

Pai Gow

Players with a set of 32 Pai Gow dominoes (tiles) each of which has from two to twelve dots on each tile face.

To make two hands of two tiles each, by using the four tiles dealt to each player. Of the two hand one will be the higher ranking hand, the other the lower ranking hand.

When comparing a players hand against the bankers hands, the higher ranking hands will be compared against each other and the lower rank hands will be compared to each other.

To Win:

Both players hands must rank higher than Bankers hands.

To Lose:

Both players hands must rank below the Bankers two hands.

To Push:

One of the Players two hands must rank higher and the second hand ranking lower than the bankers two hands.

Pai Gow is deal counter clockwise to a maximum of 8 players. A dice cup containing 3 dice is shaken by Player/Banker to determine which position receives first hand. Player/Banker hand will be set after all players have set their hands.

All action goes counter clockwise.

Mexican Poker

Mexican Poker is similar to 5 card Stud and is played with a standard 52 card deck stripped to 41 cards including a joker. The 8's, 9's, & 10's are removed.

Cards are dealt clockwise starting with the first player in front of the button. The dealer button advances after each hand is completed. Each player receives two cards first card down, second card up. Starting with the dealer button highest card opens betting. After the betting is complete the player may expose their down card if they wish. This action must be completed prior to the next card being delivered. This card may be dealt up or down depending on whether the prior card was exposed. Once the action is completed the player with the highest rank hand win the pot. In this game a flush beats a full house.

Joker dealt up is considered an ace for opening betting and may be used to complete a straight or flush. The Joker is wild in all cases when dealt down.

Crazy Pineapple

All Players get three cards down starting with the first player in front of the dealer button. Cards are dealt clockwise.

After the flop of three cards, each player discards one card face down, with a betting round. A fourth and fifth card is placed in the center of table and a betting round after each card.

Blackjack 22

Played from a shoe containing 8 decks and 4 jokers to each deck. Jokers count as 2 or 12. Ace's count as 1 or 11. Banker/Player must hit 17, soft 18 optional, stand on hard 18. A automatic win turn cards over if Banker or Player get a 2 card 22 win. In case of a tie between banker and player considered a push. Banker wins on all 18 ties only. All other ties push. Player may split pairs and double down on 11 or 12. Banker rotates clockwise after two hands.

Asian Stud

Asian Stud is played with a stripped standard 52 card deck. The 2's, 3's, 4's, 5's, & 6's are removed, leaving 32 cards, no joker. Each player is dealt five cards, the first one up and the second one down.

High hand opens the betting, then three more up cards with a betting round after each card. In this game a flush beats a full house.

Dealer button advances after each hand is completed.

Card are to be left face up and in the order dealt.

Once the action is completed the player with the highest ranking hand win the pot.

Razz (7 card low)

The rules for Razz are exactly the same as seven card stud except that Razz is a lowball game. Since pairs are of no value in Razz, the bet in the fourth card structured game is always for the lower amount. In Razz the high card has the forced opening and the low hand is first to act there after.



LOWBALL

In California Lowball, the "worst" Poker hand wins. Straights and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and a 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest card not already present in the player's hand. In Lowball games there are three blinds. These are called straddle games. In a straddle game, the first player to act after the blinds must make a designated raise. Example: In a "\$30 blind" game, the blinds are \$10, \$20, and \$30, but the next player must open the pot for \$60. After the draw the limits double and each bet would be \$60. The term used in a game where the players may enter the pot for the size of the biggest blind is called a "gypsy" bet. *Ladbrokes Casino San Pablo* also offers Lowball games that are straight limit. These games have fixed betting limits that are the same before and after the draw.

RULES

The best hand is 5-4-3-2-A. Straights and flushes do not count against your hand.

The Joker is considered to be the lowest card not present in your hand.

Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, a player having less than five cards in his hand may receive additional cards if the first player to act has not acted or acted before the deal is completed. However, the dealer position may still receive their fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five card hand on the draw.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand by knocking, not knowing the pot has been raised, may still play his hand.

You may change the number of cards you want to draw providing: (1) no cards have been dealt off the deck in response to your request; (2) no player has acted on their hand based on the number of cards you have requested.

If the deck contains any irregular cards (i.e. duplicate cards or cards with different color backs) and the cards are discovered during the play of the hand, all hands are dead and all action is void. If an irregular card(s) is discovered in the stub, all action for that hand stands.

