California Games Collection Rates

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 game of Pure 21.5 Blackjack; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Pure 21.5 Blackjack to be unlawful; (3) require gambling establishments to cease and desist offering the game of Pure 21.5 Blackjack 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.

Blackjack X (GEGA-004230), Pure 21.5 Blackjack (GEGA-004245)

For **schedule options 1 through 15**, the collection fees shall be taken per hand from the player-dealer position based on the total of each wager placed. There is no collection fee taken when a player places a game wager, doubles-down, splits cards, surrenders their hand, places an insurance wager, or places a Buster Blackjack Bonus Bet wager. The Buster Blackjack Bonus Bet wager may be equal too, or less than the game wager, however it may not exceed the game wager. The approved collection fees and schedules for the game of Blackjack X and Pure 21.5 are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection Rate
1	$5-$600	$5-$75	$.50	$0.00
		$76-$200	$1.50	
		$201-$300	$3.00	
		$301-$600	$5.00	
		$601 +	$8.00	
2	$5-$600	$5-$100	$1.00	$0.00
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$600	$5.00	
		$601+	$8.00	
3	$5-$600	$5-$200	$1.00	$0.00
		$201-$400	$3.00	
		$401-$600	$5.00	
		$601-$900	$8.00	
		$901+	$12.00	
4	$10-$1500	$10-$50	$.50	$0.00
		$51-$100	$1.00	
		$101-$250	$2.00	
		$251-$400	$4.00	
		$401+	$6.00	
5	$10-$1500	$10-$75	$0.50	$0.00
		$76-$200	$1.50	
		$201-$300	$3.00	
		$301-$600	$5.00	
		$601+	$8.00	

California Games Collection Rates

6	$10-$1500	$10-$100	$1.00	$0.00
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$600	$5.00	
		$601+	$8.00	
7	$15-$1500	$15-$100	$1.00	$0.00
		$101-$300	$3.00	
		$301-$600	$6.00	
		$601-$1000	$10.00	
		$1001+	$15.00	
8	$15-$1500	$15-$100	$2.00	$0.00
		$101-$300	$4.00	
		$301-$600	$7.00	
		$601-$1000	$11.00	
		$1001+	$16.00	
9	$25-$3000	$25-$100	$1.00	$0.00
		$101-$300	$3.00	
		$301-$600	$6.00	
		$601-$1000	$10.00	
		$1000+	$15.00	
10	$25-$3000	$25-$200	$1.50	$0.00
		$201-$400	$3.00	
		$401-$800	$7.00	
		$801-$1200	$10.00	
		$1201+	$15.00	
11	$25-$3000	$25-$200	$2.00	$0.00
		$201-$400	$4.00	
		$401-$800	$7.00	
		$801-$1200	$10.00	
		$1201+	$16.00	
12	$25-$3000	$25-$100	$1.00	$0.00
		$101-$400	$3.00	
		$401-$800	$6.00	
		$801-$1500	$12.00	
		$1501+	$20.00	
13	$25-$3000	$25-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1000	$9.00	
		$1001-$2000	$15.00	
		$2001+	$25.00	

14	$100-$5000	$100-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1000	$10.00	
		$1001-$2000	$20.00	
		$2001+	$30.00	
15	$100-$5000	$100-$600	$5.00	$0.00
		$601-$1000	$10.00	
		$1001-$2000	$15.00	
		$2001-$3000	$25.00	
		$3001+	$35.00	

Pure Spanish 21.5 (GEGA-004244)

For **schedule options 1-7**, a collection fee is taken per hand from the player-dealer based on the total table action, which is the total monetary value of all wagers that are initially placed on the table by players prior to the start of any play of hand or round. The total table action does not count any additional wagers placed by players after cards are dealt such as double-downs, split cards, insurance wagers, or even money wagers. There shall be no collection fee taken from the player when placing any wager. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limits	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 -$2,000	$5-$100	$1.00	$0
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$600	$5.00	
		$601+	$8.00	
2	$25 - $4,000	$25 - $300	$2.00	$0
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 -2,000	$15.00	
		$2,001 +	$25.00	
3	$100 - $6,000	$100-$600	$5.00	$0
		$601-$1,000	$10.00	
		$1,001-$2,000	$15.00	
		$2,001-$4,000	$30.00	
		$4,001+	$50.00	
4	$5 - $2,000	$5-$100	$1.00	$0
		$101-$300	$3.00	
		$301-$600	$6.00	
		$601-$1000	$10.00	
		$1001+	$15.00	

5	$25 - $4,000	$25-$300	$2.00	$0
		$301-$600	$6.00	
		$601-$1,000	$10.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
6	$100 - $6,000	$100-$1,000	$5.00	$0
		$1,001-$2,000	$20.00	
		$2,001-$3,000	$30.00	
		$3,001-$5,000	$50.00	
		$5,001+	$75.00	
7	$1,000 - $10,000	$1,000-$2,000	$20.00	$0
		$2,001-$4,000	$40.00	
		$4,001-$6,000	$60.00	
		$6,001-$8,000	$80.00	
		$8,001+	$100.00	

Three Card Poker 6 Card Bonus (GEGA-004246)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection taken from the player when placing an Ante wager, a Play wager, a Pair Plus wager, or a 6 Card Bonus wager. Players must bet within the table limit on the Ante, Play, Pair Plus, and 6 Card Bonus wagers The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$1 - $100	$1 - $50	$1.00	$0
		$51 - $100	$2.00	
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 or more	$12.00	
2	$1 - $100	$1 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$5.00	
		$501 - $800	$8.00	
		$801 or more	$12.00	
3	$5 - $200	$5 - $100	$1.00	$0
		$101 - $400	$4.00	
		$401 - $800	$8.00	
		$801 - $1,500	$15.00	
		$1,501 or more	$20.00	

