POSTED HOUSE RULES FOR LOW BALL

1.1 -2 - 3 - 4 - 5-- BEST HAND

2. TWO CARDS OFF IS MISDEAL

3.DEALER CAN DRAW ONLY FOUR CARDS

4.NO ONE CAN TAKE EXPOSED CARD ABOVE FIVE DURING THE DEAL

5.NO ONE CAN TAKE ANY EXPOSED CARD DURING THE DRAW

6.DEALER TAKES ALL EXPOSED CARDS

7.IF YOU CHECK SEVEN OR BETTER YOU LOOSE THE POT

8.ONE CUT ONLY

9.ANY PLAYER CAN LOOK AT FIRST TWO CARDS AND STRATTLE THE BLIND

10.NO PASSING CHIPS AMONG PLAYERS

11.PROTECT YOUR OWN HAND

12.HOUSE MANS DECISION IS FINAL

13.ALL CHIPS STRICTLY CASH

14.MAXIMUM BLIND $10.00

15.DONT STAND BEHIND PLAYERS

16.$40.00 CHANGE IN $10.00 LIMIT

17.ANY CARD THAT HITS THE FLOOR IS DEAD

bet to $10

LOW BALL ----4 TO 10 LIMIT

($40.00 BUY IN) min to play

EVERY PLAYER DEALS THE CARDS,DEALER ANTE $1.00, PLAYER TO LEFT OF DEALER BLINDS FOR $2.00. ANY PLAYER CAN LOOK AT TWO CARDS AND STRADDLE THE BLIND UP TO $5.00 MAKING IT $10.00 TO GO. THERE IS NO LIMIT TO AMOUNT OF RAISE AS LONG AS PLAYER HAS CHIPS IN FRONT OF THEM. AFTER DRAW, PLAYER TO THE LEFT OF DEALER STARTS THE BETTING, THIS GOES IN TURNS AROUND TO DEALER BEST HAND WINS (1-2-3-4-5- IS BEST HAND.EACH PLAYER PAYS $2.00 EVERY TWENTY MIN., A TOTAL OF $6.00 AN HOUR PER PLAYER.
IN THE EVENT OF A TIE THE POT IS SPLIT EQUAL AMONG PLAYERS INVOLED. A STANDARD DECK IS USED, FIFTY TWO CARDS PLUS ONE JOKER. THE JOKER IS COUNTED AS LOWEST CARD.

LOW BALL ------- 6 TO 20 LIMIT

($100.00 BUY IN)

EVERY PLAYER DEALS THE CARDS , DEALER ANTE $1.00 PLAYER TO LEFT BLINDS TO $2.00,PLAYER TO HIS LEFT BLINDS $3.00, THAT MAKES IT $6.00 TO GO. ANY PLAYER CAN LOOK AT FIRST TWO CARDS AND STRADDLE UP TO $10.00 MAKING IT $20.00 TO GO. THE RULES ARE THE SAME AS TO 4 TO 10 EXCEPT EACH PLAYER PAYS $5.00 EVERY THIRTY MIM. A TOTAL OF $10.00 PER HOUR.

how is dealer determined? #1 deals face up first face card.
how many up + down? all down 5 cards
replacement cards? after one draw.
straddle bet?
dealer ante
$2
look at 2 cards + straddle
option to raise the pot

DRAW POKER

1. ROYAL FLUSH IS BEST HAND
2. YOU MUST BET AT STRAIGHT OR BETTER
3. $20.00 CHANG IN $5.00 LIMIT
4. DONT STAND BEHIND PLAYERS
5. ANY CARD THAT HITS THE FLOOR IS DEAD
6. NO EXPOSED CARDS DURING THE DRAW
7. PROTECT YOUR OWN HAND
8. DO NOT PASS CHIPS
9. TWO CARDS OFF IS A MISDEAL
10. HOUSE MANS DECISION IS FINAL

DRAW POKER IS NOT PLAYED AT THIS TIME

Texas **Hold'** em RULES:

Ranking order of hands from highest to lowest

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

In Hold' em each player receives two cards face down. Five community cards are then turned face-up upon the table. Hold'em has structured betting: i.e. the betting is "split limit" (example: 3 - 6 limit indicates a $3 wager for the "lower" limit and a $6 wager for the "higher" limit), with the smaller limit occurring during the first two (2) betting rounds and the higher limit occurring during the final two (2) betting rounds.

1. Hold'em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

2. A Dealer Button is used to indicate the player, who in theory, dealt the cards for that pot. The button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first.

3. Method of Play: Blinds are posted as in many other poker games; i.e. the first two players after the Dealer Button post a wager before the cards are dealt a small blind and a large blind. The large blind is equal to the "lower" betting limit, with the small blind being less than the large blind. In the 3 - 6 limit game described above, the large blind would be $3 and the small blind $2.

   The player on the dealer button will also post $1 before the cards are dealt.

4. Each player is dealt two cards face down, one at a time, in rotation in turn.

5. Around of betting ensues starting with the player to the left of the dealer button, where players have the option to check, bet, call, raise, or fold.
6. Three cards are turned face-up in the middle of the table. These are commonly called the "flop".

7. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player after the Dealer Button. Betting for this round is at the "lower" limit.

8. A fourth card is turned next to the initial three. (Fourth Street/the Turn) Betting for this and subsequent betting rounds are at the "higher" limit.

9. A round of betting ensues for players who wish to continue and contend for the pot, beginning with the first active player to the left of the Dealer Button.

10. A fifth and final card is turned next to the previous four. (The River Card/Fifth Street) These five cards are common to all active players.

11. A final round of betting ensues, beginning with the first active player to the left of the Dealer Button.

12. All active players expose their hands, beginning with the first player initiating action (a bet, raise, or a check if there was no bet) on the final betting round. Using the best of their personal two cards and the five community cards, the active player with the best five carded high hand is awarded the pot. Players may use two, one or none (playing the board) of their personal cards to form their hand.