If you are unaware that the pot has been raised or killed, and put in a lesser amount of chips or money, you may withdraw that money and reconsider your action before the draw. However, if it is a natural kill pot with the Button face up and the dealer has announced kill pot, and you put a lesser amount of money in the pot, you must complete the bet.

After the draw, if unaware of a raise you may withdraw your money and reconsider your action.

If a player leaves the table for any reason and the big blind passes that player's seat, upon returning, that player must either wait for the big blind or kill the pot. This does not apply to a player who took all multiple blinds and moved seats, and is dealt the first available hand to which he is entitled.

Before the draw, exposed cards of seven and under must be taken. An exposed card higher than seven must be replaced after deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed cards will be replaced. All cards dealt off the table are treated as exposed cards.

In a multiple blind game, a player must meet the total amount of his blind obligation every round.

If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any money on subsequent bets although you are still eligible to win whatever existed in the pot before the draw.



Double Hand Poker

Collection is taken in advance for each bet. A player must have a full minimum bet after paying collection.

Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.

A player must bet at least the table minimum. Anything less than minimum bets will receive action, but will not be tolerated.

Any amount over the maximum table limit will receive no action.

There is NO MAXIMUM on dealer wagers.

"Kum-Kum" bets will be paid off and collected as one bet.

Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.

Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.

All action goes clockwise, starting with the action button.

All cash will be changed to chips. All bets will be paid off in chips.

The player who controls the seat is the only active player for that position and the only one allowed to handle the cards.

The active player has the right to refuse backline bets. The active player may not prohibit any other player from wagering on that spot if they are not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Banker position is moved to the next player.

Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the active player makes the final decision.

In the Banker position, the largest wager in action makes the final decision on any disagreement on the play of the hand.

The Banker may designate any person to shake the dice,

Once the dealer is ready to open the dice cup and has announced "no more bets," no one may change their wager. Possible penalties:
a) forfeiture of wager to the extent that money covers b) player may be barred from play and subject to prosecution.

The Banker's hand will not be opened until all hands have been set, with the exception of a "House Way" hand.

Only money in the spot plays and statements such as 'money covers' or other call bets are NOT acceptable.

Any active player is entitled to ask the dealer the amount of the Banker's wager, to the extent that it affects the play of their hand.

No side bets or proposition bets are allowed.

The active player has the first option of being the Banker on their spot. If there was no wager the previous hand, no one may be the Banker on that spot (except No-Limit tables).



"PAN" **(PANGUINGUE)**

- NUMBER OF PLAYERS:** Several. Best for 6, 7, or 8 players.
- THE DECK:** 320 cards, 8's, 9's, 10's, and Jokers are omitted. Chips are used for settlement.
- RANK OF CARDS:** Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A. The jack and seven are in sequence. There is no rank of suits, except that spades pay double in some cases (see Conditions).
- THE DRAW:** A portion of the deck is shuffled and spread face down. Each player draws a card. Lowest card deals **FIRST** hand. If two or more players tie for low, they draw again.
- THE SHUFFLE:** The player at dealer's left shuffles. After each hand, the discards are shuffled with a portion from the **BOTTOM** of the deck, to which position these cards are then restored.
- THE IDEAL:** The rotation of dealing and playing is to the right, not to the left as in most game. The winner of each hand is the "winning" hand for the next and the player at his left deals. The dealer gives each player ten cards, in two rounds of five at a time, beginning with the player at his right. For the deal, he takes cards from the top of the deck, taking more if needed or restoring any excess to the top of the deck. The top card of the deck is laid face up beside the deck, to start the discard pile.
- GOING ON TOP:** Before play starts, each player beginning with the "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and pays a forfeit, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn into play. The forfeits (called "tops") go to the player who goes out.
- THE PLAY:** Starting with player to the right of dealer, each in turn draws one card, either top of the deck or the top card of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding player and (2) he can immediately meld this card in a combination.
After drawing and before completing his turn by discarding one card face up, player may meld as many sets as he holds, or add to his existing melds. The object of play is to meld **ELEVEN** cards, and the first player to do so wins the game.
- MELDS:** Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes") and sets.
- SEQUENCE:** Any three cards in sequence of the same suit, as Heart Q, J, 7.
- SET:** Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4; or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and kings are called noncomers.)
- CONDITIONS:** Certain melds are called conditions. On melding a conditions, the player immediately collects chips from every other player, as follows:
All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value." Cards of other rank are no-valle.



RULES FOR SUPER PAN NINE

Collection is taken in advance for each bet. You must have a full minimum bet after paying collection.

Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.

You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.

Any amount over the maximum table limit will receive no action.

There is NO MAXIMUM on Player Banker wager.

"Kum-Kum" bets will be paid off and/or collected as one bet.

Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.

Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.

All action goes clockwise, starting with the action button.

All cash will be changed to chips. All bets will be paid off in chips.

The active (seated) player is the only one allowed to handle the cards.

The active (seated) player has the right to refuse back line bets. The active (seated) player may not prohibit another player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or back line there until the dealer position is moved to the next player.

Back line players may participate in the play of the hand. If the active player and back line player disagree over the play of the hand, the player with the largest wager in action, makes the final decision. If the wagers are equal amounts, the active player, who shook the dice cup, makes the decision.

When the back line player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the dealer to stop the action before the active (seated) player acts.

In the dealer position, the largest wagering action makes the final decision on any disagreement on the play of the hand.

The Player Banker may designate any person to shake the dice.

Once the dealer is ready to open the dice cup and has announced "no more bets," no one may change their wager. Possible penalties: a) Forfeiture of wager to the extent that money covers b) Barred from play and subject to prosecution

The Player Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand.

Only money in the spot plays and statements such as "money covers" or other call bets are unacceptable.

Any active player is entitled to ask the dealer the amount of the Player Banker wager, to the extent that it affects the play of his hand.

The active player has the first option of being the Player Banker on his spot. If there was no wager the previous hand, no one may be the Player Banker on that spot (except No-Limit tables).



SEVEN CARD STUD

7 Card Stud is played with a 52 card deck. Initially you are dealt two down cards and one up card followed by one round of betting. Then three more up cards are dealt with betting after each card, then one more down card is delivered, with a final round of betting. The best 5 card hand wins the pot. All 7 Card Stud games at *Ladbrokes Casino San Pablo* have structured betting. In a structured game, such as \$3-6, the smaller bet is made on the first two betting rounds and the larger bet is made after the fifth, sixth, and seventh cards are delivered. If there is an open pair on the fourth up card, the players have an option of making the small or larger bet. In all 7 Card Stud games, a bet and three raises are allowed. This is another variation of 7-Card Stud where there can be two winners.

HI-LO SPLIT "8 or BETTER"

In 7 Card Stud Hi-Lo Split "8 or Better", the best high hand splits the pot with the best low hand. A qualifier of "8 or Better" for low will be in force for all High-Low Split games. This is said to be a 'qualifier'. The betting rules are like 7 Card Stud, except that when an open pair appears on fourth street only the smaller bet may be made. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer is first. Aces may be used as a one for the low hand. Straights and flushes do not impair the value of a hand for low. A player may use any five cards to make their best high hand and any other grouping of five cards, whether the same as his high hand or not, to make their best low hand.



OMAHA

Omaha is played with a standard 52-card deck, with each player receiving four down cards as their initial hand. There is a round of betting after these cards have been delivered. Three board cards are then turned face-up ("called the flop") and another round of betting occurs. Another card is then turned face up and it also is followed by a round of betting. A final board card is then turned up and a final round of betting ensues. These five board cards are "community cards" and after the final round of betting has been completed, a player must use a combination of two cards in their hand and three cards from the board to determine their best hand.

Omaha uses a "Dealer Button" to indicate the player, who in theory, deals the cards hand. The Button (player with the Dealer-Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first. One or more "blind" bets are used to stimulate action and initiate play. "Blinds" are posted before the player looks at their cards. "Blinds" count as part of that player's bet, unless the structure for a specific game or situation requires part or all of a particular "blind" to be "dead." "Dead" chips are not part of a player's bet and are taken into the center of the pot.

"Blinds" are posted by players in consecutive clockwise order from the Button. Action is initiated on the first betting round, by the player on the immediate left of the person who posted the furthest "blind" clockwise from the Button. On all subsequent betting rounds, the action is started by the first active player clockwise from the Button.

OMAHA HI-LO "8 or Better"

In high-low games there is an "8 or Better" qualifier. If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole cards.

Texas Hold'em

at

Kelly's

In Texas Hold'em each player receives two cards dealt individually, in turn, face down, as their initial hand. After both of these cards have been delivered, there is a round of betting at the lower limit (\$2 in a 2-4 game). Three board cards (called the flop) are then turned, simultaneously, face up in the center of the table, one at a time, with a round of betting, at the higher limit, following each card. These board cards are community cards, shared by all active players at the table. The dealer does not get a hand. Players play against each other only. At the completion of each hand, each active player will have 7 cards - 2 personal cards dealt face down and 5 community cards face up in the center of the table. A player may use any combination of five cards (i.e. one in their hand, four from the board, etc.) to determine their highest hand.