4	$25 - $200	$25 - $300	$3.00	$0
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 - $1,600	$16.00	
		$1,601 or more	$25.00	
5	$100 - $500	$100 - $300	$3.00	$0
		$301 - $800	$8.00	
		$801 - $1,200	$15.00	
		$1,201 - $2,000	$25.00	
		$2,001 or more	$40.00	

Fortune Pai Gow Poker (GEGA-004231)

For **schedule options 1 through 6**, a collection fee shall be taken per spot, from the player-dealer. A collection fee shall be also taken, per spot, from each player that places a wager(s). There shall be no additional collection fee taken from players when placing a Fortune Bonus Bet (when applicable). The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player Collection Rate	Player-Dealer Collection Rate
1	$10-$1,000	$10-$100	$1.00	$2.00
		$101-$300	$2.00	
		$301-$500	$3.00	
		$501-$1,000	$5.00	
		$1,000+	$8.00	
2	$10-$1,000	$10-$200	$1.00	$2.00
		$201-$400	$2.00	
		$401-$600	$3.00	
		$601-$800	$4.00	
		$801-$1,000	$5.00	
3	$10-$1,000	$10-$100	$1.00	$2.00
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$400	$4.00	
		$401-$1,000	$5.00	
4	$25-$1,000	$25-$100	$1.00	$3.00
		$101-$300	$2.00	
		$301-$500	$3.00	
		$501-$1,000	$5.00	
		$1,000+	$8.00	

5	$25-$1,000	$10-$200	$1.00	$4.00
		$201-$400	$2.00	
		$401-$600	$3.00	
		$601-$800	$4.00	
		$801-$1,000	$5.00	
6	$25-$1,000	$10-$100	$1.00	$4.00
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$400	$4.00	
		$401-$1,000	$5.00	

Pai GowTiles (GEGA-004233)

For **schedule options 1 and 2**, a collection fee shall be taken per betting circle of every player. A collection fee shall also be taken per hand from the player-dealer. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted. The approved collection fees and schedules for the game of Pai Gow Tiles are as shown below:

Schedule Option	Table Limit	Player Fee	Player/Dealer Fee
1	$10 - $200 (per circle)	$1.00/per circle	$2.00/per hand
2	$50 - $300 (per circle)	$2.00/per circle	$3.00/per hand

EZ Baccarat Panda 8 (GEGA-004229), Dragon Bonus Baccarat – Commission Free (GEGA-004228)

For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 and Dragon Bonus Baccarat – Commission Free are as shown below:

Schedule Option	Table Limits	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $2,000	$5 - $200	$1.00	$0
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901 +	$12.00	
2	$25- $4,000	$25 - $300	$2.00	$0
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
3	$100-$6,000	$100-$600	$5.00	$0
		$601-$1,000	$10.00	
		$1,001-$2,000	$15.00	
		$2,001-$4,000	$30.00	
		$4,001+	$50.00	

California Games Collection Rates

4	$5 - $2,000	$5-$100	$1.00	$0
		$101-$300	$3.00	
		$301-$600	$6.00	
		$601-$1000	$10.00	
		$1001+	$15.00	
5	$25- $4,000	$25-$300	$2.00	$0
		$301-$600	$6.00	
		$601-$1,000	$10.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
6	$100-$6,000	$100-$1,000	$10.00	$0
		$1,001-$2,000	$20.00	
		$2,001-$3,000	$30.00	
		$3,001-$5,000	$50.00	
		$5,001+	$75.00	
7	$1,000-$10,000	$1,000-$2,000	$20.00	$0
		$2,001-$4,000	$40.00	
		$4,001-$6,000	$60.00	
		$6,001-$8,000	$80.00	
		$8,001+	$100.00	

Collection Procedures

California Games - California games utilize a player-dealer position. The position must 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 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 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. Collection fees shall be conspicuously posted on or within view of every gaming table

Poker Games Collection Rates

Texas Hold'em (GEGA- 004248): For **schedule options 1 through 11**, for the game of Texas Hold'em, the collection shall be taken by the house dealer from the pot after the cards have been dealt and the first round of betting has been completed, immediately following the flop. The appropriate fees are dependent on the number of players as shown.

Schedule Option	Table Limits	Collection Fee Based on Number of Players		
		7+	5 or 6	4 or less
1	$1-$2	$3	$2	$1
2	$2-$4	$4	$3	$2
	$3-$6			
	$4-$8			
	$6-$12			
3	$8-$16	$5	$4	$3
	$9-$18			
	$10-$20			
4	$15-$30	$5	$4	$3
	$20-$40			
5	$30-$60	$6	$5	$4
	$40-$80			
	$50-$100			
6	$75-$150	$5 per player per 1/2 hour		
	$100-$200			
7	$150 and above	$6 per player per 1/2 hour		

Schedule Option	No Limit Games	Collection Fee Based on Number of Players		
		7+	5 or 6	4 or less
8	$40-$100 Buy-In	$4	$3	$2
9	$200-$500 Buy-In	$5	$4	$3
10	$300-$1,000 Buy-In	$6	$5	$4
11	$600 min. Buy-In	$6	$5	$4
	$1,000 min. Buy-In			
	$2,000 min. Buy-In			

Poker Games Collection Rates

Omaha (GEGA-004247) for **schedule options 1 through 7**, for the game of Omaha, the collection shall be taken by the house dealer from the pot after the cards have been dealt and the first round of betting has been completed, immediately following the flop. If there is no flop the collection will not be taken. The appropriate fees are dependent on the number of players as shown.

Schedule Option	Table Limits	Collection Fee Based on Number of Players		
		7+	5 or 6	4 or less
1	$1-$2	$3	$2	$1
2	$2-$4	$4	$3	$2
	$3-$6			
	$4-$8			
	$6-$12			
3	$8-$16	$5	$4	$3
	$9-$18			
	$10-$20			
4	$15-$30	$5	$4	$3
	$20-$40			
5	$30-$60	$6	$5	$4
	$40-$80			
	$50-$100			
6	$75-$150	$5 per player per 1/2 hour		
	$100-$200			
7	$150 and above	$6 per player per 1/2 hour		

<u>Collection Fees 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.
- The Kings Card Club 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.