13. Collection: The collection will be taken from the Blinds, after the first (2) cards are dealt. The total collection amount for each hand is $5.00. This amount will be posted on the game table and the wall. The structured betting (split-limit) will also be posted on the each game table and wall (i.e. - ½, 2/4, 3/6, 4/8, 6/12, 10/20, 15/30, 20/40, 40/80 and No Limit).

No-Limit Hold'em

No-Limit Hold'em is played the same as Hold'em (see above) with the following exceptions: No-limit Hold'em has no structured betting; i.e. players may bet any amount between the minimum opening bet to the entirety of their chips. On the first betting round,. the first player entering the pot must "open" the pot for a wager at least the sum total of the blinds. Collection will be taken from the blinds as all other Hold'em games.

3 Card Texas Hold'em

Patents Pending

DEALING PROCEDURE

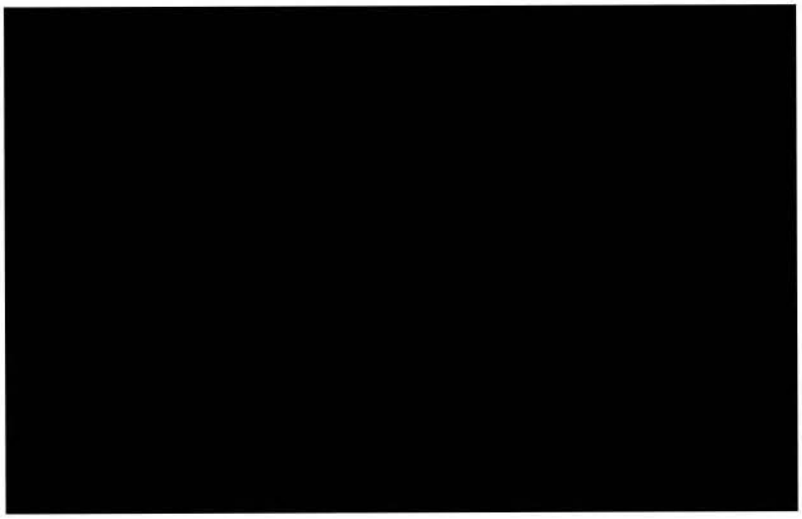
3 Card Texas Hold'em is played with a deck of 52 cards on a blackjack-sized table.
The game is played by up to seven players and a player banker.
The game can be dealt with or without a card shuffler.
A house dealer deals the game.

OBJECT OF THE GAME

Each player and the player banker will use 3 of their 5 cards to make their best three card poker hand. All players try to beat the player banker's 3 card poker hand.

BETTING LIMITS

Each player can bet between $5 and $200.
There is one betting spot per player.
Players may only play one hand.



RULES OF PLAY

1) Each player makes a compulsory Ante bet and places the appropriate amount of the collection fee. The Flush Or Pair and Straight Up side bets are optional (see Flush Or Pair and Straight Up side bets below) but can be made only if an Ante bet is made. The Ante and the two side bets need not be equal as long as they are within the table limits.

2) All players and the dealer get two hole cards face down. The player cards will remain face down until the player banker receives his hand.

3) Three communal cards known as the "flop" in Texas Hold'em are dealt on the board with the first card revealed.

4) After looking at his hand and the open communal card, the player can (1) fold and forfeit the Ante, or (2) match the Ante with an additional equal bet. If the player chooses to fold after seeing his first two cards, the Ante bet loses but both the Flush Or Pair and Straight Up side bets, if made, remain in action.

5) The dealer reveals the second communal card.

6) Now each player can either check or match the Ante with an additional bet.

7) The dealer reveals the third communal card and his two hole cards. Now everyone has 5 cards – his 2 hole cards plus the 3 communal cards. All players and the dealer use any 3 of the 5 cards to make their best three card poker hand.

8) Each player hand is compared with the dealer hand. Whoever has the higher rank wins. The dealer must have a pair of 4s or better, or else the Ante is not paid if the player wins.

Flush Or Pair

This side bet is optional. If the player's first two cards make a pair or are suited, it will be paid according to the pay tables below:

(All payouts are "to 1.")

Player 2 card Hand	A1	A2
AK Suited	30	30
AA	15	12
One Pair	5	5
Flush	1	1

Straight Up

This side bet is optional. If the player's best 3 card poker hand is a straight or better, it will be paid according to the pay tables below:

Hand Type	B1	B2
Straight Flush plus a Pair*	40	40
AKQ Suited	33	30
Straight Flush	10	10
Three of a Kind	6	6
Straight plus a Pair*	4	4
Straight	1	1

* All five cards must be used to win "straight flush plus a pair" and "straight plus a pair." Example: A♣K♣Q♣5♥5♦, 8♣9♥10♣3♥3♦.

NOTES

a) There are neither 4 of a kinds nor full houses. Any 4 of a kind and any full house should be paid the same as a 3 of a kind.

b) When a hand can have more than one rank, only the highest rank is paid. For example, if a hand has both a 3 of a kind and a straight flush, such as 8♥8♦8♣7♣9♣, then it is just a straight flush plus a pair. A hand of 8♥8♦8♣7♥9♣ is a 3 of a kind but not a straight plus a pair because a three of a kind pays more than a straight plus a pair.

c) The outcome of the Ante bet has no bearing on the two side bets.

DEALING THE GAME

The game may be dealt by hand or by an automatic shuffler.

Deal by Hand

The dealer will shuffle the deck using the house procedure for single deck shuffling. Upon completion of the shuffling process, the dealer will cut the deck in half using a one-handed "poker" cut before dealing to the players. The cut must be at least ten cards away from either the top or the bottom of the deck.

Automatic Shuffler

When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

a) The backs of the cards are of different colors.
b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

If the shuffler can be programmed to output two cards at a time, the dealer will pick up each two card hand from the shuffler and hand it to each player one at a time clockwise. If the shuffler can't output two cards at a time, the dealer must pick up the entire deck after the shuffle and deal according to the **Deal by Hand** rules above.