Hold'em uses a dealer button to indicate the player who in theory dealt the cards for that hand. The player with the dealer is the last to receive cards on the initial deal and has the right of last action on all betting rounds (except the first). One or more blind bets are used to start the action and initiate play. Blinds are posted before the players look at their cards and count as part of the player's bets. Blinds are posted by players who sit in consecutive order from the button. All blinds are considered to be live and if there are no raises, blinds may raise themselves when the action comes to them.



CHINESE POKER (13 Card Poker)

Five players play in one game. The player with the dealer button will receive no hand. Dealer button move clockwise after every hand. A hand is dealt to all four eligible seats regardless of the number of players at the table.

- Each player receives 13 cards.
- The hand must be arranged with 3 cards in front, 5 cards in the middle and 5 cards in back. The back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. Please note that Straights and Flushes do not count in the three card hand. An exception to this is in a automatic win.
- Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game.
- Hands are then compared with the other player's hands. The player with the higher ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with higher ranking back hand wins 1 point.
- An A,2,3,4,5 straight is always the lowest straight possible.

SCORING RULES

- If your 3 part hand out ranks your opponent's hand, 2 out of 3, you win 1 point.
- If your 3 part hand out ranks your opponent's hand, 3 out of 3, you win 3 points.

BONUS HANDS

Bonus points are used in this game.

- Bonus points hands in the back hand:
 - Straight Flush in the back is worth 5 points extra.
 - Four of a kind in back is worth 4 points extra.
- Bonus points hands in the middle hand:
 - Straight Flush in the middle is worth 10 points extra.
 - Four of a kind in the middle is worth 8 points extra.
 - Full house in the middle is worth 2 points extra.
- Bonus points hands in the front hand:
 - Trips in the front is worth 3 points extra.

Example: if you beat your opponent 2 out of 3 and you have a Straight Flush in the back, you win 6 points. If you beat your opponent 3 out of 3 and you have a Straight Flush in the back, you win 8 points. The Dragon hand (Ace through king of any suit) is worth 13 points. This hand beats all other Automatic win hands. If you win 3 out of 3 without a Bonus hand, you win 3 points.

Two Card Total	Advantage	Disadvantage
11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

1. Players may double-down on any two cards and receive one draw card.
2. Players cannot split, double-down or surrender any hand with a Joker.
3. Players splitting:
 - a. Aces will receive one draw card for each Ace only.
 - b. any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double-down after each split.
5. Multiple splitting is permitted (up to 2 times).
6. Players can surrender on their first 2 cards, and forfeit half of their wager.
7. If the player dealer's second card is a Joker, double-down and split wager receives no action.
8. All pay-offs are to the extent that the player dealer money covers.
9. Additional rules may apply.

HAND RANKING

EXAMPLES

NATURAL

JOKER JOKER

(PAYS 2 TO 1)

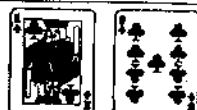
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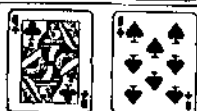
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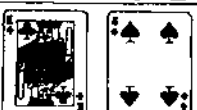
16



15



14



13



12



HOW TO PLAY

1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card and a Joker is 21.

2. A single or multiple deck of standard cards is used. If multiple decks are used, one Joker is added to each deck.

3. When play begins, all players receive two cards face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.

4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first clockwise position from the player dealer. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."

5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw cards. The player dealer may draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."

6. If the player dealer's up card is a Joker, there is no draw.

OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a Natural as possible, without exceeding it. A Natural hand beats all other hands. A Natural consists of two Jokers.

WINNING RULES

1. If a player's total is more than a "Natural", and the player dealer's total is a "Natural" or less, player dealer wins.

2. If a player's total is a "Natural" or less, and the player dealer's total is more than a "Natural", player wins.

3. If a player's total is more than a "Natural" and the player dealer's total is more than a "Natural", and:

a. player dealer is closer to a "Natural", then player dealer wins.

b. player is closer to a "Natural", it results in a push.

4. Player dealer wins all ties over a "Natural."

5. If the player's total and the player dealer's total are both below a "Natural", the hand closest to a "Natural" wins.

6. If the player and the player dealer have the same total equaling a "Natural" or less, it is a push.