Lake Elsinore Hotel & Casino
20930 Malaga Road
Lake Elsinore, CA 92530

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cares to form a hand. This is called "playing the board".

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

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise form the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds will be adjusted accordingly.

RULES OF HOLD'EM

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blinds"). If you post a blind, you have the option of raising the pot when it's your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the smaller blind is on the button.
3. A new player entering a Hold'em game, has the following options:
    a. To wait for the big blind.
    b. To post an amount equal to the big blind and immediately be dealt a hand.
    c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving hand.
4. As a new player, you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games, players must meet their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.

7. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.
8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew form the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.
10. No live "straddle" bets are allowed.

IRREGULARITIES

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth's card place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

PLAYING THE BOARD

15. You must declare that you are playing the board before you throw your cards away. Otherwise, you relinquish all claims to the pot.

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two whole cards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8 or better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

RULES OF OMAHA

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

OMAHA HIGH-LOW SPLIT (8 or better)

Rules of Omaha High-Low Split (8 or better)

1. All the rules of Omaha apply to Omaha High-Low Split (8 or better)
2. A qualifier of 8 or better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

PAI GOW POKER

THE OBJECT OF THE GAME: The object of the game is to set 7 cards received on the deal into two separate poker hands: a two-card front hand; and a five-card back hand. The object is to have both hands rank higher than the corresponding front and back hands set by the opponent(s). Note: The front hand may not rank higher than the back hand.

THE DECK: Pai Gow poker is player with a total of 53 cards (52 cards and the Joker). The joker is wild. When used in front it denotes a pair. How the game is played: The card game is dealt on a poker style table to seven (7) players. A house dealer controls the shuffling and dealing of the cards, the collection and the payoff.

The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated banker. The remaining players will each pay their hands against the banker hand. The banker is the only opponent. The banker is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the banker. As the banker, you have the option to be the banker for two consecutive hands.

A collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the banker to shake. The sum of the dice determines where to play the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the banker as 1,8 or 15.

When the house dealer announces, "no more bets", the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The players set their hands by making a two-card front hand and a five-card backhand. The five-card backhand must rank higher than the two-card front hand. They will then lay both hands face down separately next to their wager.

When the house dealer sees that all player's cards are down, he will announce, "all hands are set", at which time the players may not touch their cards for the remainder of the hand. The house dealer will reveal the banker cards and arrange the two hands the way the banker wants them to be set.

The house dealer will get a confirmation from the banker then proceed to open the action hand. In order for the player to win, both the two and five-card hands of the player must rank higher than both hands of the banker. If only one of the hands rank higher, it is a "push" and neither side wins. If one hand is identical in rank to the banker hand, that is a "copy", and the banker wins all "copy hands". If both hands rank lower than both banker hands, the player loses to the banker.

TRADITIONAL POKER RANKING HANDS

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

RAZZ

The lowest hand wins the pot. The format is similar to Seven-Cards Stud high, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

RULES OF RAZZ

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If the high card is tied, the force bet is determined by suit from the highest to lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of facecards, which are never announced.
5. All Seven-Card Stud rules apply in Razz except as otherwise noted.

SEVEN-CARD STUD

Seven-Card Stud is played with two downcards and one up-card dealt before the first betting round, followed by three more up-cards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

RULES OF SEVEN-CARD STUD

1. The first round of betting is initiated with a force bet by the lowest value up-card. A tie is broken by suit, with the lowest suit being the forced to bet. On subsequent betting rounds, the high hand on the board initiates the action. Ties are broken buy position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for all full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In $15-$30 Stud, the low card opens for $5. If the next player to cat brings the bet to $15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth-street (second up-card), any player has the option of betting either the lower or the upper limit. For example: In a $5-$10 game, if you have a pair showing and you are the high hand, you may bet either $5 or $10. If you bet $5, any succeeding player has the option to call $5, raise, $5, or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of $10-$20 and higher, dealer do not announce possible straights or flushes.
6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If both holecards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low hand, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet , or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper lowcard, if at all possible. The true lowcard must bet, and the improperly designated lowcard may take back the incorrectly forced wager.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions.. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer re-burns,

and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed in the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your up-cards, and by doing so cause someone to act behind you (even in the heads-up situation), your hand is dead. This does not apply in check-check situation or a bet and call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card face up to any player, the following rules apply:
    a. If there are more than two players, all remaining players receive their last card face down. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating of the wagering of being declared all-in.
    b. If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final downcard will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt face down and the opponent's final card is dealt face up, the player with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the up-cards will start the action.

18. If you call a bet even though you are beaten by an opponent's up-cards, you are entitled to a Refund.

7-CARD STUD HIGH-LOW SPLIT (8 OR BETTER)

Seven-Card Stud high-low split (8 or better) is a stud format game, which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

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

1. A qualifier of 8-or-better for low applies to all high low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
4. Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in the pot, the chip goes to the high hand. If two players split the pot by tying for both the high hand and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split the half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for Seven-Card Stud apply to Seven-Card Stud high-low split (8 or better) except as otherwise noted.

LOWBALL

Lowball is Draw Poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit poker, the best doubles after the draw (unless otherwise posted). The most popular forms of Lowball are ace-to-five Lowball (also known as California Lowball), and deuce-to-seven Lowball (also known as Kansas City Lowball). In ace-to-five Lowball, the best hand is 5-4-3-2-A and in deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For further description of the forms of Lowball, please see the individual section for each game.

RULES OF LOWBALL

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

1. Cards Speak: Cards read for themselves. However, a verbal declaration in regards to a player's hand is binding. For example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead, and the best remaining hand wins the pot. For your own protection, always hold your hand until you see your opponent's cards.
2. Any player spreading a hand with a pair in it must announce "pair" or risk loses the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.
3. In ace-to-five Lowball, the best hand in any 5-4-3-2-A. Straights and flushes do not count against your hand.
4. The joker is considered to be the lowest card not present in your hand.
5. As a new player, you have two options:

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

6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.
7. Half a blind or more constitutes a full blind.
8. If a player fails to take the blind, you may only be dealt in on the blind.
9. In multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats, In this situation, you will be dealt in when your position, in relationship to the blinds, entitles you to a hand.
10. In limit ace-to-five Lowball, before the draw, an exposed card higher than a seven must be replaced after the deal has been completed. The first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are not considered exposed cards and replaced.
11. Any player may draw up to five consecutive cards.
12. Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if the action has taken place. If action has been taken, you are entitled to the draw to receive the number of cards necessary to complete a five-card hand.

13. You may change the number of cards you wish to draw, provided:
    a. No cards have been dealt off the deck in response to you request (including the burn card).
    b. No player has acted on his or her hand based on the number of cards you have requested.
14. If another active player asks you how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
15. In limit play, a bet and six raises is allowed in all multi-handed pots.
16. In limit play, check-and-raise is not permitted.
17. The minimum opening bet is the size of the large blind (unless otherwise posted). For example: In a $30-$60 limit game where blinds are $10-$20, and $30, you open for $30 or $60 before the draw.
18. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
19. In limit play, if you check on seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.
20. In ace-to-five Lowball, in the event of an all-in net that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

RULES OF DEUCE-TO-SEVEN (KANSAS CITY LOWBALL)

In deuce-to-seven Lowball, otherwise known as Kansas City Lowball, the worst conventional poker hand wins. (An exception is that 5-4-3-2-A is not considered to be a straight, but rather, an A-5 high. So it beats other A-high hands and pairs). The game is played with a 52-card deck; no joker is used. Unlike California Lowball, straight and flushes do count against you, and an ace is considered as a high value only. Therefore, in this game, the best hand is 7-5-4-3-2, not all of the same suit. Check-and-raise is permitted on any hand.

RULES OF DEUCE-TO-SEVEN

The rules for deuce-to-seven Lowball are the same as those for ace-to-five Lowball, except for the following differences:

1. The best hand is 7-5-4-3-2-of at least two different suits. Straights and flushes count against the value of your hand, and aces are considered high only.
2. Before the draw an exposed card of, 7,5,4,3, or 2 must be taken. Any other exposed card including a 6 must be replaced.
3. Check-and-raise is permitted on any hand after the draw.
4. A bet and six raises is allowed in any multi-handed betting round.

RULES OF NO-LIMIT AND POT-LIMIT LOWBALL

1. All the rules for no-limit and pot-limit Poker (see no-limit and pot –limit Poker section) apply to no-limit and pot-limit Lowball. All other Lowball rules apply, except as noted.
2. In no limit ace-to-five Lowball, the player must take an exposed card of A,2,3,4, or 5, before the draw and any other card must be replaced. In deuce to seven Lowball, a 2,3,4,5,or 7 must be

taken, and any other card including a 6 must be replaced. After the draw, any exposed card must be replaced.

3. After the draw, a player may check any hand without penalty.
4. Check-and –raise is permitted.

Caribbean Stud Poker
Exhibit # A

The game is played on a blackjack –like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- <u>If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.</u>
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.

2) The game is played with a standard deck of 52 cards with no joker.

3) The game plays on a blackjack style 8 hands table.

4) A the start of the game ,the player/dealer position will be offered to players from seat # 1.

5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.

6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.

7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.

8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.

9) Players must place Ante prior to receiving their hand.

10) At this time players act in turn by exercising one of the following options:
    a) Surrender by forfeiting their wager (*Ante*); or

b) Call with a back *Call Bet* twice the *Ante.*

11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .

12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.

13) Each player position has areas on the lay-out marked *Ante* and *Call Bet.*

14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.

15) There is no draw or discard for all hands.

16) If a player receives no action, no rebate, refund in any form will be given to the players.

17) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.

18) If the player/dealer hand qualifies all identical hands is push (tie).

19) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank

and no pair is the lowest.

20) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extend that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)
Back bet (Call Bet)

21) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on *Call Bet*
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to1
• Straight	5 to1
• Flush	6 to1
• Full house	7 to1
• Four of a kind	8 to1
• Straight flush	9 to1
• Royal flush	10 to1

PLAYER/DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416,Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player .

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player/dealer's wager

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
$5- $50	$1	50c
$10-$100	$2	$ 1
$50-$300	$3	$ 2

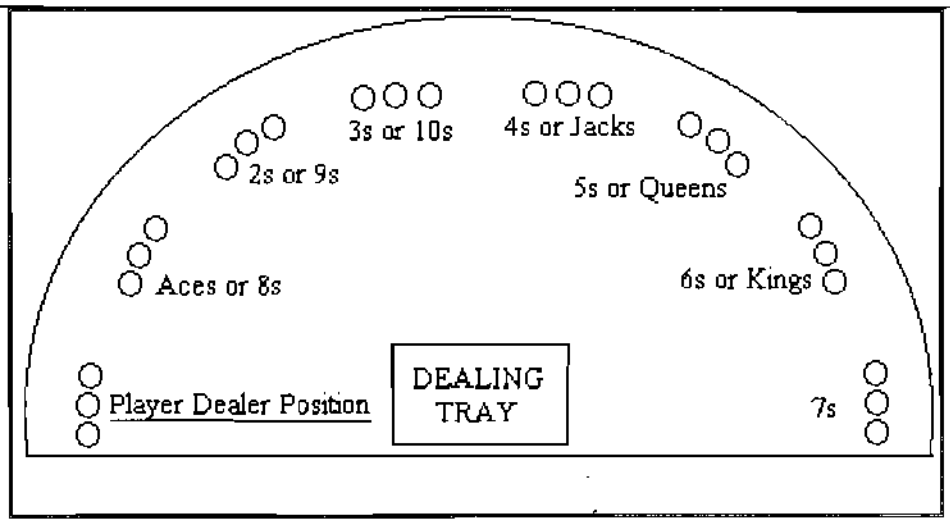
Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER	IS REPRSENTED BY
Player /dealer's position	0

2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



GLOSSARY

- Ante: The mandatory wager that players make to get their five cards.
- Fold or Surrender: Forfeiting the original Ante, after players see their five cards.
- Bet: An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.

Required Elements for Game Rules

CARIBBIAN STUD POKER

1. Collection is collected from each bet from players and player/dealer prior to start of each round of play.

Table Limits	Player/dealer	Player
$5-$ 50	$ 1	50 c
$10- $ 100	$ 2	$ 1
$50- $ 300	$ 3	$ 2

2. Wagering conventions: $5-$50 for Ante Bet; $10-$100 Call Bet.

3. Type of cards used: Standard 52 card deck; one deck is used.

4. This game does not use jokers.

5. The player /dealer position is been offered to all seated or active players in rotation from seat #1 from start of the game.. The player/dealer position rotates in a systematic and continues way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

6. Winning events are determined as follows: Players automatically wins the Ante bet (even money) when the dealer does not have a qualifying hand. Or if the dealer has a qualifying hand and the player's hand is a higher ranking hand, the player wins the Ante bet (even money) and the Call Bet (paid according the payout schedule).