Dealing

Two cards are dealt face down to each player clockwise. The dealer then burns a card and deals three communal cards to the three card boxes in the center of the table from left to right. Only the first communal card to the dealer's left is dealt face up:

|_____Chip Tray_____|

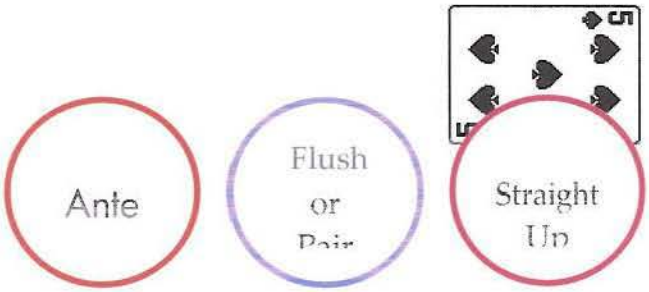
First Betting Round

Now the players look at their cards. They may fold their hand or bet:

Fold - If a player folds, he must place his cards face down above his Ante bet.

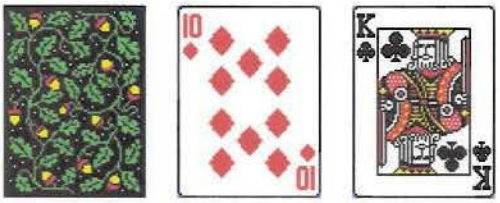
Bet - If a player wishes to stay in the game, he must place a bet equal to the Ante on the betting circle labeled "Bet or Fold" beneath the Ante bet.

After all players have made their decisions, the dealer will pick up the Ante bets and cards from those players who folded. However, if the player who folded has a bet on any of the two side bet circles, the dealer should pick up the player's cards and tuck them, face up, under his side bet(s) because the side bet(s) remain in action:

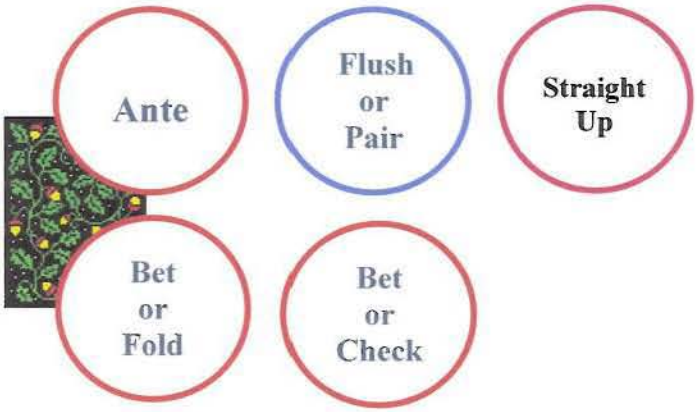


Final Betting Round

After the dealer has picked up all bets and cards from those who folded, the dealer will reveal the second communal card:



Now the players may either check or place another bet equal to the Ante on the betting circle labeled "Bet or Check." No folding is allowed at this point. After all players have made their decisions, they must tuck their cards face down under their Ante and first bet.



After all players have made their decisions, the dealer reveals the last communal card.

Finally, the dealer burns a card off the top of the remaining deck and deals the player banker two cards face up, which should be placed between the chip tray and the row of the communal cards.

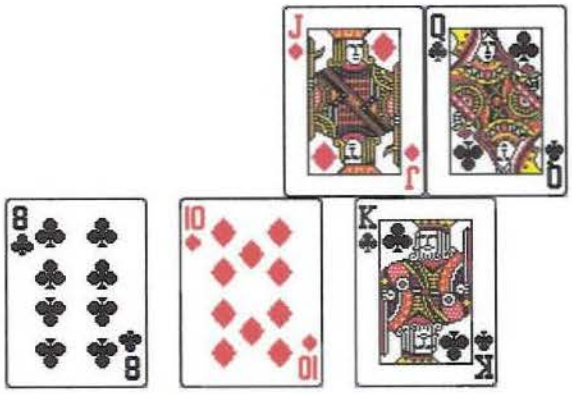
THE PLAYER BANKER HAND

On behalf of the player banker, the dealer will pick three of the five cards to make the player banker's best Three Card Poker hand. Depending on the player banker's two hole cards, the dealer has to place the cards as follows. Simply put, the three cards the dealer picks to use should be placed as close to one another as possible:

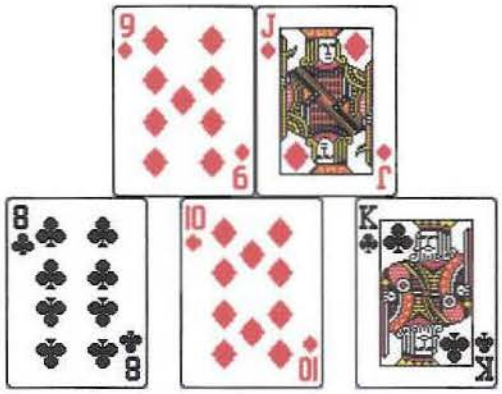
a) If the dealer will use both his hole cards, he must place his two cards right above the one communal card he picks to use:

1) When using the left communal card (8-high straight):

2) When using the right communal card (K-high straight):

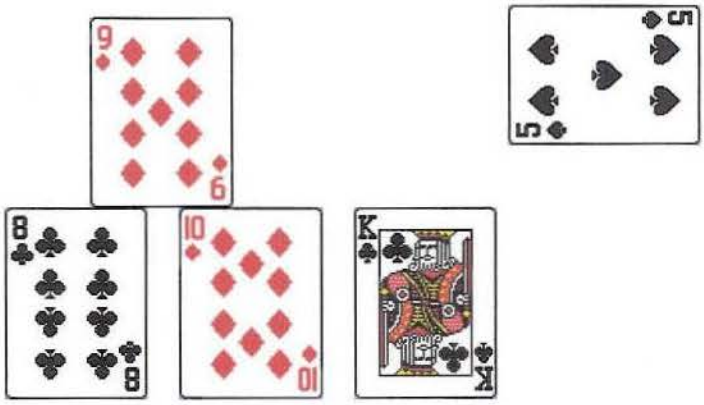


3) When using the center communal card (J-high straight flush):