Texas Hold'em

Type of Game
The players of Texas Hold'em 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 "the board" cards, or 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 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 Texas Hold'em 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 ranking of hands for Texas Hold'em, 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.

Texas Hold'em

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. 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.

Method Used to Determine 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, and has the right of last action on all rounds of play except the first round, in which the "big blind" shall have the right of last action.

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 positioned immediately to the left of the dealer button and posted before the house dealer deals cards. 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. 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 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 receive 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 predetermined and mandatory for the players with the small blind and big blind buttons. Both blind wagers shall be placed in the designated wagering area, 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 two cards face-down. These initial two cards are referred to as "hole cards." 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 that received the big blind button and continuing clockwise around the table:

Texas Hold'em

- Place a wager that is equal to the amount of the big blind;
- Place their two 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 as well as an additional amount within the posted table limit, referred to as a "raise;"
- 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 which case there is no limit to the number of raises;
- The player in the big blind position may "check", meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager;

After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers 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 card." 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 shared by all players. Once the first three community cards have been placed face-up on the table, the second round of wagering 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:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a check, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

After all players have acted in turn and either called all wagers 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 shared by all players. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

After all players have acted in turn and either called all wagers 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 shared by 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 wagering will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits.
- Call a wager according to the rules and guidelines used in the previous round of play.
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

How Each Wager Wins, Loses, or Pushes

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 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 shall apply for determining which player wins the pot:

- 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 ranked hand, the pot shall be split equally among all players with the winning 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.

OMAHA

Type of Game
The players of 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 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 four 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 ranking five-card poker hand, according to the rankings as shown below.

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 Omaha 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.

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

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.

OMAHA

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 of Omaha shall be played on a standard poker table which shall accommodate up to ten 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.

Method Used to Determine Action and Distribution of Cards

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 shall receive the flat white disk with the words “dealer button.” This button is used 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 designated 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. 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 receive 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 four cards face-down. These initial four cards are referred to as “hole cards.” Once each player has received their four 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:

OMAHA

- 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;
- Place the four 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 as well as an additional amount within the posted table limit, referred to as a “raise.” There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
- Call the raise, re-raise or fold their hand.
- The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.

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 shared by 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:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

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 shared by 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:

- Place a wager according to the established table limits;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

After all players have acted in turn and either called all wagers 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 shared by 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:

- Place a wager according to the established table limits.
- Call a wager according to the rules and guidelines used in the previous round of play.
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

How Each Wager Wins, Loses, or Pushes

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 four 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. The following shall apply for determining which player wins the pot:

- 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 hand, the pot shall be split equally among the winners. 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.

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Standards of play:

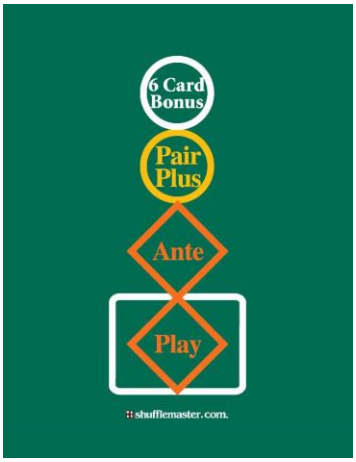
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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:

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

Betting scheme:

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

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

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

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

5. Backline betting is permitted on all wagers.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

b. If the player-dealer's hand does NOT qualify, the player-dealer will **automatically pay each Ante**, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.

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:

Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

TABLE LAYOUT

*Pure 21.5 Blackjack is owned, patented and/or copyrighted by TXB Industries Inc. *Buster Blackjack is owned, patented and/or copyrighted by Betwiser Games, LLC. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

CA

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a King, Queen, Jack, or Ten Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand pays 6 to 5.

- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

The game uses a modified 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 cards specially marked with the word “Bonus” (four of each "king", "queen", "jack", and "ten" card). The game is played with a minimum of six decks to a maximum of eight decks.

- A King, Queen, Jack or Ten Bonus card and an Ace, on the initial deal, is the best possible hand. It is known as a “Pure 21.5 Blackjack” and pays 6 to 5.
- A King, Queen, Jack, or Ten Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, Jack, or Ten Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Ranking Chart	
Card	**Value**
K, Q, J, 10 Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will

set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the “bank” position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are 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. (Rules and procedures for splitting, doubling down and surrender will be outlined later).

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer’s down card will be turned up. This down card will determine where the "action button" is placed.

9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer’s face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

11. 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.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. 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.