7. N/A

8. Betting scheme: Each player plays a round by first making and Ante Bet. The player must then decide whether they are going to fold and forfeit their Ante Bet, or they must decide to play their hand and make a Call Bet which is 2 times the Ante Bet to finish their hand and stay in the game.

9. In the event of a Tie: A Tie results in a push no win/no loss for the player.

DRAW POKER (JACKS OR BETTER)

All five-card jacks-or-better Draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as or as any card that completes a straight, flush, or straight flush. All limit five-card Draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all Draw Poker games, check-and-raise is permitted, and a bet and six raises is allowed in multi-handed pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces is the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. Any player who has legally declared the pot opened must prove openers in order to win the pot.
4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players will call the opening bet, or all action is completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.
7. Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.
8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could possibly have had openers when your final hand is compared with your discards, you will lose the pot.
9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw a royal flush, and in doing so, you have retained openers (ace, joker).
10. After the draw, if you call the openers bet and cannot beat openers, you will not get your bet back.
11. The joker may only be used as ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
13. Any player may draw up to five consecutive cards.
14. Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if the action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five-card hand.
15. If another active player asks you how many cards you drew, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
16. You may change the number of cards you wish to draw, provided:

    a. No cards have been dealt off the deck in response to your request.
    b. No player has acted in any way on his or her hand based on the number of cards you have requested.

17. Cards that are exposed face up by the dealer before the draw must be kept.
18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
19. Checking and raising is permitted.
20. A maximum of a bet and six raises is permitted in multi-handed pots.
21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.
23. Even if you are all-in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all-in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy-in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.
24. You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.
25. If an all-in player playing for just the antes has declared the pot open, all callers must come in for the full opening bet.
26. If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips.

NO BUST

BLACKJACK

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

Sequence	Cards	Values
1.	Ace	1or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
Soft&Hard 20 Soft&Hard 21 Natural 22	11or Less	12 13 14 15 16 17 18 19

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416,Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers.

The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	**SOFT 17 OR LESS**	**NONE**

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- **Achieve the best possible point total "Natural 22".**
- **"Natural 22" is two Jokers, two Aces, and an Ace-Joker, and beats all other hands.**

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... ..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**

3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
   A) Player / dealer is closer to Natural 22 .....**Player/ Dealer Wins.**
   B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
   Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
6. Player's Joker-Joker, Ace-Ace, and Ace-Joker pays 3 to 2.
7. Players can surrender on their first 2 card, and forfeit half of their wager, unless the player-dealer's up-card is an Ace.
8. If the player –dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extend that player/dealer's money covers.

ADDITIONAL GAME RULES

1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.

4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard six decks of 52 cards with one joker per deck.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
9. Backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

11. PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

a) Remove the round dealer button from the up card and deliver one card from the shoe.

b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.

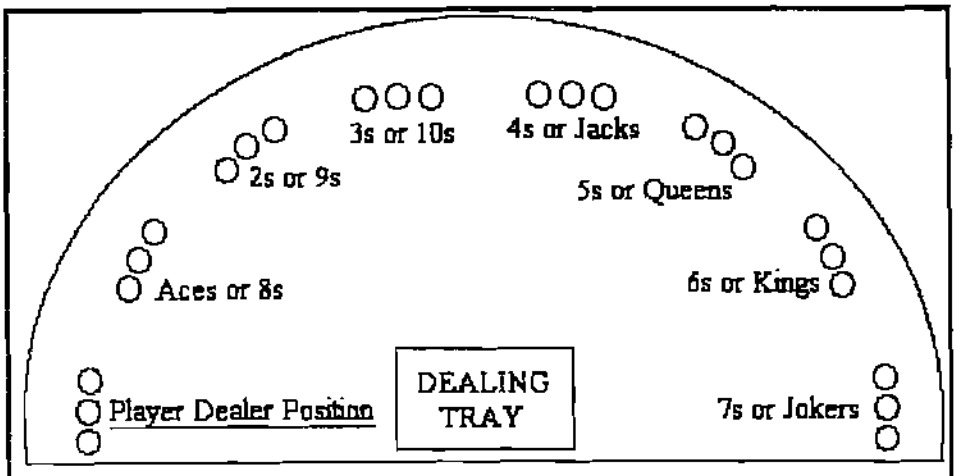


FIGURE 7b)

c) All additional draw cards will be placed on the right side of the original up card.

d) Player dealers' drawing rules are:

d1) Must HIT on soft 17 or less.

d2) Must STAND on hard 17 or more.

d3) No options are given to the player/ dealers.

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 "Bonus" card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "W" bonus cards, four "X" bonus cards, four "Y" bonus card, and four "Z" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "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 3 to 2.
- One "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.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

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

2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "W", "X", "Y" and "Z"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

3. 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 three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money 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 designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. 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 posted collection for the wager they placed in any betting circle where they have money or "action".

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the 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 casino 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 the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, 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 casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt addition cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

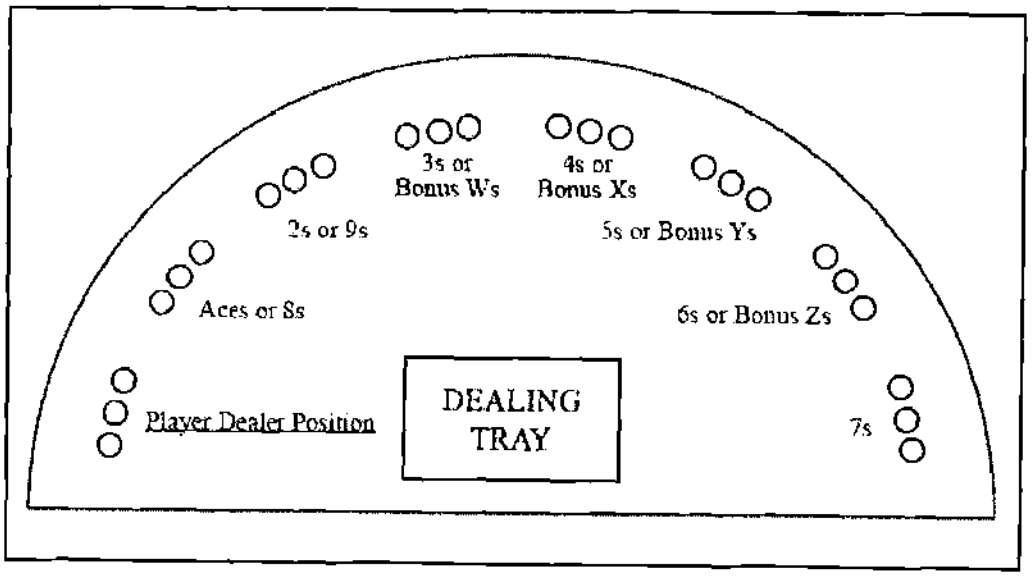
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit of stand on a particular hand.

10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.

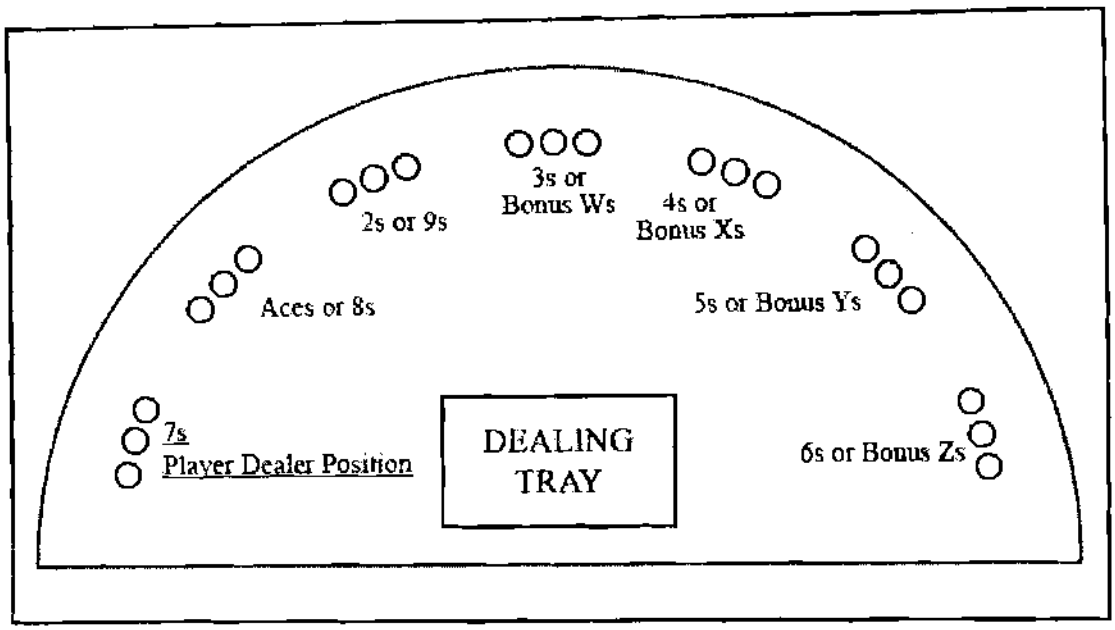
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

DIAGRAM #1

EIGHT-HANDED TABLE



SEVEN-HANDED TABLE

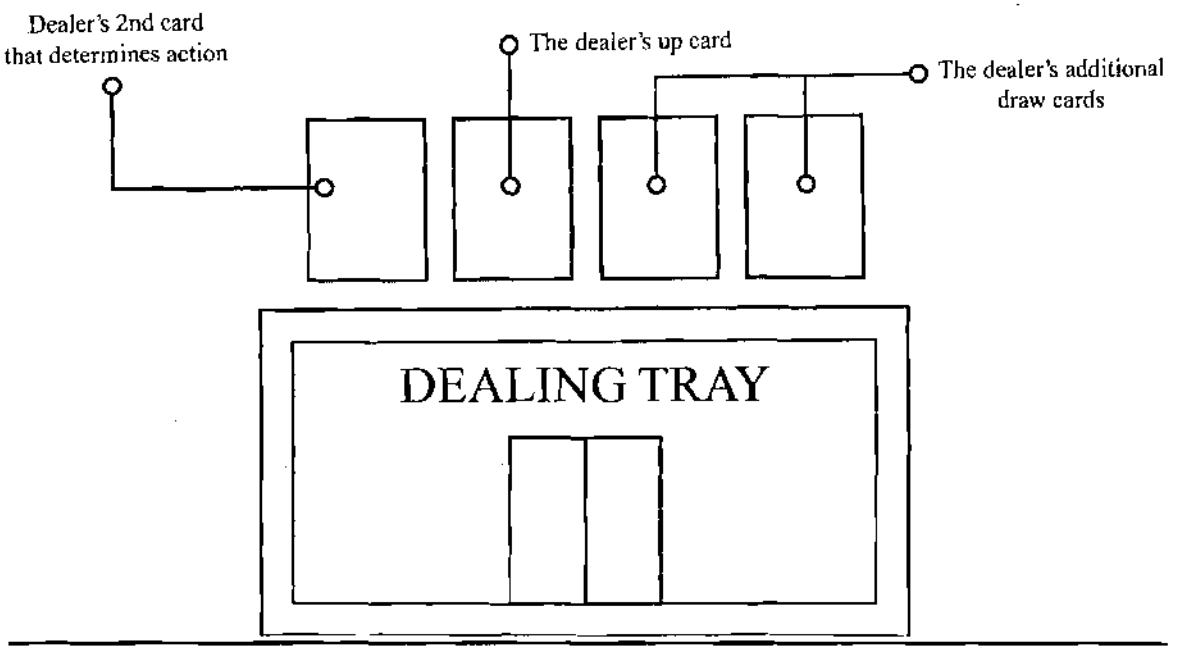


12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted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

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

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

CHART 1A PLAYER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 19 or more (may split two Bonus Cards)	**Hard 11 or less**	**All other counts**

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	**Soft 17 or less**	**None**

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a 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 down card will be checked for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.

3. After all Players have been given a chance to act on their hands, the Player/Dealers 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 21.5 Blackjack" will win.

8. If a Player's total and the Player/Dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:

- A) If the Player's and the Player/Dealer's cards match exactly, the hand is a push or tie. Examples of this are: If the Player's hand is 9, 8, 6 (23 total) and the Player/Dealer's hand contains a 9, 8, and 6 or if the Player's hand is Bonus Card, 6, 9 and the Player/Dealer's hand contains a Bonus Card, 6 and 9.
-

B) If the Player's cards and the Player/Dealer's cards do not match exactly, the Player/Dealer wins.

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

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

12.Backline betting is allowed; subject to local ordinance or code.

13. 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 their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.

2. Players can split any pair or two 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.

4. Players can surrender after their 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 casino 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.