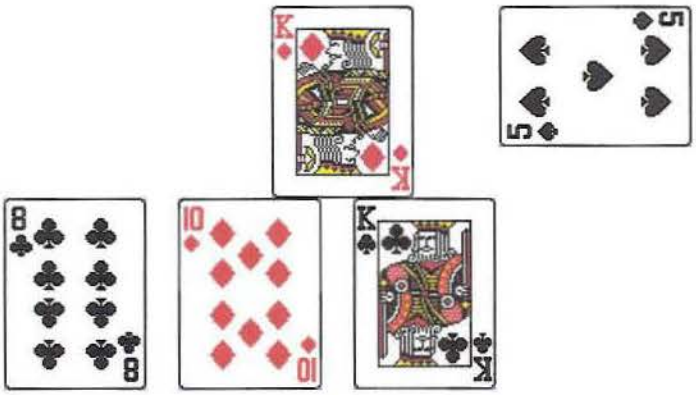


b) If the dealer will use just one of his hole cards, he must place the card he won't use perpendicular to the card he will use and place the card he will use above the two communal cards he picks as follows:

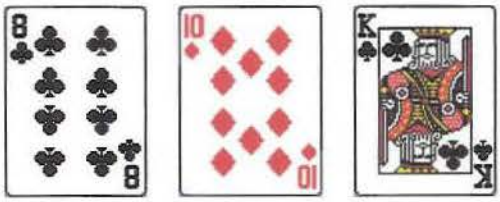
1) When using the left two communal cards (10-high straight):



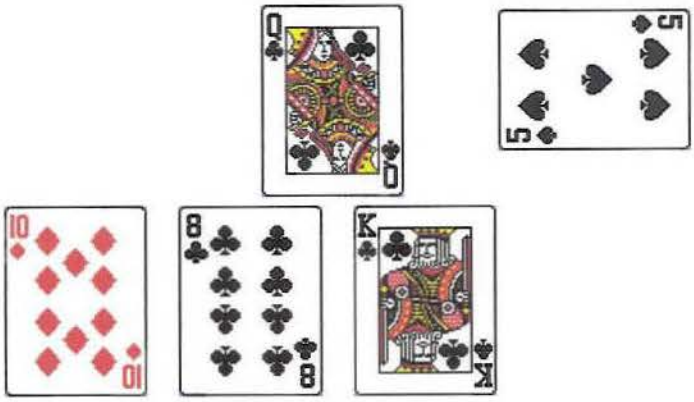
2) When using the right two communal cards (a pair of Kings):



3) When the left and right communal cards will be picked, the dealer must swap the center communal card with the left communal card before placing his one hole card above them. Assume the dealer has 5♠ and Q♣ to make a flush with the following flop:

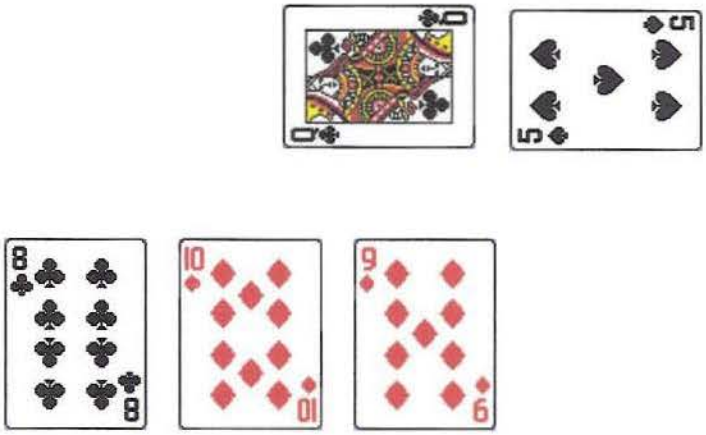


The dealer has to swap 8♣ and 10♦ and then place his Q♣ right above 8♣ and K♣.



This is the only time the dealer must swap the communal cards.

c) If the dealer will not use his hole cards at all, he must place his cards as follows:



After the dealer has properly arranged his hand, starting with the first player to his right, he turns over each player's hand to determine the hand rank. The dealer should place the player's hand in front of his Ante bet with one card partially superimposing the other as in blackjack. The top card should only cover a corner of the bottom card such that the rank and the suit of the bottom card can be seen easily.

SETTLING THE BETS

Ante/Bets

Only the best 3 of the 5 cards, including using all 3 cards on the board, are selected to make a three card poker hand. The hand ranking is the same as Three Card Poker:

Straight Flush
3 of a Kind
Straight
Flush
One Pair

The hand is settled as follows:

If the player banker beats the player, the Ante and Bets lose.

If the player beats the player banker, the outcome depends on whether the dealer has at least a pair of fours:

- If the player banker hand is less than a pair of fours, all Bets are paid 1 to 1 and the Ante pushes.
- If the player banker has a pair of fours or better, the Ante and all Bets are paid 1 to 1.

Ties are pushes.

Side Bets

If a Flush Or Pair bet was made, check the player hand against the Flush Or Pair pay table to see if it qualifies for a payoff.

If a Straight Up bet was made, check the player hand against the Straight Up pay table to see if it qualifies for a payoff.

All bets receive action to the extent that the player banker's bankroll covers.

The round of play ends when the player panker exhausts his bankroll or when all player wagers receive full action.

Putting Away the Cards

Each player's hand should be picked up and put in the discard rack as soon as his hand is settled. The player banker's hand should be picked up and put in the discard rack before the three communal cards are put in the discard rack.

PLAYER BANKER AND THE DEAL

The player banker position rotates. Each player is allowed to bank two consecutive hands. There must be an intervening player banker so that a single player cannot repeatedly act as the player banker within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09, AB 1416, Wesson's Bill (an act to add Section 330.11 to Penal Code, relating to gambling establishments), and any future regulatory guidelines from the Division of Gambling Control with respect to the operation of controlled games featuring a player banker position.