DIAGRAM #I

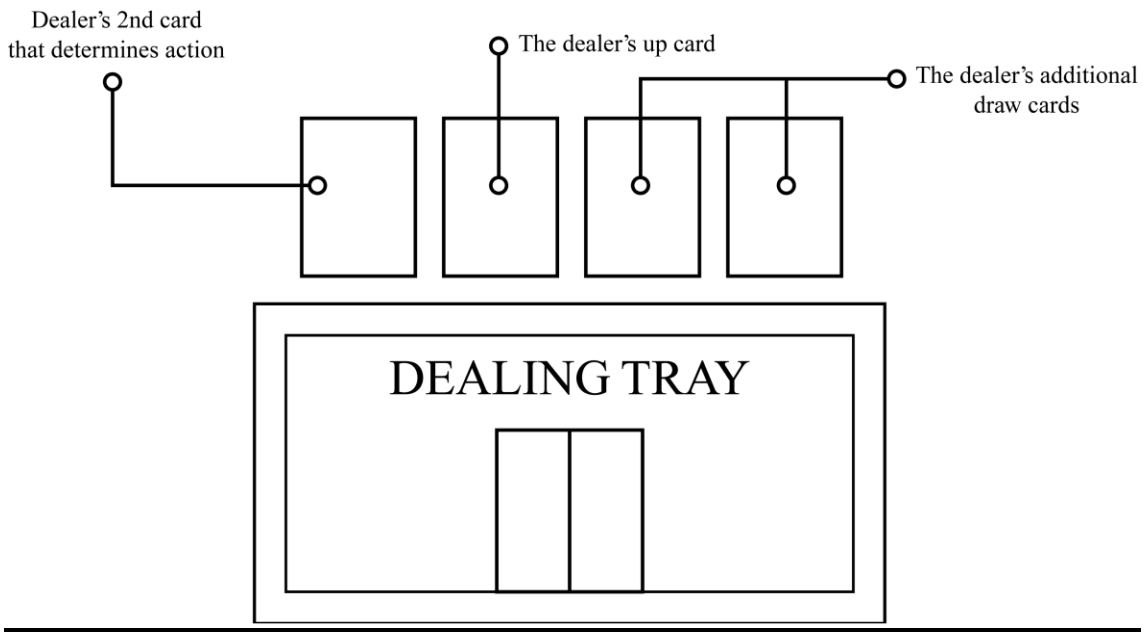


CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 19 or more	Hard 11 or less	All other counts

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards and the Ace is counted as 11, not 1.

A "Hard" hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

CHART 1B

PLAYER-DEALER 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 17, and the Ace may be counted as either 1 or 11.

A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.

2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.

3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.

4. If a player's total is less than a Pure 21.5 Blackjack and the player-dealer's total is more than a Pure 21.5 Blackjack, the player wins the hand.

5. If a player's total is more than a Pure 21.5 Blackjack and the player-dealer's total is less than a Pure 21.5 Blackjack, the player loses the hand.

6. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.

7. If a player's total and the player-dealer's total are less than a Pure 21.5 Blackjack, the hand closest to a "Pure 2 1.5 Blackjack" will win.

8. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:

    a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
    b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

10. Backline betting is permitted on the base game wager, the Buster Blackjack Bonus Bet, and the Match the Dealer Bonus Bet.

11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

2. Players can split any pair or two (King, Queen, Jack, or Ten) Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will 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.

5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.

6. All payoffs are to the extent that the player-dealer's money covers the action on the table. A Player-Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

INSURANCE

1. If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.

BUSTER BLACKJACK BONUS BET

The Buster Blackjack wager allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Buster Blackjack Bonus Bet is an <u>optional wager</u> offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does <u>not</u> or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. <u>The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack</u>.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with

the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.

a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.

8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
9. 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 from seat to seat: base game wager, Buster Blackjack Bonus Bet wager, Match the Dealer Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

   Note: If there are no game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout Option 1
3	2 to 1
4	2 to 1
5	4 to 1
6	18 to 1
7	50 to 1
8 or more	200 to 1

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.
4. Back-line betting is permitted on the Match the Dealer Up Card Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer Up Card Bonus Bet.
6. If the player-dealer does <u>not</u> or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. <u>The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack</u>.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of matched cards in the player-dealer's hand.

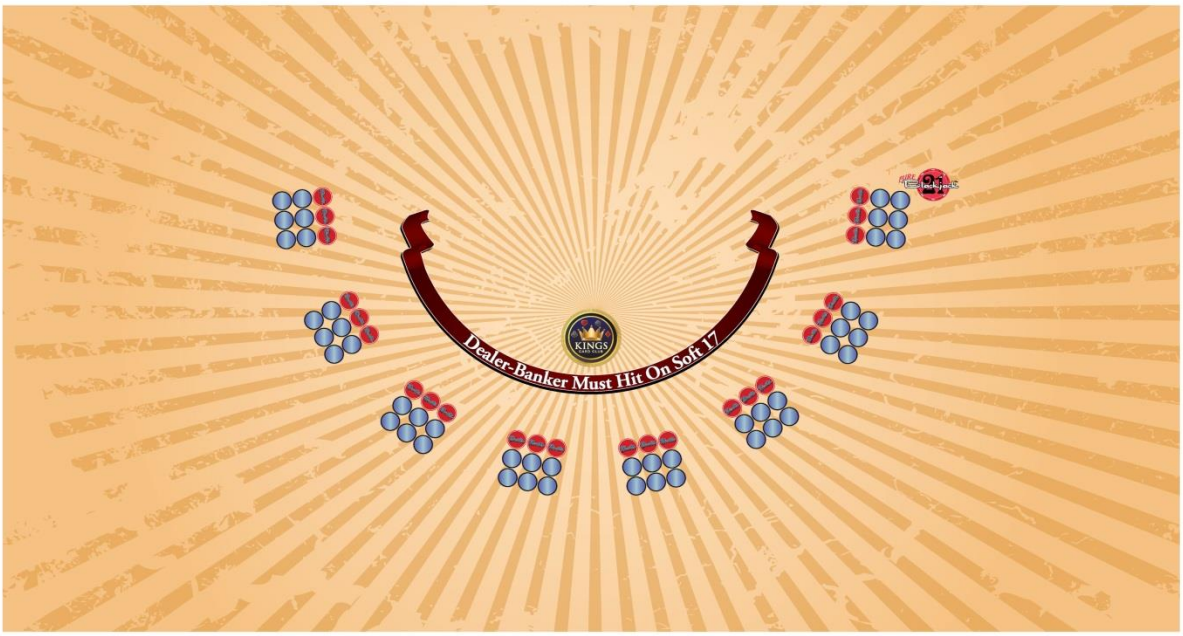
   a. If the player-dealer's hand matches, all Match the Dealer Bonus Bets will be paid according to the posted Match the Dealer pay table.
   b. If the player-dealer's hand does not match, all Match the Dealer Bonus Bets will be collected in rotation to the extent of the money in action.

8. The player-dealer will pay all winning Match the Dealer Bonus Bets and will collect all losing Match the Dealer Bonus Bets.
9. 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 from seat to seat: base game wager, Buster Blackjack Bonus Bet wager, Match the Dealer Bonus Bet Wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay tables.