OPTIONS

The following options are available for individual casinos to cater to the needs of their customers:

- Over 21.5 Options (when both the Player and Player/Dealers total is more than a PURE 21.5 BLACKJACK)

  Over 21.5 Variation #1:

  a) Player and Player/Dealer both have the same (over) total- **Player/Dealer wins**

  b) Player's (over) total is closer to 21.5 than the Player/Dealer's (over) total- **Push**

  c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total- **Player/Dealer wins**

  Over 21.5 Variation #2

  a) Player and Player/Dealer both have the same (over) total- **Push**

  b) Player's (over) total is closer to 21.5 than the Player/ Dealer's

(over) total – **Player/Dealer wins**

c) Player/Dealer's (over) total is closer to 21.5 than the Player's (over) total – **Player/Dealer wins**

- Bonus card Options

  10's Version – The four "W" Bonus Cards are removed from the deck and replaced by four 10's. An Ace and a Ten (10) dealt to a Player on the first two cards would be worth 21 not 21.5. A Bonus Card and a 10 can be split.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Lake Elsinore Hotel & Casino
20930 Malaga Rd.
Lake Elsinore, CA 92530
(951) 674-3101

PAN (Panguingue)

NUMBER OF PLAYERS: Several, Best for 6,7 or 8 players.

THE DECK: 320 cards, 8's, 9's, 10's and Jokers are omitted. Chips are used for settlement.

RANK OF CARDS: Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

THE DRAW: A portion of the deck is shuffled and spread face down. Each player draws a card. Lowest card deals FIRST hand. If two or more players tie for low, they draw again.

THE SHUFFLE: The player at dealer's left shuffles. After each hand, the discards are shuffled with a portion from the BOTTOM of the deck, to which position these cards are then restored.

THE DEAL: The rotation of dealing and playing is to the right, not to the left as in most games. The winner of each hand is the "winning" hand for the next and the player at his left deals. The dealer gives each player ten cards, in two rounds of five at a time, beginning with the player at his right. For the deal, he takes cards from the top of the deck, taking more if needed or restoring any excess to the top of the deck. The top card of the deck is laid face up beside the deck, to start the discard pile.

GOING ON TOP: Before play starts, each player beginning with the "winning" hand declares whether he will stay in the play or retire. If he retires, he discards his hand and pays a forfeit, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so they may not be drawn into play. The forfeits (called "tops") go to the player who goes out.

THE PLAY: Starting with players to the right of the dealer, each in turn draws one card, either top of the deck or the top card of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding player and (2) he can immediately meld this card in a combination.

After drawing and before completing his turn by discarding one card face up, player must meld as many sets as he holds, or add to his existing melds.

The object of play is to meld ELEVEN cards, and the first player to do so wins the game.

MELDS: Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called "ropes") and sets.

SEQUENCE: Any three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4; or of the same suit, as club QQQ. In addition any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and kings are called non-comoquers.)

CONDITIONS: Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player, as follows:

All threes, fives, and sevens are valle (pronounced valley) cards, that is "cards of value." Cards of other rank are non-valle.

The conditions are:

1. Any set of valle cards, not in same suit, 1 chip.
2. Any set of valle cards, in the same suit, 4 chips in spades, 2 chips in any other suit.
3. Any set of non-valle cards, in the same suit, 2 chips in spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in spades, 1 chip in any other suit.

INCREASING: A player may add one or more cards to any of his melds, provided the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three valle cards in the same suit (2 chips in spades, 1 chip in any other suit).

One meld may be split into two by addition of cards, provided that two valid melds result. For example: Diamond J, 7, 6, 5 may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, player collects for this condition, 2 chips in spades, 1 chip in any other suit. Example: The player has melded four 4's , one of each suit; by adding two more 4's of the same suit he makes two valid melds, one of them a condition.

BORROWING: A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from Club 7, 6, 5, 4, he may borrow either the 7 or 4, but not the six or five.

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

GOING OUT: When a player shows eleven cards in melds, he collects 1 chip from every other player and also collects all over again for each condition in his cards. (Some play that a hand which has made no melds when another wins must pay 2 chips.)

When a player has all ten cards spread, the player at his left may not discard a card that puts his right hand opponent out, unless the player at the left has no other possible choice.

IRREGULARITIES: If, before he has made his first draw, a player finds he has less than ten cards, dealer will serve him the additional cards required from the center of the deck. If player has more than ten, dealer withdraws excess cards from player's hand, putting such cards among the discarded hands of retired players.

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

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

Lake Elsinore Hotel & Casino
THREE CARD POKER

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Royal Flush
2	Straight Flush
3	Three of a kind
4	Straight
5	Flush
6	Pair
7	High Card

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.

2. The game is played with up to six standard 52-card decks.

3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

5. Players must make an Ante wager and pay a collection to be dealt in.

6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.

7. Once players inspect their hand, they have two options:

    a) Fold the hand and forfeit the Ante; or

    b) Stay in the game by making a Play bet; this bet must equal the Ante.

8. The player/dealer must qualify to play with a minimum Queen-high.

    a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.

    b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.

1) If the player's hand beats the player/dealer's, the player wins even money.
2) If the player/dealer's hand beats the player's, the player loses.

9. All bets receive action to the extent that the player/dealer wager covers.

10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.

11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

1. Bonus Bests must be placed prior to the initial deal.

2. Bonus Bets must equal the Ante to qualify for a Bonus Bet payoff.

3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.

4. 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: Ante Bet, Play Bet, Bonus Bet.

5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

6. Bonus Bets pay as follows:

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

Lake Elsinore Hotel & Casino
THREE CARD POKER

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

SUMMARY OF THE GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10); all other cards count as their face value. Hands with cards whose sum is in double figures are ranked with the 10's digit removed. For example, a hand totaling 18 would count as 8 and a hand totaling 21 would count as 1. The game may be played with one (1) to eight (8) deck(s) of standard 52 cards with no jokers. The game may be played on a standard blackjack table which seats up to seven (7) players and a player/dealer position for a total of eight (8) or or a standard baccarat style table which seats up to thirteen (13) players and a player/dealer for a total of fourteen (14) seated players.

The house dealer deals two hands of two cards each, two cards to the right and t two cards to the left, one by one in rotation. The hand to the left of the house dealer belongs to the Player/Dealer. One of the Player/Dealer's cards will be turned face up. The hand to the right of the house dealer belongs to the Players. The hands to the right of the house dealer are dealt face up and are community hands for all Players. The Player gets the first card, face up. The Player/Dealer receives the second card delivered face down.

RULES FOR PLAYER HAND

After totaling the first two cards, the Player hand must stay on six (6) or more and hit on zero (0) through four (4).

When having two cards totaling five (5) each individual player that wagered on the Player hand has the option of standing on 5 or taking a hit with a community card. Players deciding to stands will have a "stand on 5" plaque placed over their wager.

RULES FOR THE PLAYER/DEALER HAND

The Player/Dealer must hit on zero (0) through three (3) and stand on six (6) through nine (9).
If the Player/Dealer has either four (4) or five (5), on the initial two cards, the following applies

1. If the Player took a third card the Player/Dealer will hit if that third card is a two (2) through seven (7).
2. In all other cases the Player/Dealer will stay on four (4) and five (5).

SPREAD WAGER

Each Player will have the opportunity to place an optional Spread Wager. Spread Wagers can be placed upon either the Player or Player/Dealer hand. Players are wagering that the wagered upon hand will beat the other hand by four points or more. The payoff odds are as follows.

1. Winning by 4 points – 1 to 1
2. Winning by 5 points – 2 to 1
3. Winning by 6 points – 4 to 1
4. Winning by 7 points – 6 to 1
5. Winning by 8 points – 10 to 1
6. Winning by 9 points – 30 to 1
7. Winning by 3 points or less – Spread Wager loss
8. Ties (non-natural) – Spread Wager loss
9. Losing to the other hand – Spread Wager loss

If the wagered upon hand is a natural (8 or 9 on the first two cards) and beats the other hand the Spread Wager is an automatic winner and is paid even money. If both hands are naturals (8 or 9 on the first two cards) and tie, the Spread Wager will push. There will be no Spread Wager payoff if neither the Player/Dealer nor the Player takes a third card.

The player/dealer will pay all winning spread bet wagers and will collect all losing spread bet wagers. Wagers are collected or paid to the extent that the player/dealer wager covers.

TIE WAGER

Players are also given the option of placing a tie wager. To win this wager the Player and Player/Dealer's total, upon completion of the hand, must be the same. For example, if both the Player and Player/Dealer's hand total is seven (7), upon completion, the hand is a tie and all Tie Wagers win. In all other cases, where the totals upon completion are not equal, Tie Wagers lose. Winning Tie Wagers are paid 10 for 1.

The player/dealer will pay all winning tie bet wagers and will collect all losing tie bet wagers. Wagers are collected or paid to the extent that the player/dealer wager covers.

ACTION ORDER

An Action Button determines which player receives first action on their wager. The placement of the Action Button is determined by the Player/Dealer's hole card. Using the Player/Dealer's hole card when it is turned over, starting with the seat to the left of the house dealer, continuing in clockwise fashion, while skipping over the Player/Dealer seat, the Action Button is placed using the following.

Player/Dealer (seat 1)
Seat 2 – Ace or eight
Seat 3 – Two or nine
Seat 4 – Three or ten
Seat 5 – Four or Jack
Seat 6 – Five or Queen
Seat 7 – Six or King
Seat 8 – Seven

If the Player/Dealer is in any other seat, that seat will be skipped when determining the placement of the Action Button. For example, if the Player/Dealer is in Seat 5, Seat 1 would get the Action Button if an Ace or eight is the hole card and Seat 6 would get the Action Button if it is a four or Jack. Action starts with the player in the seat with the Action Button and continues in clockwise fashion until the Player/Dealer's money runs out.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the “bank” hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

TEXAS HOLD'EM

Wager Limits	7 + Players	5-6 Players	2-4 Players	Jackpot
$1-$2	$4	$3	$2	$1
$2-$4	$4	$3	$2	$1
$3-$6	$4	$3	$2	$1
$4-$8	$4	$3	$2	$1
$6-12	$4	$3	$2	$1
$8-$16	$4	$3	$2	$1
$9-$18	$4	$3	$2	$1
$10-$20	$4	$3	$2	$1
$12-$24	$4	$3	$2	$1
$15-$30	$4	$3	$2	$1
$20-$40	$4	$3	$2	$1
$25-$50	$4	$3	$2	$1
$30-$60	$4	$3	$2	$1
$40-$80	$4	$3	$2	$1
$50-$100	$4	$3	$2	$1

NO LIMIT TEXAS HOLD'EM

Buy-In	7 + Players	5-6 Players	2-4 Players	Jackpot
$20	$4	$3	$2	$1
$40	$4	$3	$2	$1
$50-$100	$4	$3	$2	$1
$100-$500	$4	$3	$2	$1
$100 +	$4	$3	$2	$1

RAZZ

Wager Limits	7 + Players	5-6 Players	2-4 Players	Jackpot
$3-$6	$4	$3	$2	$1
$4-$8	$4	$3	$2	$1
$9-$18	$4	$3	$2	$1
$12-$24	$4	$3	$2	$1
$15-$30	$4	$3	$2	$1

7 CARD STUD/7 CARD STUD HI-LO SPLIT

Wager Limits	7 + Players	5-6 Players	2-4 Players	Jackpot
$3-$6	$4	$3	$2	$1
$4-$8	$4	$3	$2	$1
$6-$12	$4	$3	$2	$1
$9-$18	$4	$3	$2	$1
$12-$24	$4	$3	$2	$1
$15-$30	$4	$3	$2	$1

OMAHA/OMAHA HI-LO SPLIT (8 OR BETTER)

Wager Limits	7 + Players	5-6 Players	2-4 Players	Jackpot
$3-$6	$4	$3	$2	$1
$4-$8	$4	$3	$2	$1
$6-$12	$4	$3	$2	$1

CALIFORNIA LOWBALL

Wager Limits	7 + Players	5-6 Players	2-4 Players	Jackpot
$3-$6	$4	$3	$2	$1
$4-$8	$4	$3	$2	$1
$9-$18	$4	$3	$2	$1
$12-$24	$4	$3	$2	$1
$15-$30	$4	$3	$2	$1

KANSAS CITY LOWBALL

Wager Limits	7 + Players	5-6 Players	2-4 Players	Jackpot
$3-$6	$4	$3	$2	$1
$4-$8	$4	$3	$2	$1
$9-$18	$4	$3	$2	$1
$12-$24	$4	$3	$2	$1
$15-$30	$4	$3	$2	$1

POT LIMIT TEXAS HOLD'EM

Buy-In	Time	Jackpot
$20	$6 per half hour per player	$1
$40	$6 per half hour per player	$1
$50-$100	$6 per half hour per player	$1
$100-$500	$6 per half hour per player	$1
$100 +	$6 per half hour per player	$1

POT LIMIT OMAHA

Buy-In	Time	Jackpot
$20	$6 per half hour per player	$1
$40	$6 per half hour per player	$1
$50-$100	$6 per half hour per player	$1
$100-$500	$6 per half hour per player	$1
$100 +	$6 per half hour per player	$1

PAN (PANGUINE)

Kondition	Per Hand
$1	$2
$2	$3
$5	$4

PAI GOW POKER

Wager Limits	Player (Per Circle)	Player/Dealer	Jackpot
$10-$100	$1	$2	$1
$25-$100	$1	$2	$1
$100-$500	$2	$3	$1

THREE CARD POKER

Wager Limits	Total Bet	Player	Player/Dealer
$5-$500	$5-$50	$.50	$1
	$51-$500	$1	$1

PURE 21.5 BLACKJACK

Wager Limits	Player	Total in Action	Player/Dealer
$2-$600	0	$2-$4	0
		$5-$50	$.50
		$51-$400	$2
		$401-$600	$5
$5-$600	0	$5-$50	$.50
		$51-$400	$2
		$401-$600	$5
$10-$600	0	$10-$50	$.50
		$51-$400	$2
		$401-$600	$5
$25-$600	0	$25-$50	$.50
		$51-$400	$2
		$401-$600	$5
$25-$1000	0	$25-$50	$.50
		$51-$400	$2
		$401-$600	$5
		$601-$1000	$7
$50-$1200	0	$50-$400	$2
		$401-$600	$5
		$691-$1200	$7

PURE 21.5 BLACKJACK w/ RED FLEX BET

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 Bonus Card and an Ace on the initial two cards dealt. 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

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “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 “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.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

* “BONUS” card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

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

2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

3. 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 three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money 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 designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. 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 posted collection for the wager they placed in any betting circle where they have money or "action".