The game will be closed if at least one other intervening player at the table does not accept the deal when offered. To comply with this ruling, we will place a plastic disk on the table. One side of the disk says "game open," and the other side says "game closed." As a player is banking, the "game open" sign is in use. When he has completed his second banking, banking is offered to all other seated players. If no other players accept banking, the disk is flipped to the "game closed" side. After a momentary pause, the disk is turned back to the "game open" side and a new game commences. This procedure would also pertain to the Third Party Proposition Players when they are banking and no one else wishes to bank.

A player banker is never required to cover all opposing player's wagers.

The House never participates as a player banker.

The House never takes a percentage of the wagers placed in the game.

Per Lodi Municipal Code, there can be no more than 10 active players at a table, plus the house dealer. There is no requirement of a minimum number of players. This presents no problem for 3 card Hold'em because the game is structured with no "back line betting" and a six spot table.

IRREGULARITIES

a) We will attempt to deal with what we believe are reasonable errors to expect and offer solutions. In all floor rulings, the rule of fairness may supersede a hard rule. It needs to also be understood that in all decisions, the floor supervisor's ruling is final.

b) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.

c) If any player, or the banker, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.

d) If an automated shuffler is being used and the device malfunctions, jams or fails to deal the appropriate number of cards, the round of play will be voided and the cards will be removed from the device, checked by a casino supervisor, and reshuffled.

e) Other errors that may occur in the card game:

1) **Card on the Floor:**
If a player drops a card from their hand, that card will still be in play. A floor supervisor should be called to pick up the card.

2) **Exposed Card in the Player Banker's Hand**:
If a second card is exposed in the player banker's hand, the round will be declared a misdeal.

3) **Boxed Card:**
If a boxed card is found and it is in a player's hand, the player will receive the top card from the stub after the deal is completed. If there is a boxed card in the Player Bankers hand the hand will be declared a misdeal. If more than one boxed card is noted the entire round of play will be declared a misdeal.

4) **If a Player Lacks Sufficient Funds to Make Additional Bets::**
Dealers will make every attempt to keep players alerted to the fact that they must have sufficient funds to match their additional bets with their ante bet. In case that this is not noted prior to the hand being dealt the player will

have the following options: 1. purchase chips at the table to complete the bet; 2. have a player at the table complete the bet for them; forfeit their ante bet and side bet(s). They will not be allowed to stop the game and use a cash machine to complete the hand.

5) **Additonal Bets do not Equal Ante Bet::**
If the hand is completed and it is determined that the player had made an additional bet that is less than the ante bet, and the player has a winning hand, the overage on the ante bet will be refunded and the amount of the additional bet that is over will be refunded. If it is a losing hand, all monies wagered will be lost. If the additional bet is larger than the ante bet, and it is a winning bet the smaller ante bet will be paid and the overage on the play bet will be refunded. This will also hold true if the hand is a losing hand.

6) **If a Player is not Dealt a Hand: (missed by the dealer)**
All players must be seated at the table in order to receive a hand. If the player is seated, has placed a bet, and is missed by the dealer, the hand will be declared a misdeal and all hands will come back.

Glossary

Ante The compulsory wager players make before seeing their hands.

Fold The player option to surrender his Ante, rather than continue in the game.

Check After the second communal card is revealed, each player has the option to stay in the game without making an additional bet.

Collection The amount that the House collects for the players to play their hand.

Communal Cards The three cards that are dealt to the center of the table which are shared by all players and the player banker. The three communal cards will be combined with each player's two cards to form their best three card poker hand.

Wine Country Casino & Restaurant
Pure 21.5 Blackjack

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 With 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 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 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.

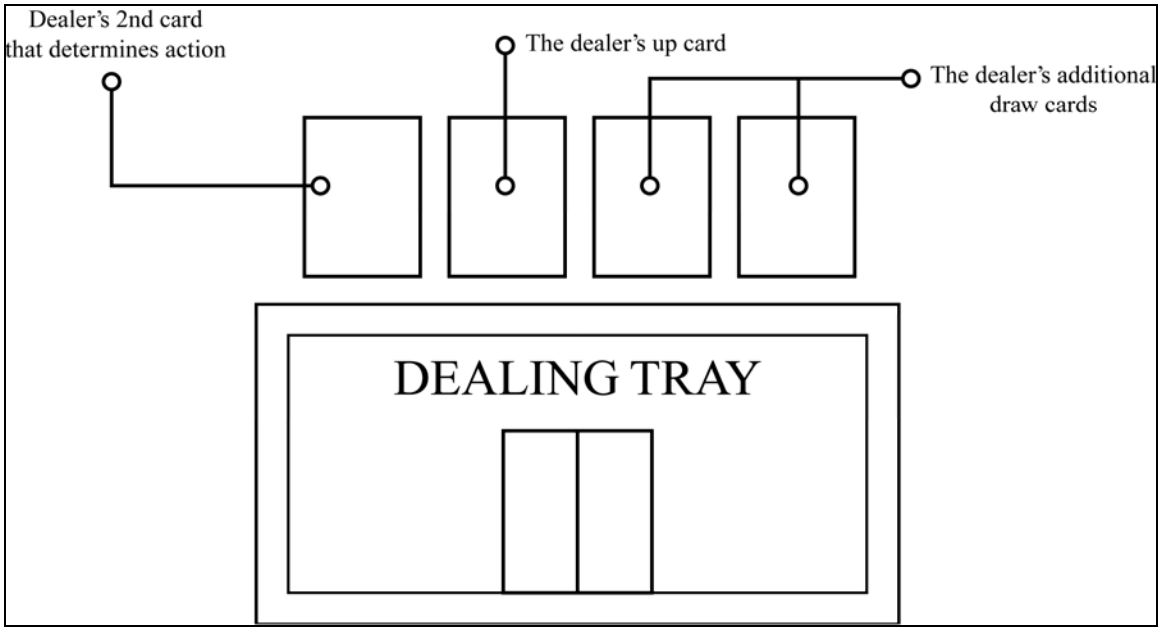
11. The “action button” determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer’s down card.

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.