Table H 52 Card Deck	8 Decks
2 suited matches	25 to 1
1 suited + 1 non-suited match	20 to 1
1 suited match	9 to 1
2 non-suited matches	9 to 1
1 non-suited match	4 to 1
No match	lose

Table Layout



Pure Spanish 21.5™

Masque Publishing, Inc.

U.S. Patent 5,615,888, 5,806,846

Pure Spanish 21.5

TYPE OF GAME

The game of Pure Spanish 21.5 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 Pure Spanish 21.5 is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a King, Queen, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 6 to 5.

- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

DESCRIPTION OF THE DECK AND NUMBER OF DECKS USED

The game uses a 48-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 12 cards specially marked with the word "Bonus" (four of each "king", "queen", and "jack" cards). All 10's shall be removed from each deck. The game shall be played with a minimum of four decks (totaling 192 cards) to a maximum of eight decks (totaling 384 cards).

CARD VALUES AND HAND RANKINGS

- A King, Queen, or Jack Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a "Pure Spanish 21.5" and pays 6 to 5.
- A King, Queen, or Jack Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, or Jack Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Card Ranking Chart	
Card	**Value**
K, Q, J Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

Pure Spanish 21.5

DESCRIPTION OF THE TABLE USED AND TOTAL NUMBER OF SEATED POSITIONS

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

METHOD USED TO DETERMINE ACTION AND DISTRIBUTION OF CARDS

1. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

DEALING PROCEDURES AND ROUND OF PLAY

1. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.

2. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

3. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

4. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are 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.

5. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

6. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.

7. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.

8. 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.

9. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

10. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. 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.

11. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

12. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.

13. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.

14. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.

DOUBLE-DOWN, RESCUE, DOUBLE-DOUBLE DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down.” If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.

4. Players can split any pair or two cards of the equal value, including aces and Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.

5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will 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.

7. Late surrender option:
    a. Players will have the option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.

    b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will 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.

8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.

9. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Pure Spanish 21.5

DIAGRAM #I

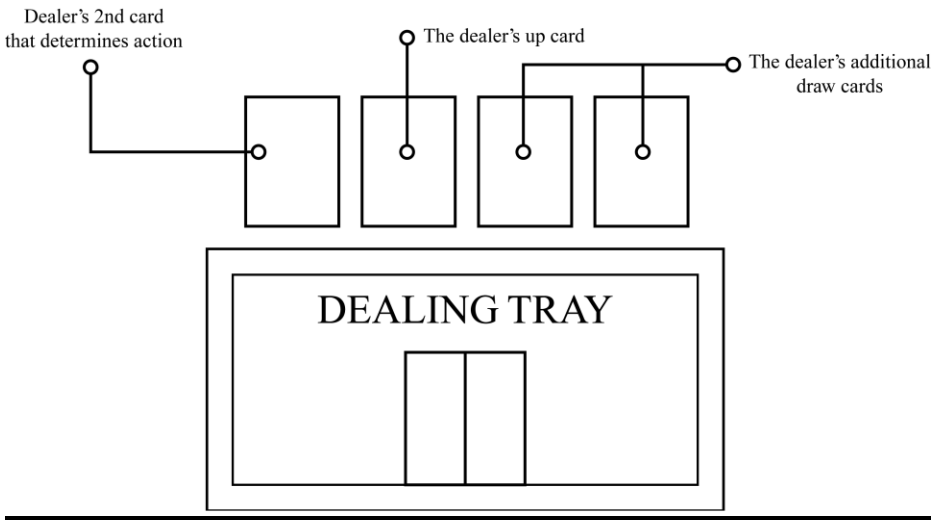


CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 17 or more	Players Option	All other counts

A "Hard" hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

CHART 1B

PLAYER-DEALER 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 17, and the Ace may be counted as either 1 or 11.
A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

HOW EACH WAGER WINS, LOSES, OR PUSHES

1. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.

2. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.

3. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.

4. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.

5. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.

6. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:

    a. If the player-dealer’s hand is 888 (three eights) all players whose total is more than 21.5 push.
    b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

7. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

8. Backline betting is permitted on all wagers.

9. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

MATCH THE DEALER UP CARD BONUS BET

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up Card bonus wager.

2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer’s up-card in rank.

3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

4. Back-line betting is permitted on the Match the Dealer Up Card Bonus Bet.

5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer Up Card Bonus Bet and Match the Dealer Down Card Bonus Bet.

6. If the player-dealer does <u>not</u> or cannot have a Pure Spanish 21.5 and the player has a Pure Spanish 21.5, the game wager is paid and the player’s cards are put away. <u>The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a Pure Spanish 21.5</u>.

7. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of matched cards in the player-dealer’s hand.

    a. If the player-dealer’s hand matches, all Match the Dealer Bonus Bets will be paid according to the posted Match the Dealer pay table.
    b. If the player-dealer’s hand does not match, all Match the Dealer Bonus Bets will be collected in rotation to the extent of the money in action.

8. The player-dealer will pay all winning Match the Dealer bonus bet wagers and collect all losing Match the Dealer bonus bet wagers.

9. 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 from seat to seat: base game wager, Match the Dealer Bonus Bet Wager. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Pure Spanish 21.5

There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay table.

Match the Dealer Card Bonus Bet Pay Tables

48 Card Deck	A
	8 Decks
2 suited matches	24 to 1
1 suited + 1 non-suited match	15 to 1
1 suited match	12 to 1
2 non-suited matches	6 to 1
1 non-suited match	3 to 1
No match	lose

Table Layout

Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles 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 (2) 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.

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

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. The object is to make both your high hand and low hand as close to 9 as possible.