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the 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 casino 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 the 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 casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clockwise 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 casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above. 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 surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit of stand on a particular hand.

10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.

11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.

12. 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. Furthermore, all base game wagers will be settled first, beginning with the action button and continuing in a clocwise manner around the table, then once all base game wagers have been settled, all bonus bet wagers will be settled, starting with the action button and continuinig in a clockwise manner around the table.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

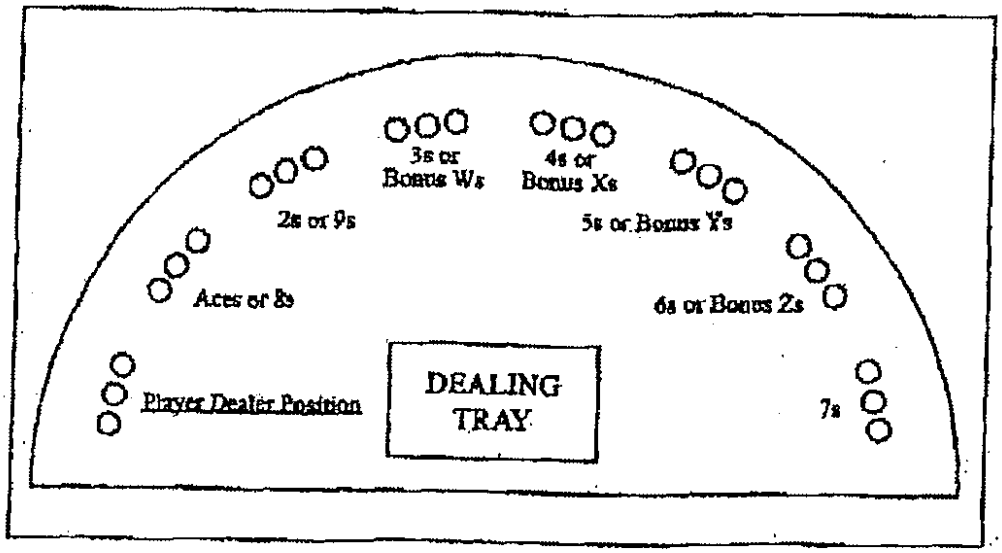
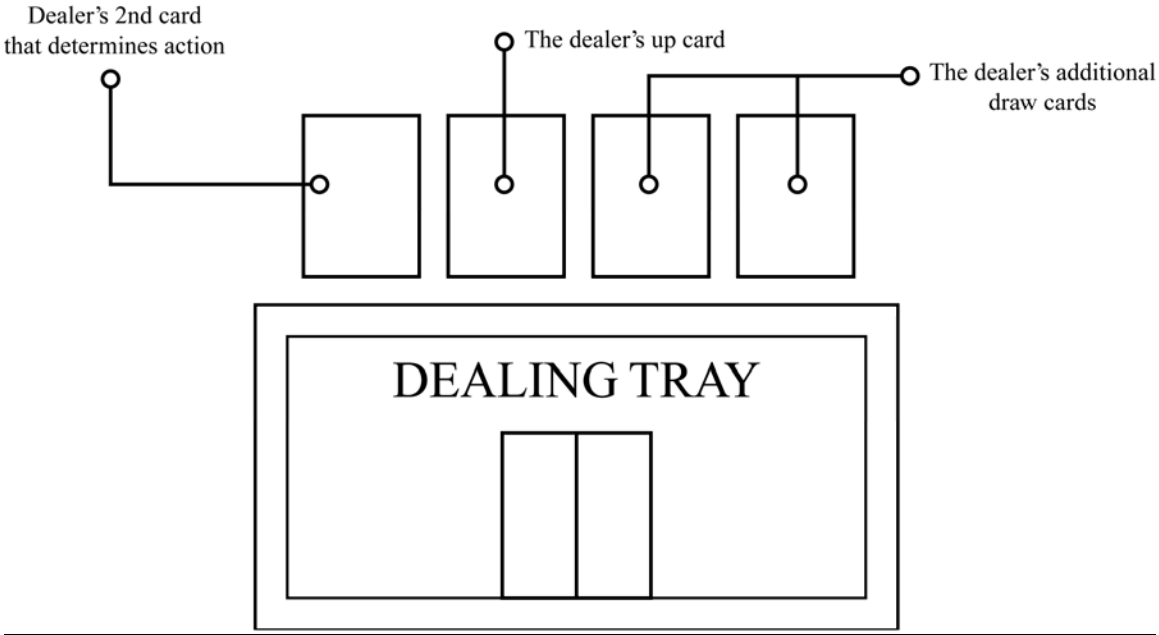


DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands; the Player/Dealer position is rotated in a clockwise fashion around the table.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the

table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 19 or more (may split two bonus cards)	**Hard 11 or less**	**All other counts**

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	**Soft 17 or less**	**None**

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a 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 down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.

3. After all Players have been given a chance to act on their hands, the Player/Dealers 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 21.5 Blackjack" will win.

8. If the Player and Player/Dealer total is more than a "Pure 21.5 Blackjack", then the Player/Dealer wins except when the Player/Dealer's hand has three eights (8-8-8) which in this case will be a "push".

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so on person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

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

12. Backline betting is allowed; subject to local ordinance or code.

13. 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, SURRENDER, AND INSURANCE

1. Players can split cards of the same value or two "BONUS" cards. The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5.

2. When splitting two Aces, a player may only receive one additional card per Ace. Aces may only be split once, which gives the player two hands. If the draw card is a "BONUS" card after splitting two Aces, the player will be paid even money on their wager, not 6 to 5.

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

4. Players can surrender after their 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. 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 (double down for less) than the player's original wager. The player will only receive one additional card, regardless of the total.

6. If the player-dealer's up-card is an ace, all players will have the option to place separate "insurance" wager. They are wagering that the player-dealer's undercard is

a ‘bonus’ card giving the player-dealer a ‘Pure 21.5 Blackjack.’ Winning insurance wagers are paid two to one (2 to 1). Insurance wagers may be equal to no more than half of a player’s original wager.

7. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.

8. 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.

RED FLEX BONUS BET

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each player’s position on the gaming felt layout. When the player/dealer’s first two (top & hole) cards are “Red” the **RED FLEX BET™** is an automatic **"WINNER."** The more consecutive “Red” cards by the player/dealer’s hand the higher the **RED FLEX BET™** pay off.

The rules are as follows:

1. Players will be given the option to wager on the possibility of the occurrence that the first two cards (top and hole cards) or more, of the player/dealer’s hand, are consecutive cards of the same color.

2. Players making this optional bet will win if the player/dealer’s first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the player/dealer’s hand are also of the same Red color. The order of the cards is listed below with.

   a) Player/Dealer’s first card (top).
   b) Player/Dealer’s (hole) second card.
   c) Player/Dealer’s first hit card.
   d) Player/Dealer’s second card.
   e) Player/Dealer’s third card.
   f) Player/Dealer’s fourth hit card and so on.

3. The amount of the winning payoff will be determined once the player/dealer’s hand is complete or a black card is drawn.

4. The player/dealer’s hand is played out in accordance with the approved rules for Pure 21.5 for each individual card room.

5. Players may make one bonus bet wager for each base game wager placed. Furthermore, backline-bettors are eligible to place a bonus bet wager.

6. The Red Flex Bet may be less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager.

7. There is no additional collection fee for placing a Red Flex Bet.

8. The player/dealer will pay all winning Red Flex Bet wagers and will collect all losing Red Flex Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Red Flex Bet Paytable

Red Cards in P/D's Hand	**Payout**
Two Red Cards	2 to 1
Three consecutive red cards	3 to 1
Four consecutive red cards	6 to 1
Five consecutive red cards	50 to 1
Six consecutive red cards	100 to 1
Seven consecutive red cards	200 to 1
Eight consecutive red cards	500 to 1

Sample Hands

Note: that the example hands listed below are descriptions of only the Player/Dealer hand, since the Player/Dealer hand solely determines a winner or loser.

Example #1 – Player/Dealer Hand – Ten of Hearts/Seven of Diamonds for a total of 17. No hit taken by rule. Payoff for first two cards (top and hole),
*Two Consecutive Red Cards is made.

Example #2 – Player/Dealer Hand – King of Diamonds/Six of Diamonds for a total of 16. The hit taken by rule is the Nine of Hearts.
*Payoff for Three Consecutive Red Cards is made.

Example #3 – Player/Dealer Hand – King of Diamonds/Two of Clubs. All Consecutive *Red Card wagers lose. Player/Dealer hand is played out according to house rules.

Example #4 – Player/Dealer Hand – Seven of Hearts/Eight of Diamonds for a total of 15. First hit by rule is the Ace of Clubs, second hit is the four of Diamonds. Payoff for first two cards (top and hole).
*Two Consecutive Red Cards is made.

COLLECTION RATES

Wager Limits	Player	Total in Action	Player/Dealer
$2-$600	0	$2-$4	0
		$5-$50	$.50
		$51-$400	$2
		$401-$600	$5
$5-$600	0	$5-$50	$.50
		$51-$400	$2
		$401-$600	$5
$10-$600	0	$10-$50	$.50
		$51-$400	$2
		$401-$600	$5
$25-$600	0	$25-$50	$.50
		$51-$400	$2
		$401-$600	$5
$25-$1000	0	$25-$50	$.50
		$51-$400	$2
		$401-$600	$5
		$601-$1000	$7
$50-$1200	0	$50-$400	$2
		$401-$600	$5
		$691-$1200	$7

Standards of play:

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

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

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand. The object of the game is for players to form a five (5) card poker hand that ranks higher than the player-dealer's five (5) card poker hand. The player's and the player-dealer may use any combination of the two (2) hole cards dealt to them and the five (5) community cards, or they may "player the board" and use no hole cards, to make the highest ranking five (5) card poker hand, according to the rankings as shown below.

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

This game also features optional bonus bets, the Trips bonus and Bad Beat bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher and bad beat bonus if either the player or player/dealer is beaten by three of a kind or better. Odds will be printed on layout.

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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

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

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

4. For Bad Beat Bonus wagers on the words "Bad Beat" and

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

Number of players in the game:

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

Type of card deck used:

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

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

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

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

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

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

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

Ranking of Hands:

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

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

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

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

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

h. Straight Flush	5 cards of the same suit in sequence.
i. Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

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

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

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

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

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

    c. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager" and a "Bad Beat Bonus Wager."

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

    Back-line betting is permitted for the base game wagers as well as the bonus wagers.

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

Dealing procedures:

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

    a. Call "No more bets"; and then

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

2. All cards shall be dealt face down.

3. The automatic shuffler shall deal cards as follows:
    a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by

    b. 2 cards to the player/dealer, who receives their cards last; followed by

c. The dealer will take the top card on the deck and discard it to the discard pile (burn), then take then next three cards from the top of the deck and place them face up on the table. These are community cards.

d. The dealer will take the top card on the deck and discard it to the discard pile (burn), then take the next two cards from the top of the deck and place them face up on the table, so that there are now five cards face up on the table, which are community cards.