DIAGRAM #1



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	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 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/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
    b. If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on a 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, up to 10 seated players per 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 & INSURANCE

1. Players can double-down on their first two cards dealt to them. The player must place a second wager from the table minimum up to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling 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.

   a. A maximum of three splits is allowed per hand.

3. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
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. 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.
6. Insurance- 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 under-card is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a Player's original wager.

BET SIZE AND COLLECTION STRUCTURE
(Per spot with 3 betting spots per seat)

Schedule 1:

Table Limit	Player/Dealer Wager Amount (per hand)	Player/Dealer Collection Fee (per hand)	Player Collection Fee
$5 up to $10,000*	$5-$100	$1	n/a
	$101-$200	$2	
	$201-$300	$3	
	$301-$600	$5	
	$601+	$8	

*$10,000 limit is reserved for future action. The maximum will be posted on the table, and will be any amount up to $10,000.

Schedule 2:

Table Limit	Player/Dealer Wager Amount (per hand)	Player/Dealer Collection Fee (per hand)	Player Collection Fee
$25 up to $10,000*	$25-$100	$1	n/a
	$101-$400	$3	
	$401-$800	$6	
	$801-$1200	$12	
	$1201+	$20	

*$10,000 limit is reserved for future action. The maximum will be posted on the table, and will be any amount up to $10,000.

Schedule 3:

Table Limit	Player/Dealer Wager Amount (per hand)	Player/Dealer Collection Fee (per hand)	Player Collection Fee
$100 up to $10,000*	$100-$400	$3	n/a
	$401-$800	$6	
	$801-$1200	$12	
	$1201-$3000	$20	
	$3000+	$40	

*$10,000 limit is reserved for future action. The maximum will be posted on the table, and will be any amount up to $10,000.

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.

Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on a regular Blackjack or No Bust 21 table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand. Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout
3	1
4	3
5	6
6	25
7	100
8	250

The Benefits of Buster Blackjack

Camaraderie
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.

Suspense
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.

Easy to deal
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

OMAHA HIGH/LOW SPLIT 8 OR BETTER DEALING PROCEDURES - COLLECTIONS

1. Each Player receives four down cards as his initial hand followed by a round of betting.
2. Players may then either release (fold) their hand or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.
3. The dealer then burns a card and turns three cards up at once; this is called the “flop”. After the flop, there is a second round of betting (lower bet).
4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting (higher bet).
5. Finally the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round (highest bet). Example: In a $4-$8 Omaha game, the blinds are $2 and $4. The first two betting rounds are in $4 increments, the third and fourth betting rounds are in $8 increments. The same betting strategy would be true for Kill with the limits raised to $8 and $16.
6. There can be two winners; a straight high hand and a low hand as long as the 5 card board has 3 separate cards 8 or lower and a player has two additional low cards in their hand. The best low hand is A,2,3,4,5, called a Wheel. If there is a qualifying low hand and high hand, they split the pot equally. If there is only a high hand and no qualifying low hand, the high hand wins the entire pot. If the low hand is the only left in the game after all other players fold, he will win the entire pot.
7. After all betting has been completed, a player must use a combination of five cards (two in his hand, three from the board) to determine his best hand.
8. Omaha uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player wit the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.
9. There are designated blinds in Omaha (usually two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.

10. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. Players must post both blinds each round.
11. In a new game, players are dealt cards, with the highest card by suit receiving the button.
12. Collection amount will be posted on the table at all times.

Omaha High-Low Split 8 or Better
Collection Structure

Blinds	7 or more players	5-6 players	2-4 players
$3-$6 Kill	$3	$2	$2
$4-$8 Kill	$4	$3	
Pot Limit			
No Limit			
Spread Limit $3-$100			

Blinds	7 or more players	5-6 players	2-4 players
$3-$6 Kill	$2	$2	$1
$4-$8 Kill	$3		$2
Pot Limit			
No Limit			
Spread Limit $3-$100			

Blinds	7 or more players	5-6 players	
$3-$6 Kill	$4	$3	$2
$4-$8 Kill	$5	$4	$3
Pot Limit			
No Limit			
Spread Limit $3-$100			

Two Card Peek

1. Game Outline:

1.1. Two Card Peek is a game where the dealer will deal out three, two-card hands. After the first three hands are dealt, the dealer will then deal out three more cards to each hand in order to make a complete five-card poker hand. Players make pick-row wagers prior to the start of play to determine which one of three two-card hands will be the highest ranked. In addition, players may also make optional bonus bets on a 2 Card poker bet, a peek bonus, and a Super-Bet.

2. Game Rules:

2.1. Pick Row Wager

2.1.1. The pick-row bet is made prior to the dealing of any cards and players choose one of three hands to play A, B, C, or two of the three hands to play AB, AC, or BC. The dealer has to have dealt at least one hand with a poker ranking of at least Ten-high in order to qualify.

2.1.2. If the qualifier is met, the hand with the highest poker ranking (either A, B, or C) will be the winner and all other hands will lose. If the qualifier is not met, then all other pick-row wagers will lose.

2.1.3. Winning pick-row wager hands will be paid according to the following chart:

2.1.3.1. A,B, or C is the highest ranked hand with a Ten-High or better pays 2:1

2.1.3.2. AB, AC, or BC- one of the hands selected is the highest ranked hand and has a Ten-High or better pays 1:1

2.1.3.3. Nine-High or less loses

2.2. Bonus Bets

2.2.1. 2 Card Poker

2.2.1.1. The 2 Card poker bet may be made on any of the three hands (A, B, and/or C) and paid out according to the hand ranking. Players will be paid odds on a qualifying two-card hand depending on their rank.

2.2.1.2. A player shall place a Pick Row wager in order to have the option of placing a 2 Card Poker wager.

2.2.1.3. The 2 Card Poker wager shall be placed prior to any cards being dealt.

2.2.1.4. A player may place a 2 Card Poker wager on row A, B, and/or C.

2.2.1.5. The 2 Card Poker wager shall be within the minimum and maximum table limits.

2.2.1.6. The 2 Card Poker wager can win regardless of the outcome of the Pick Row wager.

2.2.1.7. There is no collection fee taken for placing a 2 Card Poker wager.

2.2.2.