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

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

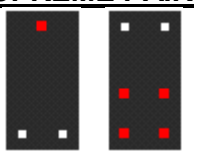
How to Arrange the Tiles:

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

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

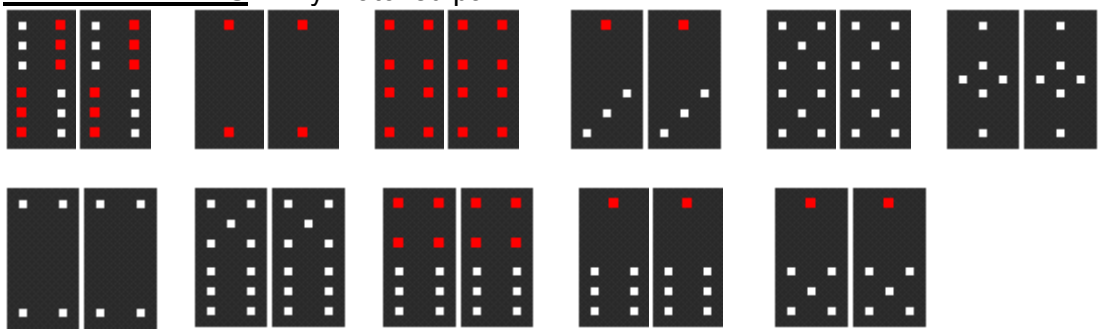
Pai Gow Tiles

SUPREME PAIR

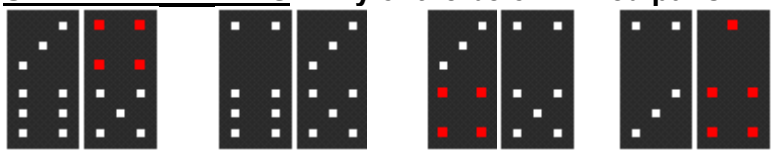


Jee Goon

MATCHED PAIRS: Any matched pair.

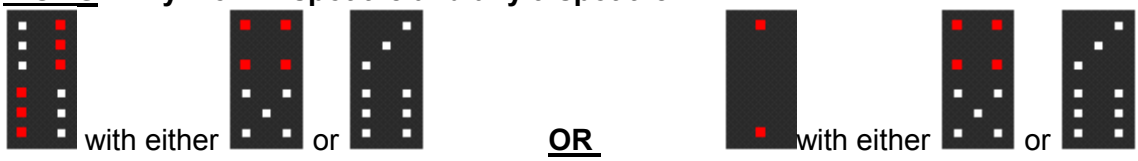


UNMATCHED PAIRS: Any of the below mixed pairs.

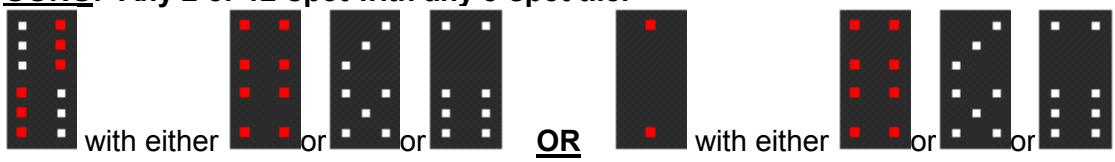


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

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

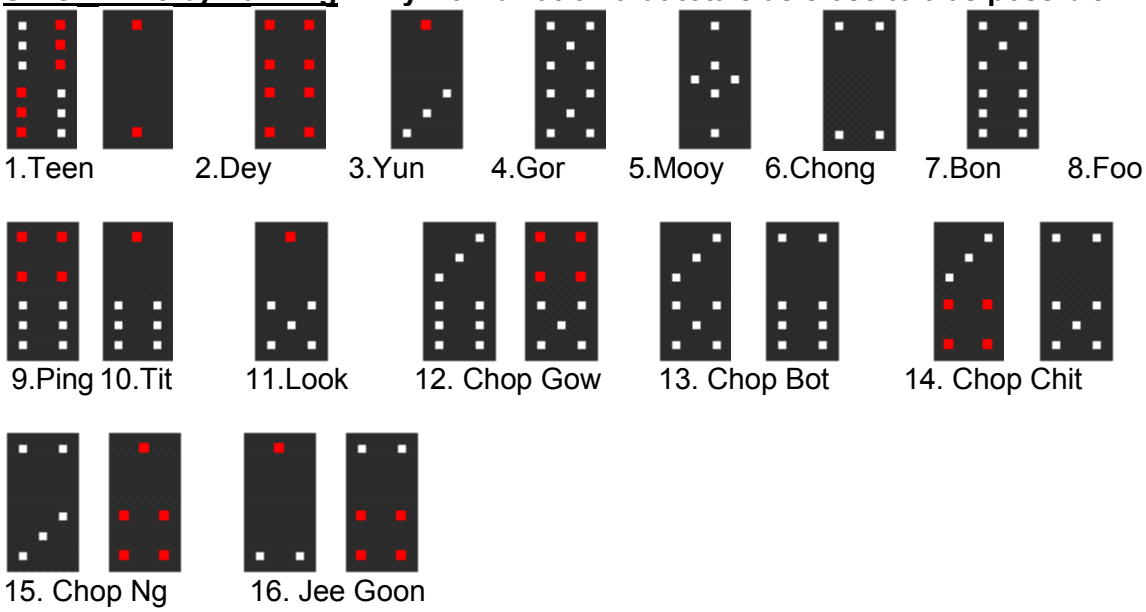


GONG: Any 2 or 12-spot with any 8-spot tile.



Pai Gow Tiles

<u>SINGLE Tile by Ranking</u>: Any Combination that totals as close to 9 as possible.



<u>House Way</u>:

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

<u>Description of Table Used and Total Number of Seated Positions</u>

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 permitted for all wagers, and players may wager on available betting spaces.

<u>Dealing Procedures and Round of Play</u>

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

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player-dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in

another. Players may also ask the house dealer to set the tiles in a “house way.” Once this is complete, the player-dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player-dealer, and as close to 9 as possible.

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.

Fortune Pai Gow Poker

Type of Game

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

Object of Game

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

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least $5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. A joker may be used as an ace or to complete a straight or flush.