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check or to make a play wager three or four times the value of their ante wager, starting with the player to the left of the dealer.

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

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

4. The casino dealer shall proceed to burn a card and then turn over the remaining two community cards.

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

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

    a. Collect the ante wager, blind wager, and any bad beat bonus wager placed.

    b. If a player placed a Trips Bonus bet, they are still eligible if the five community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well;

    c. Collect the player's hand;

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

    e. Place the cards in the discard rack.

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

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

<u>When the player/dealer does not qualify:</u>

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

    a. Expose each player's cards,

    b. For ante bets on the word "Ante," the ante bet shall be returned to the players and shall not receive any action,

    c. For blind bets on the word "Blind"; the blind bet shall receive action and wins if the player has a winning hand that is at least a straight or higher and will pay according to the paytable below. The blind bet shall lose if the player hand loses to the player-dealer hand. The blind bet will push if the player hand beats the player-dealer's hand with less than a straight,

    d. For play bets on the word "Play," the play bet shall receive action and will win if the players hand ranks higher than the player-dealer hand. The play bet will lose if the player-dealer hand ranks higher than the player hand. The play bet will push if the player and the player-dealer hand are equally ranked,

    e. For Trips Bonus bets on the word "Trips," the Trip Bonus shall receive action and be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet wins or loses regardless of whether the player hand wins, loses, or ties;

    f. For Bad Beat Bonus bets on the words "Bad Beat," the Bad Beat Bonus bet shall lose and be collected;

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

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

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

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

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

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

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

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

11. A player's hand shall be settled accordingly for each bet:

    a. For ante bets on the word "Ante," the ante bet shall receive action. It will win if the player has a higher poker value than that of the player/dealer's hand. It will lose if the player has a lower poker value than that of the player/dealer's hand. It will push if the players has a poker value equal to that of the player/dealer's hand.

    b. For blind bets on the word "Blind"; the blind bet shall receive action and wins if the player has a winning hand that is at least a straight or higher and will pay according to the paytable below. The blind bet shall lose if the player hand loses to the player-dealer hand. The blind bet will push if the player hand beats the player-dealer's hand with less than a straight,

    c. For play bets on the word "Play," the play bet shall receive action and will win if the players hand ranks higher than the player-dealer hand. The play bet will lose if the player-dealer hand ranks higher than the player hand. The play bet will push if the player and the player-dealer hand are equally ranked,

    d. For Trips Bonus bets on the word "Trips," the Trip Bonus shall receive action and be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties;

    e. For Bad Beat Bonus bets on the words "Bad Beat," the Bad Beat Bonus bet will receive action. The bet will win if the player has a three of a kind or better and loses to the player/dealer's hand or if the player/dealer has a three of a kind and the player has a higher ranked hand. The bet will lose if the player or the player/dealer have less than a three of a kind. This bet cannot push;

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

12. Winning ante bets and play bets shall be paid 1 to 1.

13. Winning blind wager, trips bonus wagers, and bad beat bonus wagers shall be paid in accordance with the pay tables below.

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

15. The game does not utilize an action button or any other marker to determine which player receives first action on their wager. Wagers will be settled starting with the player to the left of the casino

dealer and continue in a counter-clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers will be settled in the following order from player to player: the Bad Beat Bonus, then the Trips Bonus, then the ante bet, then the play bet, then the blind bet.

16. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

TRIPS BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em.

2. Backline betting is permitted.

3. This bet will be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties; The player beats the player/dealer's hand of three of a kind or better.

4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.

5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.

6. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted paytable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.

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

BAD BEAT BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em.

2. Players win if they and the player/dealer are involved in a bad beat. There are two ways to win:

   - ✓ The player has three of a kind or better and loses to the player/dealer.
   - ✓ The player beats the player/dealer's hand of three of a kind or better.

3. To participate in the bad beat, players must make bets on the Ante, Blind. Players place their bad-beat wagers in the marked circle.

4. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted paytable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.

5. If the dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

Paytables:

Hand	Blind	Trips Bonus	Bad Beat Bonus
Royal Flush	500 to 1	50 to 1	N/A
Straight Flush	50 to 1	40 to 1	10,000 to 1
Four of a Kind	10 to 1	30 to 1	500 to 1
Full House	3 to 1	8 to 1	40 to 1
Flush	6 to 5	6 to 1	25 to 1
Straight	1 to 1	5 to 1	20 to 1
Three of a Kind	N/A	3 to 1	9 to 1

Collection Fees:
The collection fees will be taken per hand from the player-dealer and per player for each base game and blind wager placed, prior to cards being dealt or any round of play being conducted. A collection fee will also be assessed to players when placing a wager for each Bad Beat Bonus Bet wager and Trips Bonus Bet wager. No additional collection fee will be assessed to a player for placing the play bet wager. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Ultimate Texas Hold'em are as shown below:

Table Limit	Player Collection Fee	Player-Dealer Collection Fee	Bad Beat Bonus Bet Limit	Trips Bonus Bet Limit	Bad Beat/ Trips Bonus Bet Fee
$5 - $100	$1.00	$3.00	$1 - $100	$5 - $100	$1.00
$20 - $100	$1.00	$3.00	$1 - $100	$5 - $100	$1.00
$40 - $200	$1.00	$3.00	$1 - $100	$5 - $100	$1.00
$40 - $200	$2.00	$4.00	$1 - $100	$5 - $100	$1.00

Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager equal to the ante wager placed by a player in the blind circle. Unlike a blind bet made in a standard Poker game, this bet is based on the value of the hand made by the player.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Bet	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.
Bad Beat Bonus Bet	An additional wager which is paid if the a player gets 3 of a kind or higher and loses to the player/dealer.

Collection Rates

Table Limit	Player Collection Fee	Player-Dealer Collection Fee	Bad Beat Bonus Bet Limit	Trips Bonus Bet Limit	Bad Beat/ Trips Bonus Bet Fee
$5 - $100	$1.00	$3.00	$1 - $50	$5 - $50	$1.00
$20 - $100	$1.00	$3.00	$1 - $50	$5 - $50	$1.00
$40 - $200	$1.00	$3.00	$1 - $50	$5 - $50	$1.00
$40 - $200	$2.00	$4.00	$1 - $50	$5 - $50	$1.00

Chinese Poker

Detailed description of game

Standards of play:
The object of the game is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

Type of card deck:
Chinese Poker is played with one standard 52-card poker deck and no joker.

Dealing procedures:
The casino dealer deals the cards as one at a time into four different piles. The piles are then distributed to the players. Cards will be dealt 4 hands with 13 cards each. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the 4 hands have been dealt, the first hand on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

Number of players:
The game allows up to five (5) seated players. However, in a 5 handed game, only four players will receive a hand will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the 4 hands chooses not to participate during that round of play. Also, if there are only two players at the table, they will have the option of playing two hands each. However, if both players do not agree to play two hands, each player will only receive one hand. The settling of hands will follow the same guidelines below.

How and when are house fees collected:
By the house at the change of each dealer per down.

Collection Procedure:
Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table.

Table Fee- house fee collection
A collection fee will be taken from each player per dealer down, which is every 20 minutes of play. The dealer shall finish their current hand, and then request the appropriate collections from each player before any cards are dealt or before another round of play is conducted. The appropriate fees are dependent on the number of players seated and participating in the play of the game at the time the collection is to be taken.

What is the betting scheme:
The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e., in a $5.00 limit game each point would have a money value of $5.00.

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How winners are determined and paid:
The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

Round of Play
The players wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2nd position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2nd position, which is the 3rd position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3rd position, which is the 4th position.
4. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3rd position.
5. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3rd position, which is the 4th position.
6. The player in the 3rd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4th position.

Describe a "round of play"
The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once

all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

Type of gaming table utilized for this game:
Standard poker table or small round table.

Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand a*nd *Clean Sweep*. One of these or all of these may be won during each round.

Bonus System: additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a “Bonus” hand is present, points are added on the “Bonus” hand. Bonus hands and points earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Three of a Kind	2 Points	N/A	N/A
Full House	N/A	1 Points	N/A
Four of a Kind	N/A	7 Points	3 Points
Straight Flush	N/A	9 Points	4 Points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Must win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall not be paid the bonus.
- Bonus Hand values are always additional points.

*Example***:** if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

Clean Sweep: (also known as a naturals) "Clean Sweep" hands have a special ranking and automatically win. A "Clean Sweep” hand must be declared after the player has received their cards but before the showdown. If a player has a “Clean Sweep,” the player is not required to set the back, middle, and front hands. Additionally, that player’s hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a “Clean Sweep” hand, all 13

cards are considered and are not required to be set a particular way. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the "Clean Sweep" hands ranked from highest to lowest:

Clean Sweep Hands	
Hand Dealt	**Point Value**
Super Dragon **Ace through king one suit**	26
Dragon Ace through King, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the “clean sweep” hand has been paid, all hands will be compared according the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep "hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a “Clean Sweep” hand, it will be played as a regular hand and will not qualify for the “Clean Sweep.”

Game Rules

1. The buy-in is twenty (30) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten (15) times the value of one point of the game.

2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid clockwise, starting with the player with the action and dealer buttons. A minimum of

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nine (9) points worth of chips will be needed in play before each hand; this is to be

Collection Fees

A collection fee will be taken from each player per dealer down, which is every 20

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appropriate collections from each player before any cards are dealt or before another round of play is conducted. The appropriate fees are dependent on the number of players seated and participating in the play of the game at the time the collection is to be taken.

Table Limit (Point Value)	**2 Handed**	**3 Handed**	**4 Handed**	**5 Handed**
$1	$3 per player	$4 per player	$5 per player	$7 per player
$2	$3 per player	$4 per player	$5 per player	$7 per player
$3	$3 per player	$4 per player	$5 per player	$7 per player
$5	$3 per player	$4 per player	$5 per player	$7 per player
$10	$3 per player	$4 per player	$5 per player	$7 per player
$15	$3 per player	$4 per player	$5 per player	$7 per player
$20	$3 per player	$4 per player	$5 per player	$7 per player
$25	$3 per player	$4 per player	$5 per player	$7 per player
$30	$3 per player	$4 per player	$5 per player	$7 per player
$35	$3 per player	$4 per player	$5 per player	$7 per player
$40	$3 per player	$4 per player	$5 per player	$7 per player
$45	$3 per player	$4 per player	$5 per player	$7 per player
$50	$3 per player	$4 per player	$5 per player	$7 per player
$55	$3 per player	$4 per player	$5 per player	$7 per player
$60	$3 per player	$4 per player	$5 per player	$7 per player
$65	$3 per player	$4 per player	$5 per player	$7 per player
$70	$3 per player	$4 per player	$5 per player	$7 per player
$75	$3 per player	$4 per player	$5 per player	$7 per player
$80	$3 per player	$4 per player	$5 per player	$7 per player
$85	$3 per player	$4 per player	$5 per player	$7 per player
$90	$3 per player	$4 per player	$5 per player	$7 per player
$95	$3 per player	$4 per player	$5 per player	$7 per player
$100	$3 per player	$4 per player	$5 per player	$7 per player

EZ BACCARAT™ PANDA 8

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

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

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

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

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 not permitted on any wager.