2.2.2.1. All Two-Card pokerbets will be paid according to this chart:

Hand	Payout
Two-Card Flush	1 to 1
Two-Card Straight, Off Suit	1 to 1
Pair	3 to 2
Two-Card Straight Flush	3 to 1
Mini Royal: AK suited	10 to 1

2.2.3. Super Bet

2.2.3.1. The Super bet may be made prior to the start of the round before any cards are dealt. After the first three hands are dealt by the dealer and all

pick-row bets are resolved, the dealer will deal three more cards to each of the two-card hands to make a complete five-card poker hand.

2.2.3.2. The Super bet will pay out for any poker hand that is rated three-of-a-kind or higher, and players can win on one, two, or all three hands off of a single wager. A player shall place a Pick Row wager in order to have the option of placing a Super Bet wager.

2.2.3.3. The Super Bet wager shall be placed prior to any cards being dealt.

2.2.3.4. A player may place one Super Bet wager, which corresponds to row A, B, and C.

2.2.3.5. The Super Bet wager shall be a $1 bet.

2.2.3.6. The Super Bet wager can win regardless of the outcome of the Pick Row wager.

2.2.3.7. There is no collection fee taken for placing a Super Bet wager.

2.2.3.8. They will be paid according to the following chart:

Hand	Payout
Three of a Kind	5 to 1
Straight	7 to 1
Flush	15 to 1
Full House	30 to 1
Four of a Kind	100 to 1
Straight Flush	2,000 to 1
Royal Flush	20,000 to 1

2.2.4. Peek Bonus

2.2.4.1. The peek bonus bet may be made after the dealer deals out the three, two-card hands but prior to the completion of the five-card hands. Players will have the option to place a peek bet on any of the three hands (A, B, or C) that were dealt out. The hand is resolved after the remaining cards are dealt and the best five-card hand is made for each hand.

2.2.4.2. A player shall place a Pick Row wager in order to have the option of placing a Peek Bonus wager.

2.2.4.3. The Peek Bonus wager shall be placed after the Pick Row and 2 Card Poker wagers have been settled, but before the third, fourth, and fifth sets of three cards are dealt.

2.2.4.4. A player may only place one Peek Bonus wager on row A, B, or C.

2.2.4.5. The Peek Bonus wager shall be at least the minimum table limit up to a maximum of $50.

2.2.4.6. The Peek Bonus wager can win regardless of the outcome of the Pick Row wager.

2.2.4.7. There is no collection fee taken for placing a Peek Bonus wager.

2.2.4.8. The Peek Bonus will pay out for any five-card hand that is rated two-pair or better according to the chart:

Hand	Payout
Two Pair (when the selected row has a pair in the initial two-card hand)	1 to 1
Two Pair	6 to 1

Two Card Peek

(when the selected row does not have a pair in the initial two-card hand)	
Three of a Kind (when the selected row has a pair in the initial two-card hand)	2 to 1
Three of a Kind (when the selected row does not have a pair in the initial two-card hand)	8 to 1
Straight	10 to 1
Flush	12 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

3. Dealing Procedures:

3.1. Lightly scramble the deck.
3.2. Shuffle once and place the deck in the shuffle machine.
3.3. Call for all pick-row bets and 2 Card Poker bets, and Super bets.
3.4. Announce, “No more bets.”
3.5. Press the button on the shuffler. The machine will kick out three cards at a time.
3.6. Place the first set of three cards (face-up) to the far left of the dealer position, pulling downward, leaving the top card at the top of the row, etc.
3.7. Place the second set of three cards to the left of the first set of three cards and repeat pull down procedure.
3.8. Reading left to right, hand position A, B, and C will now each have a two-card poker hand.
3.9. Dealer will look for and confirm that there is a qualifying card in one of the three hands.
3.9.1. In order for the pick-row bet to qualify, there must be a ten-high or better in one of the three hands.
3.9.2. If none of the three hands qualify the dealer will collect all losing pick-row wagers.
3.9.3. If there is a qualifying hand then all pick-row bets are in play and will be given action.
3.9.4. Dealer will establish the winning hand between A, B, and C.
3.10. Dealer will establish any and all two card bonus qualifying hands
3.11. Wagers shall be settled in a clockwise manner, starting with the player to the left of the house dealer, in the following order: the Pick Row bets and the 2 Card Poker bets are settled first for each player
3.12. Call for all “peek bonus” bets
3.13. Announce, “No more bets.”
3.14. Place the third set of three cards to the left of the second set of three cards and repeat pull down procedure.
3.15. Place the fourth set of three cards to the left of the third set of three cards and repeat pull down procedure.
3.16. Place the fifth set of three cards to the left of the fourth set of three cards and repeat pull down procedure.
3.17. Dealer will establish any and all five-card Peek and Super bet qualifying hands.
3.18. Announce the value of all qualifying five-card poker hands

Two Card Peek

3.19. The Peek Bonus bets and the Super Bet wagers are settled beginning with the player to the left of the house dealer and continuing clockwise.