Card Values and Hand Rankings

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

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

Hand Dealt	***Hand Requirements***
7 Card Straight Flush (No Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.*
Royal Flush + Royal Match	*A hand that consists of ace, king, queen, jack, 10 and king, queen suited.*
7 Card Straight Flush (With Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.*
Five Aces	*A hand that consists of five cards containing all aces, including a joker.*
Royal Flush	*A hand that consists of an ace, king, queen, jack and 10 of the same suit.*

Straight Flush	*A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.*
Four of a Kind	*A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.*
Full House	*A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.*
Flush	*A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.*
Straight	*A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.*
Three of a Kind	*A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.*
Two Pairs	*A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.*
One Pair	*A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.*
High Card	*A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.*

Description of Table Used and Total Number of Seated Players

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The game will be played on a standard pai gow poker table. Backline betting is permitted on all wagers.

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. The game may be played on a larger table that seats more than seven players; however, a maximum of seven players may be active in the game during each round of play.

Dealing Procedures and Round of Play

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

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

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

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

Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

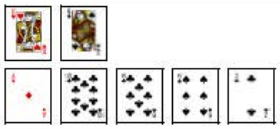
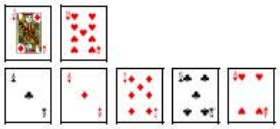
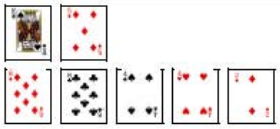
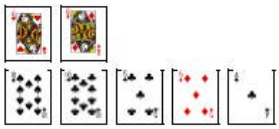
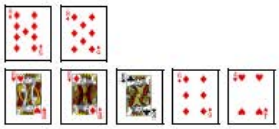
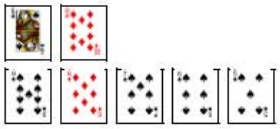
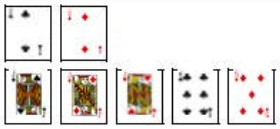
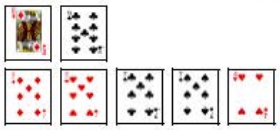
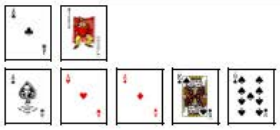
The casino dealer will then follow dealing procedures and standards of play, as described above.

Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

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

Fortune Pai Gow Poker

PAI GOW POKER HOUSE WAY

HAND	HOW TO PLAY *	EXAMPLE
NO PAIR	Put 2nd and 3rd highest cards in front.	
ONE PAIR	Put pair in back, highest two other cards in front.	
TWO PAIR	If high pair is A's, K's, Q's - always split. If high pair is J's, 10's, 9's - split unless A in front. If high pair is 8's, 7's, 6's - split unless K in front. If high pair is 5's, 4's, 3's, 2's - split unless Q in front.	
THREE PAIRS	Put highest pair in front.	
THREE OF A KIND	If A's - always split. If K's and below - never split. If two sets of three of a kind - split highest set.	
STRAIGHT, FLUSH, STRAIGHT FLUSH	With no pair - always play the complete hand. With one pair - always play the complete hand. With two pairs - play according to two pairs strategy. With 3 of a kind - play complete hand in back, pair in front. If straight, flush, and/or straight flush - put the two highest cards in front that will leave any complete hand behind.	
FULL HOUSE	Put the highest permissible pair in front.	
FOUR OF A KIND	If A's, K's, Q's - always split. If J's, 10's, 9's - split unless K in front. If 8's, 7's, 6's - split unless Q in front. If 5's and below - never split. If 4 of a kind with a pair - play complete hand behind.	
FIVE ACES	Put pair of A's in front.	

* When possible, always play the highest pair in front that will leave a complete hand (straight or better) behind.

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

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

How Winners are Determined and Paid

The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.

The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.

The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.

If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy hands."

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

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

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

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

If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet wager.

- The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

The player-dealer pays any Envy Bonuses at the end of the round.

- If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
- In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
- A player cannot win an Envy Bonus for their own hand or for the player-dealer's hand.

The player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.

The cards are collected, shuffled, and a new round begins.

Bonus Bets

Fortune Bonus Bet

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

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

Fortune Pai Gow Poker

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

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

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

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

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

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

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

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

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

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

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

BONUS BET PAYTABLE

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

BLACKJACK X

BLACKJACK X

Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a “Natural” which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a “Natural” the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player’s hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.

♣ A “Blackjack X” consists of an Ace/King of Spades.

♣ All cards have face value. Face cards have a value of 10.

♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.

♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.

♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

Hand Ranking

1. Natural 31
2. ”Blackjack X”
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10
16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3

23. A hand totaling a 2
24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of one (1) and a maximum of eight (8) decks. All Aces of spade will have an "x" stamped on the card.

The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of an Ace and King suited. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand**.** The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.
- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
  - A Natural 31 will be paid 6:5
  - A Hard 31 will be paid 3:1
  - A "Blackjack X" will be paid 2:1
  - All other winning player hands will be paid 1:1
- Split
  - The Player may split any two cards of equal value.
  - Player may split three times for a total of four hands.
  - Split Aces receive one hit card.
  - The Player may not re-split aces.
  - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
  - The player must place a second wager equal to the base game wager placed prior to the start of the game.