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

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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										
6										
5										
4										
3										
2										
1										
0										

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

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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 not permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Equipment Used

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

Key Features

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

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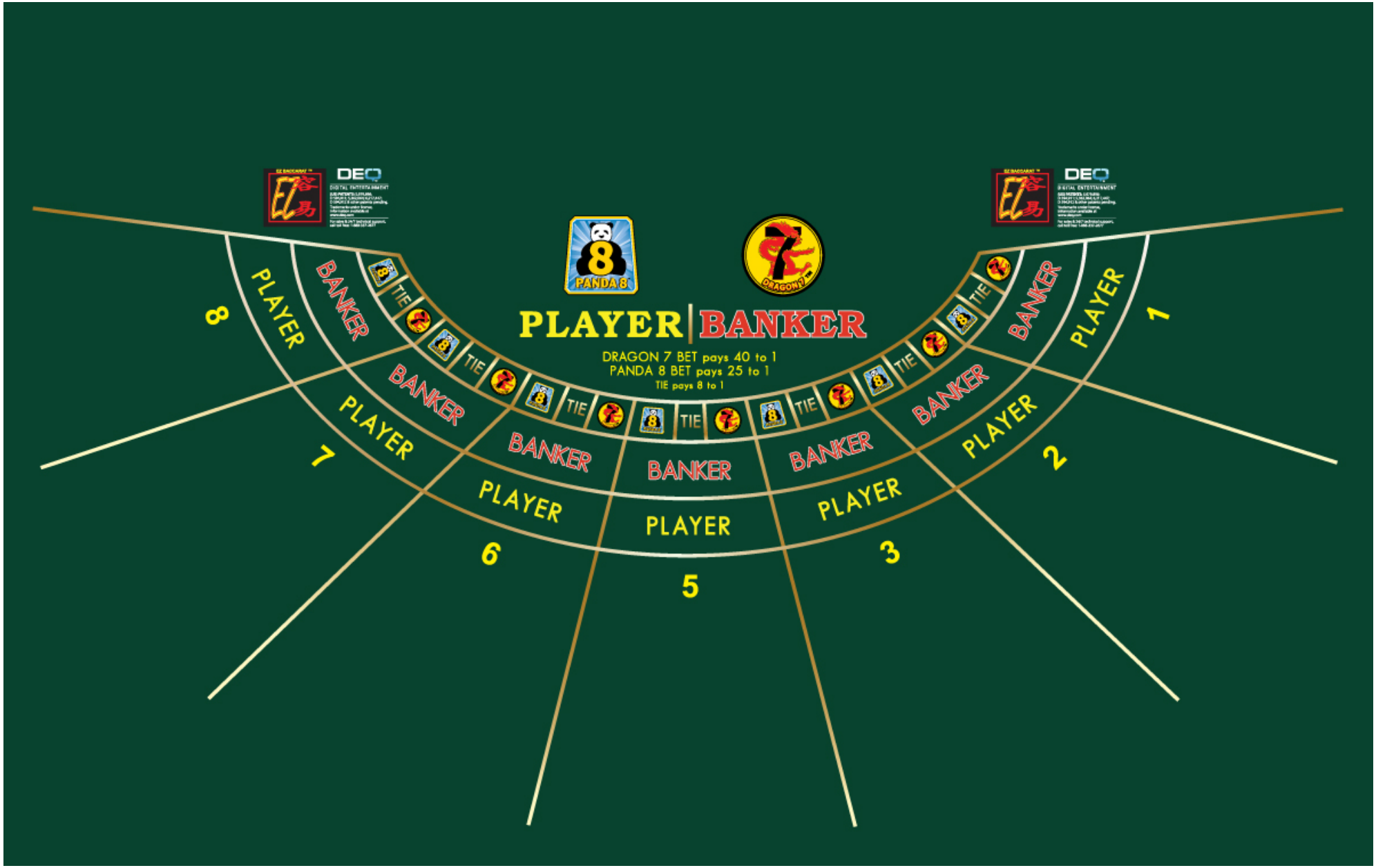
EZ BACCARAT PANDA 8

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and from each player for each Player line, Banker line, Tie, Dragon 7, and Panda 8 wager placed. The Dragon 7 and Panda 8 wagers may be equal to, less than, or more than the game wager, but must be within the minimum bet of $5 and the maximum bet of $50. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

1	$5 - $100	$1.00	$3.00
2	$20 - $100	$1.00	$3.00
3	$40 - $200	$1.00	$3.00
4	$40 - $200	$2.00	$4.00


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

Collection Schedules

No Bust 21st Century Blackjack (GEGA-001867), Pure 21.5 Blackjack (GEGA-000014), Pure 21.5 Blackjack & Red Flex Bonus Bet (GEGA-002884):

For **schedule options 1 through 12**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$2 - $200	$2 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
2	$2 - $200	$2 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
3	$5 - $600	$5 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
4	$5 - $600	$5 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
5	$10 - $600	$10 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
6	$10 - $600	$10 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0

7	$25 - $1,000	$25 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
8	$25 - $1,000	$25 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
9	$50 - $1,000	$50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
10	$50 - $1,000	$50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
11	$100 - $1,000	$100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
12	$100 - $1,000	$100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0

Three Card Poker (GEGA-001180), Three Card Poker 6 Card Bonus (GEGA-003828)
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $200	$2 - $49	$1.00	$0
		$50 - $199	$2.00	$0
		$201 - $399	$3.00	$0
		$400 - $599	$5.00	$0
		$600+	$10.00	$0
2	$5 - $200	$2 - $49	$1.50	$0
		$50 - $199	$2.50	$0
		$201 - $399	$3.50	$0
		$400 - $599	$5.50	$0
		$600+	$10.50	$0

Ultimate Texas Hold'em (GEGA-003172)
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $100	$2 - $49	$1.00	$0
		$50 - $199	$2.00	$0
		$201 - $399	$3.00	$0
		$400 - $599	$5.00	$0
		$600+	$10.00	$0
2	$5 - $100	$2 - $49	$1.50	$0
		$50 - $199	$2.50	$0
		$201 - $399	$3.50	$0
		$400 - $599	$5.50	$0
		$600+	$10.50	$0

Baccarat Gold (GEGA-001191), EZ Baccarat (GEGA-3720):
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $300	$5 - $74	$0.50	$0
		$75 - $399	$2.00	$0
		$400 +	$5.00	$0
2	$5 - $300	$5 - $74	$1.00	$0
		$75 - $399	$2.50	$0
		$400 +	$5.50	$0

Pai Gow Poker (GEGA-001868), Fortune Pai Gow (GEGA-003901):
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall also be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Collection Fee	Player Bet	Player Collection Fee
1	$10 - $600	$10 - $99	$1.00	$10 - $100	$1.00
				$101 - $200	$2.00
		$100 +	$2.00	$201 - $500	$3.00
				$501 +	$5.00
2	$10 - $600	$10 - $99	$1.50	$10 - $100	$1.50
				$101 - $200	$2.50
		$100 +	$2.50	$201 - $500	$3.50
				$501 +	$5.50

Collection Procedures

California Games - California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Casino shall provide ample notice to patrons regarding the collection rates, as well as the procedure for collecting them. Collection rates shall be conspicuously posted on or within view of every gaming table.

Lake Elsinore Hotel and Casino
Three Card Poker 6 Card Bonus

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

Standards of play:

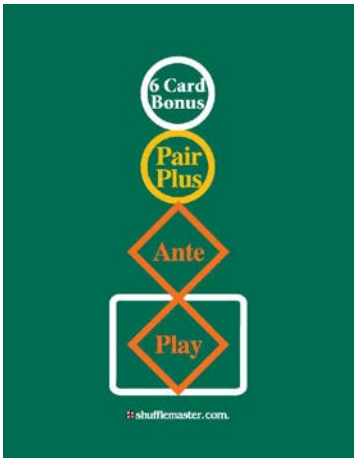
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

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

Number of players in the game:

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

Type of card deck used:

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

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

Ranking of Hands:

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

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

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

Betting scheme:

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

2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager

that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wager.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Pair Plus:

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

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

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

6 Card Bonus:

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

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

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

10. Winning 6 Card Bonus wagers pay as follows:

	TCB-6B4
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

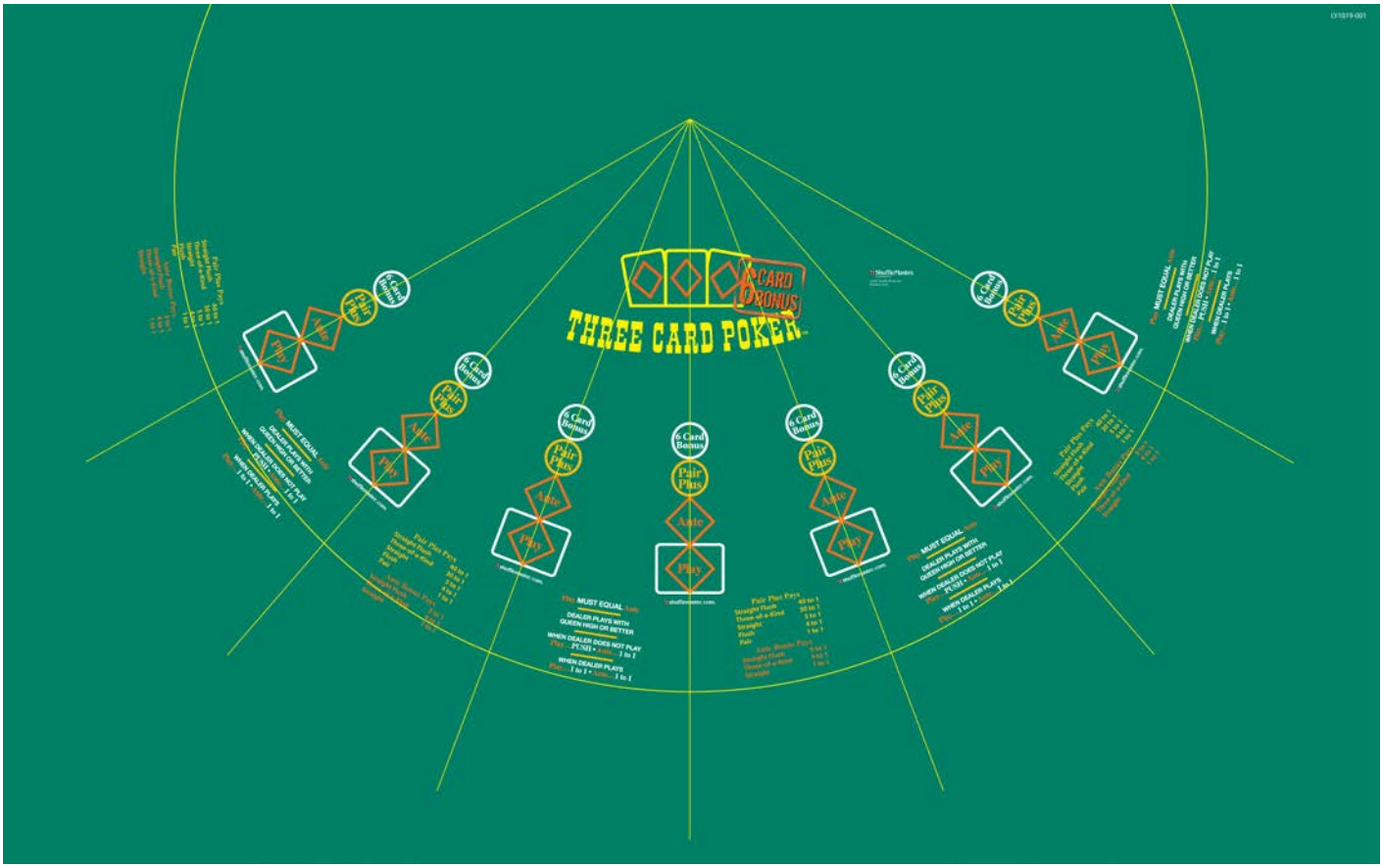
Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked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

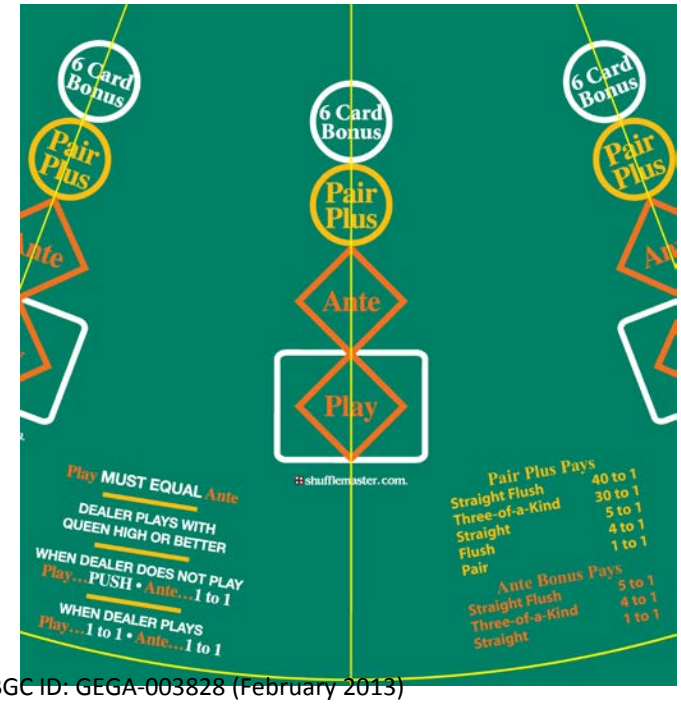
Wagering Limits and Collection Fees

For schedule **option 1**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There shall also be a collection taken from the players for each Ante wager placed based on the total bet placed. There shall be no collection taken from the player when placing a Play wager, a Pair Plus wager, or a 6 Card Bonus wager. The Pair Plus and 6 Card Bonus wagers may be less than, more than or equal to the game wager but must be made within the table limits. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Schedule Option	Wager Limits	Total Bet	Player	Player-Dealer
1	$5-$500	$5-$50	$.50	$1
		$51-$500	$1	

TABLE LAYOUT





Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is fully wild.

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

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

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

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

Dealing procedures:

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

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

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

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

Type of gaming table utilized for this game:

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

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players 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.

How and when are house fees collected:

- Backline betting is permitted on all wagers.

