50	$1
31	5 or less	$0.50	$2.50	$0.50
32	5 or less	$0.50	$2	$1
33	5 or less	$0.50	$1.50	$1
34	5 or less	$0.50	$1.50	$0.50
35	5 or less	$0.50	$1	$1
36	4 or less	$1	$2	$1
37	4 or less	$1	$1	$1
38	4 or less	$1	$0	$1

For **schedule options 39 through 52**, two fees will be taken by the house dealer, from the pot, at specific times during the game: Designated Table Fee #1 shall be taken after the initial hands are dealt. Designated Table Fee #2 shall be taken after the draw. If the hand does not reach the draw, Designated Table Fee #2 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $20
Maximum Buy-in Limit $2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
39	7 or more	$1	$5	$1
40	7 or more	$1	$4	$1
41	7 or more	$1	$3	$1
42	7 or more	$0.50	$3.50	$1
43	7 or more	$0.50	$3.50	$0.50
44	7 or more	$0.50	$3	$1
45	7 or more	$0.50	$3	$0.50
46	7 or more	$0.50	$2.50	$1
47	7 or more	$0.50	$2.50	$0.50
48	7 or more	$0.50	$2	$1
49	7 or more	$0.50	$2	$0.50
50	6	$1	$4	$1
51	6	$1	$3	$1
52	6	$0.50	$3	$1

Timed Collections

For **schedule options 53 through 71**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
53	5 or more	$18
54	5 or more	$17

55	5 or more	$16
56	5 or more	$15
57	5 or more	$14
58	5 or more	$13
59	5 or more	$12
60	5 or more	$11
61	5 or more	$10
62	5 or more	$9
63	5 or more	$8
64	5 or more	$7
65	5 or more	$6
66	5 or more	$5
67	4 or less	$8
68	4 or less	$7
69	4 or less	$6
70	4 or less	$5
71	4 or less	$4

Timed Collections

For **schedule options 72 through 90**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
72	5 or more	$18
73	5 or more	$17
74	5 or more	$16
75	5 or more	$15
76	5 or more	$14
77	5 or more	$13
78	5 or more	$12
79	5 or more	$11
80	5 or more	$10
81	5 or more	$9
82	5 or more	$8
83	5 or more	$7
84	5 or more	$6
85	5 or more	$5
86	4 or less	$8
87	4 or less	$7
88	4 or less	$6
89	4 or less	$5
90	4 or less	$4

Poker Collection Rates

Archie (GEGR-001995), Badeucey (GEGR-001999), Badacey (GEGR-002000), Badugi (GEGA-001474), Lowball (GEGA-001451), Kansas City Lowball (GEGA-001473)

For **schedule options 1 through 38**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the first draw. Designated Table Fee #3 will be taken after the second draw. If the round of play does not reach the first draw, Designated Table Fee #2 will not be taken. If the round of play does not reach the second draw, Designated Table Fee #3 will not be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
1	7 or more	$1	$5	$1
2	7 or more	$1	$4	$1
3	7 or more	$1	$3	$1
4	7 or more	$0.50	$3.50	$1
5	7 or more	$0.50	$3.50	$0.50
6	7 or more	$0.50	$3	$1
7	7 or more	$0.50	$3	$0.50
8	7 or more	$0.50	$2.50	$1
9	7 or more	$0.50	$2.50	$0.50
10	7 or more	$0.50	$2	$1
11	7 or more	$0.50	$2	$0.50
12	6	$1	$4	$1
13	6	$1	$3	$1
14	6	$1	$2	$1
15	6	$0.50	$3	$1
16	6	$0.50	$3	$0.50
17	6	$0.50	$2.50	$1
18	6	$0.50	$2.50	$0.50
19	6	$0.50	$2	$1
20	6	$0.50	$2	$0.50
21	6	$0.50	$1.50	$1
22	6	$0.50	$1.50	$0.50
23	5 or less	$1	$3	$1
24	5 or less	$1	$2.50	$1
25	5 or less	$1	$2.50	$0.50
26	5 or less	$1	$2	$1
27	5 or less	$1	$1.50	$1
28	5 or less	$1	$1.50	$0.50
29	5 or less	$1	$1	$1
30	5 or less	$0.50	$2.50	$1
31	5 or less	$0.50	$2.50	$0.50
32	5 or less	$0.50	$2	$1
33	5 or less	$0.50	$1.50	$1
34	5 or less	$0.50	$1.50	$0.50
35	5 or less	$0.50	$1	$1

36	4 or less	$1	$2	$1
37	4 or less	$1	$1	$1
38	4 or less	$1	$0	$1

For **schedule options 39 through 52**, three fees will be taken by the house dealer from the pot at specific times during the game: Designated Table Fee #1 will be taken after the initial hands are dealt. Designated Table Fee #2 will be taken after the first draw. Designated Table Fee #3 will be taken after the second draw. If the round of play does not reach the first draw, Designated Table Fee #2 will not be taken. If the round of play does not reach the second draw, Designated Table Fee #3 will not be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $20
Maximum Buy-in Limit $2,000

Schedule Option	Number of Players	Designated Table Fee #1	Designated Table Fee #2	Designated Table Fee #3
39	7 or more	$1	$5	$1
40	7 or more	$1	$4	$1
41	7 or more	$1	$3	$1
42	7 or more	$0.50	$3.50	$1
43	7 or more	$0.50	$3.50	$0.50
44	7 or more	$0.50	$3	$1
45	7 or more	$0.50	$3	$0.50
46	7 or more	$0.50	$2.50	$1
47	7 or more	$0.50	$2.50	$0.50
48	7 or more	$0.50	$2	$1
49	7 or more	$0.50	$2	$0.50
50	6	$1	$4	$1
51	6	$1	$3	$1
52	6	$0.50	$3	$1

Timed Collections

For **schedule options 53 through 71**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

Limit Games
Minimum Wagering Limit $60-$120
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
53	5 or more	$18
54	5 or more	$17
55	5 or more	$16
56	5 or more	$15
57	5 or more	$14
58	5 or more	$13
59	5 or more	$12
60	5 or more	$11
61	5 or more	$10

62	5 or more	$9
63	5 or more	$8
64	5 or more	$7
65	5 or more	$6
66	5 or more	$5
67	4 or less	$8
68	4 or less	$7
69	4 or less	$6
70	4 or less	$5
71	4 or less	$4

Timed Collections

For **schedule options 72 through 90**, a collection fee will be taken from each player at the end of each half hour. Fees are collected on the hour and the half hour. If a game starts in the middle of the set times, the first half hour will be collection free, but all subsequent half hours will be collected.

No Limit/Pot Limit Games
Minimum Buy-in Limit $100
Maximum No Limit Buy-In

Schedule Option	Number of Players	Regular Table Fee
72	5 or more	$18
73	5 or more	$17
74	5 or more	$16
75	5 or more	$15
76	5 or more	$14
77	5 or more	$13
78	5 or more	$12
79	5 or more	$11
80	5 or more	$10
81	5 or more	$9
82	5 or more	$8
83	5 or more	$7
84	5 or more	$6
85	5 or more	$5
86	4 or less	$8
87	4 or less	$7
88	4 or less	$6
89	4 or less	$5
90	4 or less	$4

Poker Collection Rates

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Hawaiian Gardens Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.