- Double Down
  - The Player may receive only one hit card after Doubling Down.
  - The Player may double on any two cards, except a “Natural 31.”
  - The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
  - The Player may double down after the split.
- Surrender
  - The Player may surrender before the Dealer checks the Player Dealers hole card.
  - The Player may forfeit half their wager when surrendering.
  - Players may only surrender prior to taking a hit.
  - The Player may surrender after the split.
- Insurance
  - Insurance will only be offered when the Player Dealer is showing an Ace card.
  - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
  - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
  - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and loses their initial wager unless the Player was also dealt a Natural.
  - The Player will lose their Insurance wager if the Player Dealer does not have a Natural and play out their original wager.
  - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.
2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
   a. At this point the Player will be offered the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
   b. In the event the Player Dealer is dealt a “Natural,” the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
   a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
   b. The Player loses on a hand with a value between 22 and 30.
   c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer’s hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

BLACKJACK X

Buster Blackjack

US Patent 6,845,981

Rules of Play

Buster Blackjack Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet. A player may only place a Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as back-line bettors may place a Buster Blackjack Bonus Bet wager.
- The Buster Blackjack Bonus Bet wagers may be less than or equal to, but may not exceed the game wager.
- Once all players have made their decisions regarding their hand, according to the base game rules above, the player-dealer shall reveal their face-down card and complete the hand. The payoff odds vary based on the number of cards in the player-dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player-dealer's hand busts, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers shall be collected in rotation to the extent of the money in action. There is no opportunity for the Buster Blackjack Bonus Bet wager to tie as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- **The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack 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 Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	18 to 1
7	50 to 1
8 or more	200 to 1

BLACKJACK X

EZ BACCARAT™ PANDA 8

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

King's Card Club
BGC ID: GEGA- 004229 (April 2015)

EZ BACCARAT PANDA 8

Type of Game

The game of EZ Baccarat 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 will 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 all wagers.

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.

EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

EZ BACCARAT PANDA 8

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

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and 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.

EZ BACCARAT PANDA 8

Panda 8 Bet

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

Table Layout

Equipment Used

EZ BACCARAT PANDA 8

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 and Tie 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.

Kings Card Club

Dragon Bonus Baccarat - Commission Free

*Commission Free Baccarat is NOT owned, patented and/or copyrighted.
***The Dragon Bonus is owned, patented and/or copyrighted by SHFL Entertainment, Inc.**

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

Type of Game
The game of Dragon Bonus Baccarat - Commission Free 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.

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 a standard 52-card deck and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, eight decks shall be used.

Card Values and Hand Rankings
The value of each card used in Dragon Bonus Baccarat - Commission Free 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 Dragon Bonus Baccarat - Commission Free, 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 Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, and the Fortune 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 all wagers.

The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker hand determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats are counted in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the second card dealt to the banker hand. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. 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 Player Dragon Bonus Bet wagers, then all Banker Dragon Bonus Bet wagers, and finally

all Fortune 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.

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 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Fortune 7 Bonus Bet which pays 40 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 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 player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
  - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
  - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
  - If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
  - If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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 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.
- 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 and the hands shall be settled as-is.
- 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.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Back-line 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 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 Bet wagers shall be paid 9 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.

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

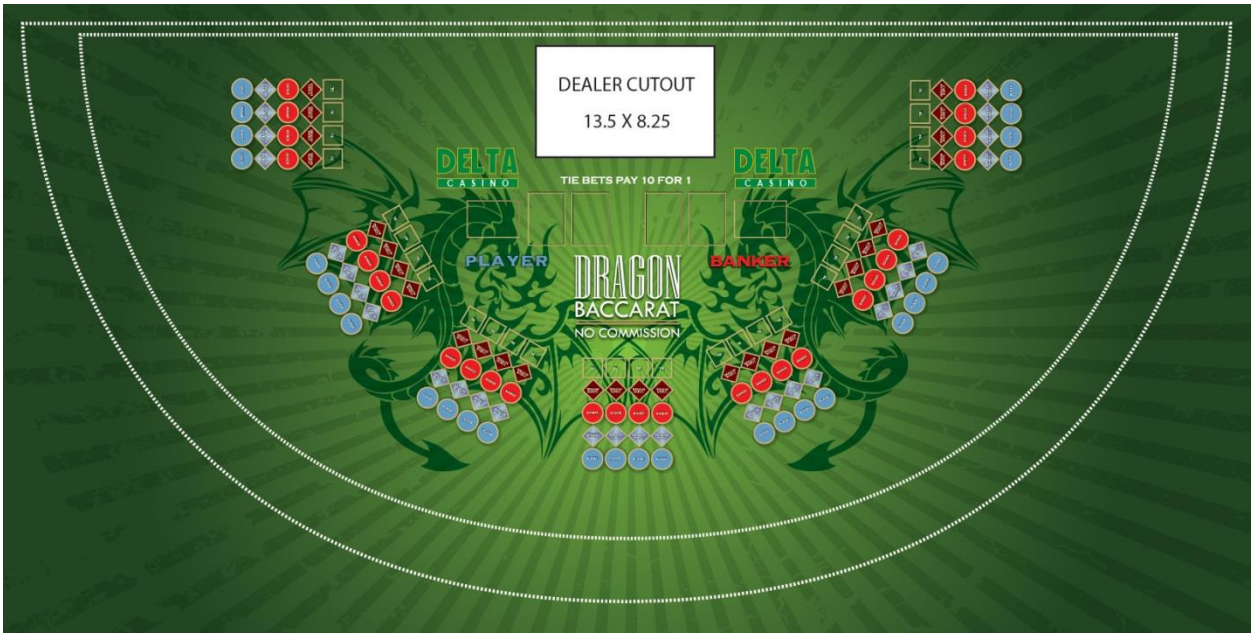
- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet and/or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- Back-line betting is permitted on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet and any collection fees that may be taken.
- The Player Dragon Bonus Bet wager 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 Player Dragon Bonus Bet and the player's hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.
- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.
- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker Dragon 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 shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

Hand Dealt	Payout
Natural Ties	Push
Natural Winner	1 to 1
4 point difference *	1 to 1
5 point difference*	2 to 1
6 point difference*	4 to 1
7 point difference*	6 to 1
8 point difference*	10 to 1
9 point difference*	30 to 1

* Non-naturals

Fortune 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune 7 Bonus Bet wager. A player may only place a Fortune 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 Fortune 7 Bonus Bet.

- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune 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 Fortune 7 Bonus Bet wins. The Fortune 7 Bonus Bet shall lose on all other outcomes.
- All winning Fortune 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Fortune 7 Bonus Bet wagers and shall collect all losing Fortune 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.