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

Betting scheme:

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

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

Round of Play

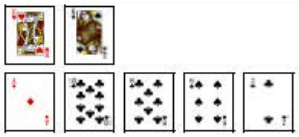
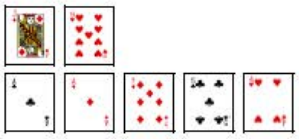
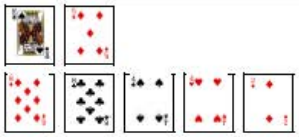
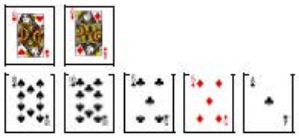
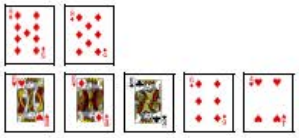
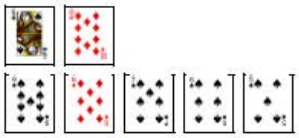
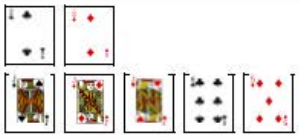
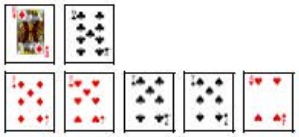
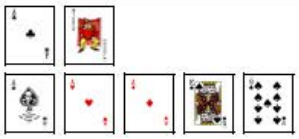
- Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
- The casino dealer will then follow dealing procedures and standards of play, as described above.

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

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

Lake Elsinore Casino

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

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

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

- If the player’s hand qualifies for payouts, the player is paid according to the posted pay table.
  - The casino dealer leaves the “Envy” button, if applicable, next to the player’s original wager and payouts. The casino dealer will not pick up “Envy” buttons until all wagers are reconciled.

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

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

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

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

- The Player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the Player-dealer for more than two consecutive hands. The Player-dealer position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

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

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

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

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is

no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

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

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

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

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

Envy Bonus

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

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

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

received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

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

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

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

BONUS BET PAYTABLE

Jokers Fully-Wild

	FPG-08	
Hand	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	1,000 to 1	$500
7 Card Straight Flush (With Joker)	500 to 1	$100
5 Aces	400 to 1	$50
5 of a Kind	250 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	40 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	N/A
Flush	3 to 1	N/A
Straight	2 to 1	N/A

<u>Glossary of terms used in the controlled game:</u>

Action Pile	The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
"Action" button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the Player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least $25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the Player-dealer wins the other.

Collection Rate Schedule

For **schedule option 1**, 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 placed prior to cards being dealt. A collection fee shall not be taken from each player for each Fortune Pai Gow Poker game wager or Bonus Bet wagers placed. The Fortune Bonus wager may be less than, equal to, or more than the base game wager as long as its within table limits. The collection fees shall be collected from each player and the player-dealer and dropped by the house dealer prior to the dice cup being opened. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Option	Table Limit	Player Collection Fee	Total Table Action	Player-Dealer Fee
1	$10 - $5,000	$0	$10 - $75	$0.50
			$76 - $400	$2.00
			$401+	$5.00

Collection Schedules

No Bust 21st Century Blackjack (GEGA-001867), Pure 21.5 Blackjack (GEGA-000014), Pure 21.5 Blackjack & Red Flex Bonus Bet (GEGA-002884):

For **schedule options 1 through 12**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	e
1	$2 - $200	$2 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
2	$2 - $200	$2 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
3	$5 - $600	$5 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
4	$5 - $600	$5 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
5	$10 - $600	$10 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
6	$10 - $600	$10 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0

7	$25 - $1,000	$25 - $50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
8	$25 - $1,000	$25 - $50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
9	$50 - $1,000	$50	$0.50	$0
		$51 - $100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
10	$50 - $1,000	$50	$1.00	$0
		$51 - $100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0
11	$100 - $1,000	$100	$1.00	$0
		$101 - $200	$2.00	$0
		$201 - $400	$3.00	$0
		$401+	$8.00	$0
12	$100 - $1,000	$100	$1.50	$0
		$101 - $200	$2.50	$0
		$201 - $400	$3.50	$0
		$401+	$8.50	$0

Three Card Poker (GEGA-001180), Three Card Poker 6 Card Bonus (GEGA-003828)
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $200	$2 - $49	$1.00	$0
		$50 - $199	$2.00	$0
		$201 - $399	$3.00	$0
		$400 - $599	$5.00	$0
		$600+	$10.00	$0
2	$5 - $200	$2 - $49	$1.50	$0
		$50 - $199	$2.50	$0
		$201 - $399	$3.50	$0
		$400 - $599	$5.50	$0
		$600+	$10.50	$0

Ultimate Texas Hold'em (GEGA-003172)
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $100	$2 - $49	$1.00	$0
		$50 - $199	$2.00	$0
		$201 - $399	$3.00	$0
		$400 - $599	$5.00	$0
		$600+	$10.00	$0
2	$5 - $100	$2 - $49	$1.50	$0
		$50 - $199	$2.50	$0
		$201 - $399	$3.50	$0
		$400 - $599	$5.50	$0
		$600+	$10.50	$0

Baccarat Gold (GEGA-001191), EZ Baccarat (GEGA-3720):
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall not be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $300	$5 - $74	$0.50	$0
		$75 - $399	$2.00	$0
		$400 +	$5.00	$0
2	$5 - $300	$5 - $74	$1.00	$0
		$75 - $399	$2.50	$0
		$400 +	$5.50	$0

Pai Gow Poker (GEGA-001868), Fortune Pai Gow (GEGA-003901):
For **schedule options 1 through 2**, a collection 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 wagers. A collection shall also be taken from a player for any game wager placed. No collection shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Collection Fee	Player Bet	Player Collection Fee
1	$10 - $600	$10 - $99	$1.00	$10 - $100	$1.00
				$101 - $200	$2.00
		$100 +	$2.00	$201 - $500	$3.00
				$501 +	$5.00
2	$10 - $600	$10 - $99	$1.50	$10 - $100	$1.50
				$101 - $200	$2.50
		$100 +	$2.50	$201 - $500	$3.50
				$501 +	$5.50

Collection Procedures

California Games - California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Casino shall provide ample notice to patrons regarding the collection rates, as well as the procedure for collecting them. Collection rates shall be conspicuously posted on or within view of every gaming table.

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Type of Game

Let It Ride Bonus is a five-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 losses and pay all winnings to the extent that their wager 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.

Object of the Game

The object of the game is for the player to get a pair of 10s or better using three cards dealt to the player and two cards dealt to the player-dealer's hand, which are community cards.

All standard poker rankings will be used from the minimum winning hand of a pair of 10s to the best hand; a Royal Flush. All hands that are a pair of 9s and below are losing hands.

Description of the Deck and Number of Decks Used

1. ***Shuffling Machine:*** Cards used to play Let It Ride Bonus shall be dealt from a single deck automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Let It Ride Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

3. ***Number of Decks:*** Cards used to play Let It Ride Bonus shall be played with two alternating decks, each consisting of 52 cards 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.

Card Values and Hand Rankings

The rank of the cards used in Let It Ride Bonus, for the purpose of determining a winning hand shall be, in order from the lowest to highest rank; 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

The ranking of Hands for Let It Ride Bonus in order from the highest to the lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Let It Ride Bonus shall be played on a table having seven places on one side of a blackjack style table for the players and the player-dealer. On the opposite side of the table is a place for the house dealer. 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 wager at least the table minimum. Back-line betting is not permitted on any wagers.

The cloth covering a Let It Ride Bonus table (the layout) shall have wagering areas which are designated as follows:

1. For Bet #1 wagers are placed on the number 1.

2. For Bet #2 wagers are placed on the number 2.

3. For Bet #3 wagers are placed on the symbol $.

4. For 3 Card Bonus wagers are placed on the “3 Card Bonus” spot.

The wagers placed on the 1, 2 and $ spots must be equal.

Method Used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all Bet #1 wager, all Bet #2 wagers, followed by all Bet #3 wagers, and then all 3 Card Bonus Bet wagers. Once the player-dealer’s wager has been exhausted, the wager not covered by the player-dealer shall be returned to the respective players.

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.

2. 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.

3. All wagers in Let It Ride 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.

4. The house dealer shall wait for each player to place three equal wagers and will ask for any 3 Card Bonus Bets. After each player has had the opportunity to place their 3 Card Bonus Bet, the house dealer will announce “No more bets.” No bets shall be made, increased, or withdrawn after the house dealer has announced, “No more bets.”

5. The shuffler dispenses the cards in stacks of three. The house dealer shall deliver the first stack of cards dispensed by the shuffler to the player to the left of the player-dealer. 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 and shall place each stack behind the bets in the player’s betting area. The stack dealt to the player-dealer shall be delivered as follows:

    a. The stack shall be placed to the right of the area designated for placement of community cards.
    b. The house dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face-down over to the right rectangle.

c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player-dealer's cards have become the community cards which will be available to all players.

6. 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 or her cards.

2. Each player who places a wager shall be responsible for his or 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 each player has examined his/her cards, the house dealer shall, beginning with the player to the house dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.

   a. If a player chooses to let Bet #1 ride, that wager shall remain on the appropriate betting area of the layout until the end of the round of play.
   b. If a player chooses to withdraw Bet #1, the house dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.

4. After each player has made a decision regarding Bet #1, the house dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.

5. After the first community card is exposed, the house dealer shall, beginning with the player to the house dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.

   a. If a player chooses to let Bet #2 ride, that wager shall remain on the appropriate betting area of the layout until the end of the round of play.
   b. If a player chooses to withdraw Bet #2, the house dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
   c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.

6. The house dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.

7. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.

8. After the second community card is turned face up, the house dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face-up.

9. The house dealer shall then resolve each hand by examining each player's cards, in combination with the two community cards, to determine if the player's hand is a winning or losing hand.

How Each Wager Wins, Loses, or Pushes

1. Base game payouts are made to winning hands for each wager that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the house dealer for the player-dealer. Each winning wager shall be paid in accordance with the payout odds listed on the pay table below.

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

3. After all winning wagers are paid, the house dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

Below is the base game payout for all base game wagers. Wagers not withdrawn are each paid as shown below:

Hand Ranking	Pay Table
Royal Flush	1000 to 1
Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1

Three Card Bonus Bet

Each player at a Let It Ride Bonus table, who has placed the three wagers required above, shall also have the option to make an additional "3 Card Bonus Bet" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the Bonus Bet Payout Table. The Three Card Bonus is an optional wager and the rules are as follows:

1. Three Card Bonus Bets must be placed prior to the initial deal.

2. The Three Card Bonus Bet only considers the three cards each player received on the initial deal.

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

4. If the player's hand does not qualify for payouts, the house dealer collects the Three Card Bonus Bet wager for the player-dealer.

5. The player-dealer will pay all winning Three Card Bonus Bets and will collect all losing Three Card Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

6. The bonus wager is resolved before the base game is resolved.

Three Card Bonus Bet Paytable

Hand Ranking	Pay Table
Mini Royal	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

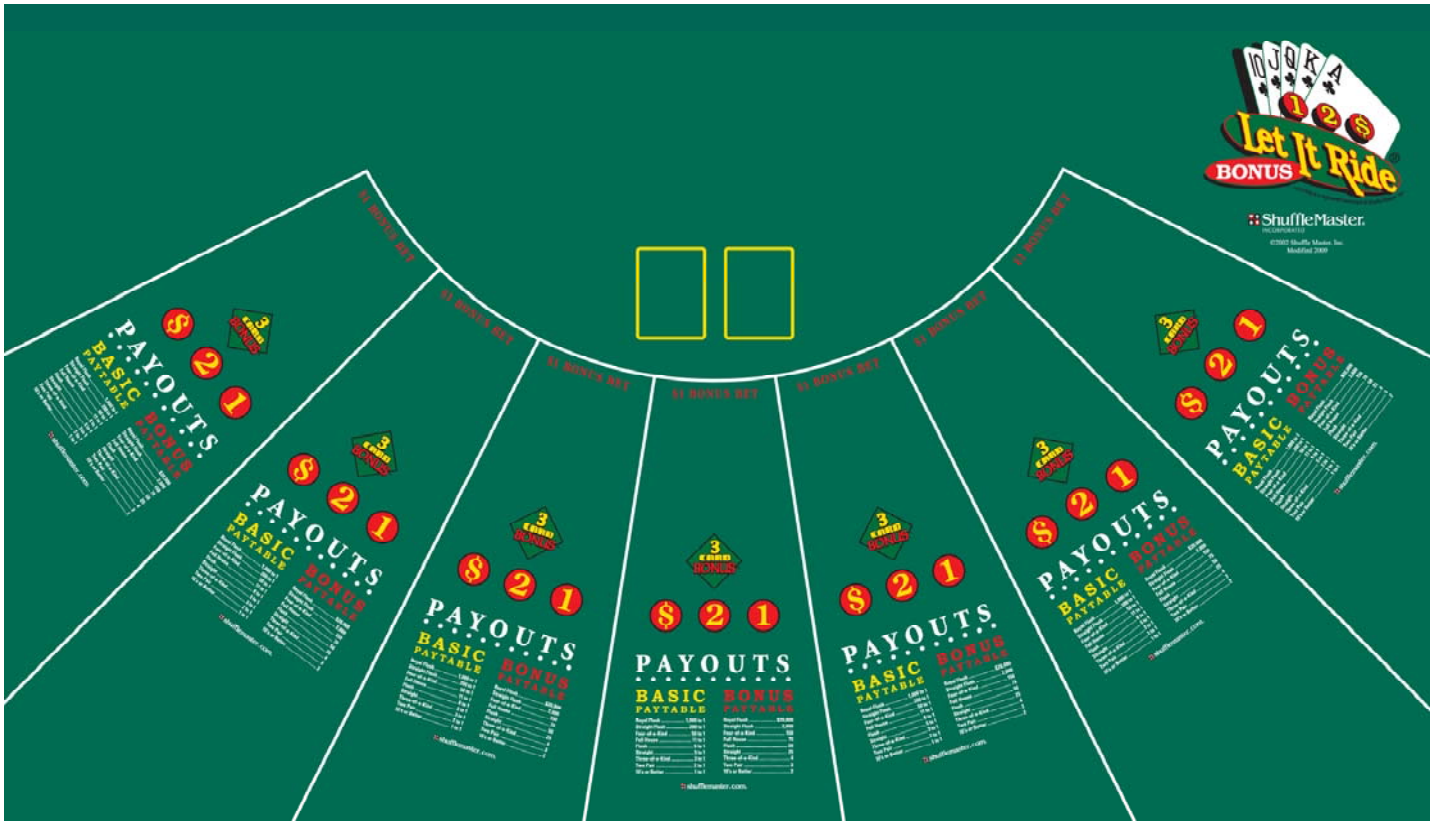
Wagering Limits and Collection Fees

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

<u>Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review.</u> For **schedule options 1 and 2**, the collection fees 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 wagers placed prior to any cards being dealt. There is no collection fee taken from a player. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game Let It Ride Bonus are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$5 - $100	$2 - $49	$1.00	$0
		$50 - $199	$2.00	
		$201 - $399	$3.00	
		$400 - $599	$5.00	
		$600+	$10.00	
2	$5 - $100	$2 - $49	$1.50	$0
		$50 - $199	$2.50	
		$201 - $399	$3.50	
		$400 - $599	$5.50	
		$600+	$10.50	

TABLE LAYOUT



Pure Spanish 21.5™

Masque Publishing, Inc.

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

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.

VALUE OF THE CARDS

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 five decks.

- 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

ROUND OF PLAY

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.

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 shall

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 card room. 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.

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

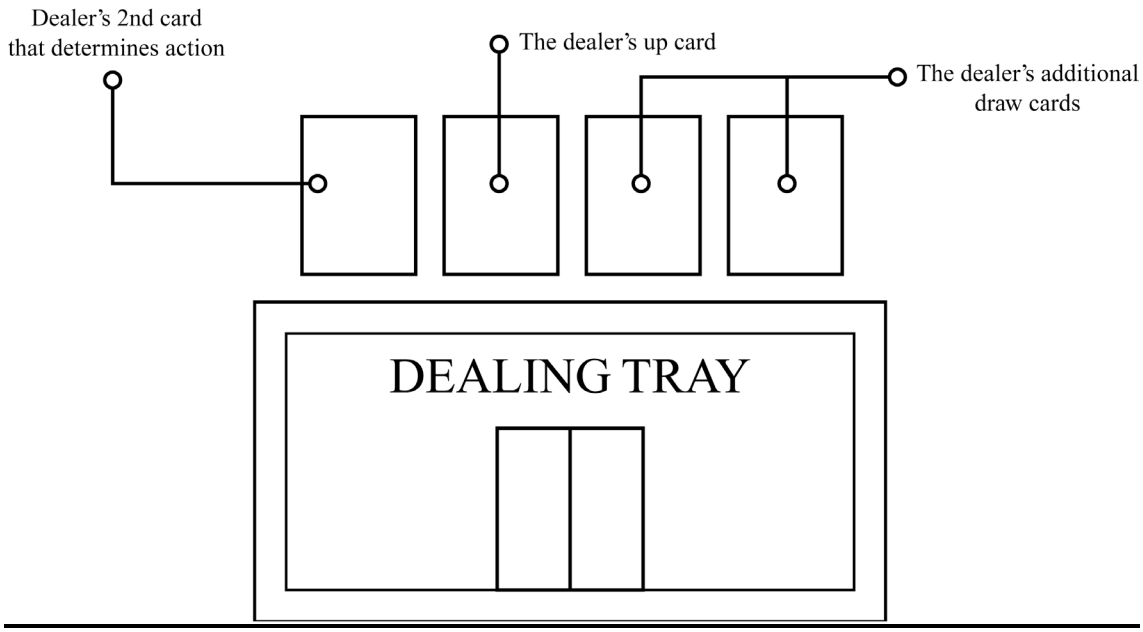


CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 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.

GAME RULES

1. 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.

2. 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.

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 Spanish 21.5 Blackjack and the player-dealer’s total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.

5. 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.

6. 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.

7. 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.

8. 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.

9. 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.

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

11. Backline betting is not permitted on the base wager.

12. 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, 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 to 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.

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 not 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 than 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.

10. 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.

Match the Dealer Card Bonus Bet Pay Tables

48 Card Deck	5 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

Collection Schedules and Fees

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

For **schedule options 1 and 2** a collection fee 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 collections are not calculated as a portion of wagers made or winnings earned. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee (per round)	Player Fee
1	$2 - $200	$2 - $50	$1.00	$0
		$51 - $100	$1.50	
		$101 - $200	$2.50	
		$201 - $400	$3.50	
		$401+	$8.50	
2	$5 - $600	$5 - $50	$1.00	$0
		$51 - $100	$1.50	
		$101 - $200	$2.50	
		$201 - $400	$3.50	
		$401+	$8.50	

Lighted Sign

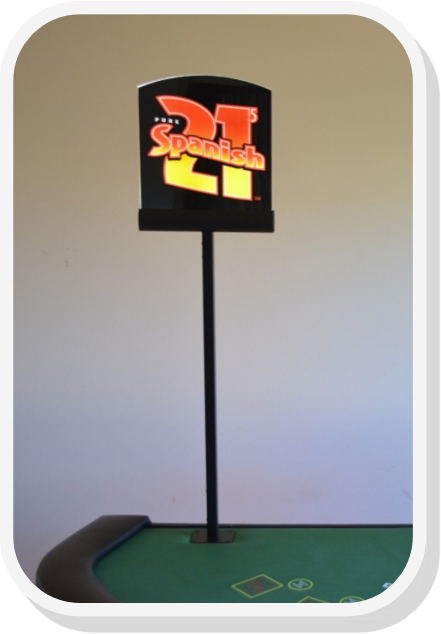


Table Layout

*Crazy 4 Poker is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Crazy 4 Poker (C4P) is a California game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

Crazy 4 Poker 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 Casino dealer on the opposite side. The cloth covering a Crazy 4 Poker table (the layout) shall have betting areas for eight players. Each Crazy 4 Poker table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the “Player-Dealer qualifies with King-high.” Within each player position there shall be four separate designated betting spaces labeled for the placement of bets. In addition, the appropriate Queens Up and Super Bonus pay tables shall be printed on the layout within each player position.

The wagering areas shall be designated as follows:

1. For ante wagers on the word “Ante”;

2. For super bonus wagers on the words “Super Bonus”;

3. For queens up bonus wagers on the words “Queens Up”; and

4. For play wagers on the word “Play.”

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 Crazy 4 Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Crazy 4 Poker shall be in standard decks of 52 cards.

3. ***Number of Decks:*** Cards used to play Crazy 4 Poker 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. Cards shall rank, from lowest to highest, as follows:

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

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

a. 1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b. 2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared. If they are the exact same- the hands will push
c. Straight	4 cards of any suit in sequence. An ace is high except in 4-3-2-Ace sequence.

d.	Flush	4 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
e.	Three of a Kind	3 cards of the same value.
f.	Straight Flush	4 cards of the same suit in sequence.
g.	4 of a Kind	4 cards of the same value.
h.	4 Aces	4 Aces

Betting scheme:

1. All wagers in Crazy 4 Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

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

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

   a. **Super Bonus** – The Super Bonus wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus.
      i. Wins: When the player has a straight or better. Hands of straight or better always receive Super Bonus payouts. When the player has a straight or better but loses to the player-dealer's **qualifying** hand, he still receives Super Bonus payouts and the original wager stays on the layout.
      ii. Loses: When the player has less than a straight and loses to the player-dealer's qualifying hand.
      iii. Pushes: 1) When the player has less than a straight and beats the player-dealer's qualifying hands. 2) When the player has less than a straight and the player-dealer doesn't qualify.

4. Each player at a Crazy 4 Poker table, who has placed the ante wager required above, shall also have the option to make an additional "Queens Up bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the 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 place the deck of cards in a single stack.

2. The dealer shall wait for each player to place their ante bets, super bonus bets, and any Queens Up bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."

    - The shuffler deals the cards in stacks of five. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The dealer shall deliver each stack face down. The stack given to the player-dealer shall be delivered face down.

3. After the stacks have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards. This will also initiate shuffling the deck for the next round of play.

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 Crazy 4 Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her five cards in full view of the 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 and Super bonus wagers and end his or her participation in the round of play by folding. If a player makes the play wager it must be equal to the ante unless the player has at least a pair of Aces. If a player has a pair of Aces or better, he/she can bet up to three times their ante. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order. Backline Betting is not allowed.

    a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit the ante wager, super bonus wager, and the Queens Up bonus wager.

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 dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The dealer shall then reveal the player-dealer's cards and place the cards so as to form the highest possible ranking four card poker hand. The player-dealer must qualify to play with a minimum of King-high.

   a. If the player-dealer does NOT qualify:
      i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
      ii. Pay all play bets even money and push all ante bets. Resolve Queens Up and super bonus bets as usual.
      iii. Handle the bets in this order: Play, Ante, Queens Up, and Super Bonus for each player one at a time.

   b. When the player-dealer qualifies (with King-high or better):
      i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
      ii. If the player's hand is higher than the dealer's, the play and ante bets are paid even money.
      iii. If the player-dealer's hand beats the player's hand, the player loses.
      iv. If the player-dealer's hand and the player'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.
      v. Reconcile the Queens Up and Super Bonus as normal.

6. All cards collected by the 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.

7. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button shall be utilized. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Super Bonus wager (if placed), then the Queens Up wager (if placed). The player-dealer will first collect all losing wagers and then pay all winning wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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 never participates as a

player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

9. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Payout Odds

Player folds	ANTE and SUPER BONUS lose
Dealer does not qualify*	PLAY wins 1 to 1; ANTE pushes
Player beats dealer's qualifying hand	PLAY and ANTE win 1 to 1
Player loses to dealer's qualifying hand	PLAY and ANTE lose
Player ties dealers qualifying hand	PLAY, ANTE and SUPER BONUS push

Queens Up Bonus Bet:

The Queens Up Bonus Bet is an optional bet for Crazy 4 Poker. The rules are as follows:

1. Queens Up Bets must be placed prior to the initial deal.

2. Queens Up Bets may be made at any amount within table bettling limits to qualify for a payoff.

3. Backline betting is not permitted on the Queens Up Bonus Bet.

4. The Bonus Bet considers the best four-card hand that each player can make with the five cards dealt to them. The bet wins when the player receives a pair of Queens or better. The bet loses when the player fails to get at least a pair of Queens.

5. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted paytable designated by the casino.

6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus bet.

7. The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.

8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

SUPER BONUS & QUEENS UP BONUS BET PAYTABLE

Hand	C4P-11	
	Super Bonus	Queens Up
4 Aces	200 to 1	
4 of a Kind	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1
3 of a Kind	2 to 1	8 to 1
Flush	3 to 2	4 to 1
Straight	1 to 1	3 to 1
2 Pair		2 to 1
Queens or Better		1 to 1
House edge	3.42%	5.33%

Collection Schedule:

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

For **schedule option 1**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Crazy 4 Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection (per round)	Player Collection
1	$5-$100	$5 - $49	$1	$0
		$50 - $199	$2	
		$201 - $399	$3	
		$400 - $599	$5	
		$600+	$10	

Up to a maximum of 20 circles per seat

Glossary of terms used in the controlled game:

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play Bet	An optional bet that players make after seeing their five-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Table Layout