3.20. Reconcile action in the following way:

3.20.1. Win – pay and push back the chips.

3.20.2. Lose – award the chips to the Player-Dealer .

3.21. Drop the collection. Clear hands.

3.22. Offer the Player-Dealer position, if applicable.

3.23. Lightly scramble the deck.

3.24. Shuffle once and place the deck in the shuffle machine.

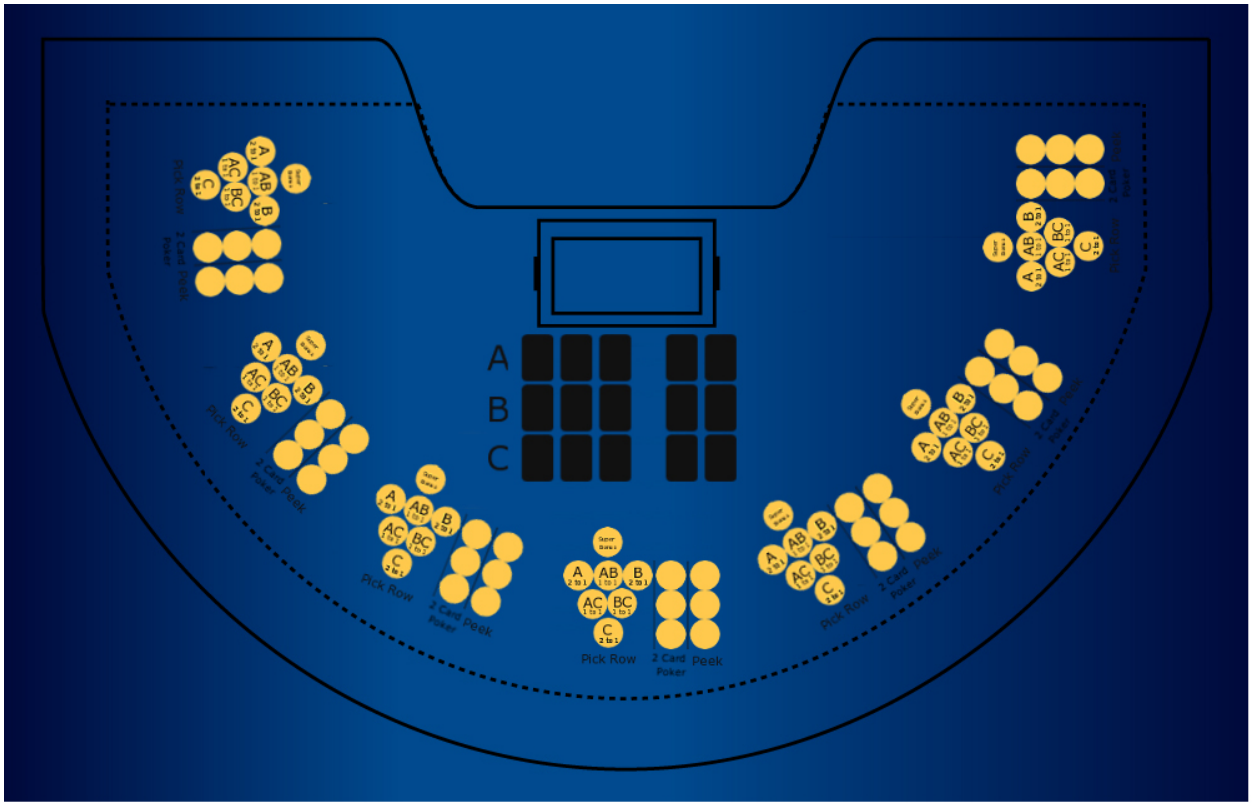
3.24.1. If the shuffle machine breaks, or no shuffle machine is available for the game, then it can be played with the house dealer manually shuffling the cards.

Collection Schedule:

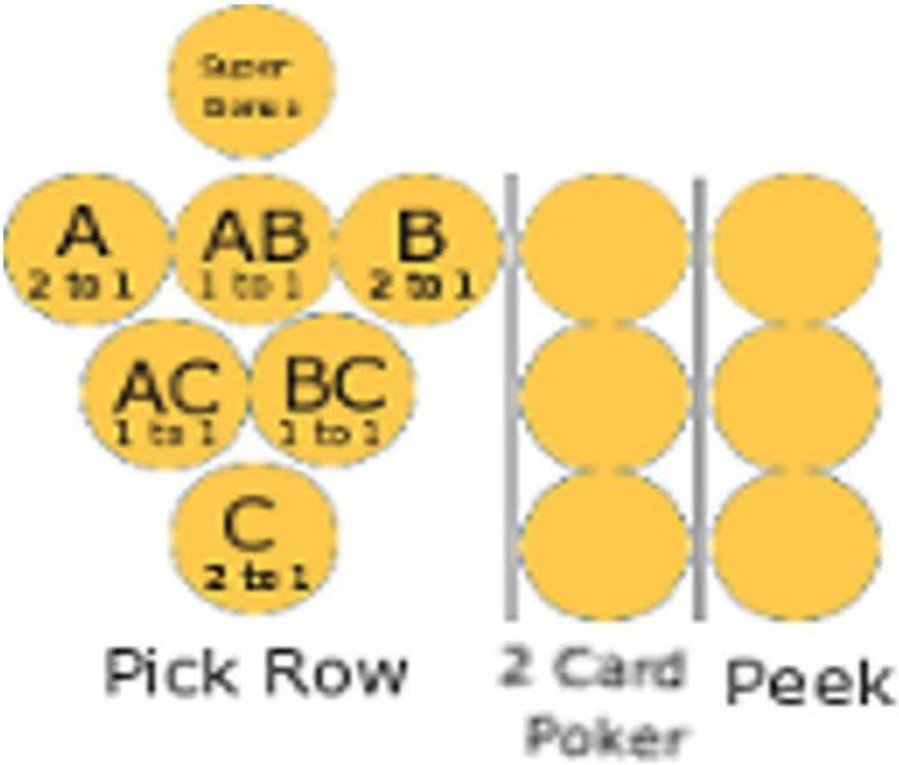
Schedule Option	Table Limit (Pick Row and 2 Card Poker)	Peek Bonus	Super Bet	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$1- $100	$1 - $50	$1	$1 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
2	$5- $100	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
3	$5 - $200	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
4	$5 - $200	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
5	$5 - $500	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
6	$10 - $500	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	

Two Card Peek

7	$10 - $1,000	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
8	$25 - $1,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,000 +	$15	
9	$25 - $2,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,000 +	$15	



Two Card Peek



EZ BACCARAT™ Panda 8

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

BGC ID: GEGA-003448 (June 2012)

EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, 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, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine, according to the rules above.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight, according to the rules above.
Nine or Eight	A three card hand that has a value of nine or eight.
Seven through Zero	A two or three card hand that has a value of seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

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.

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

EZ BACCARAT

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 permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

EZ BACCARAT

Panda 8 Bet

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

Collection Fee Schedule: How and When are House Fees Collected

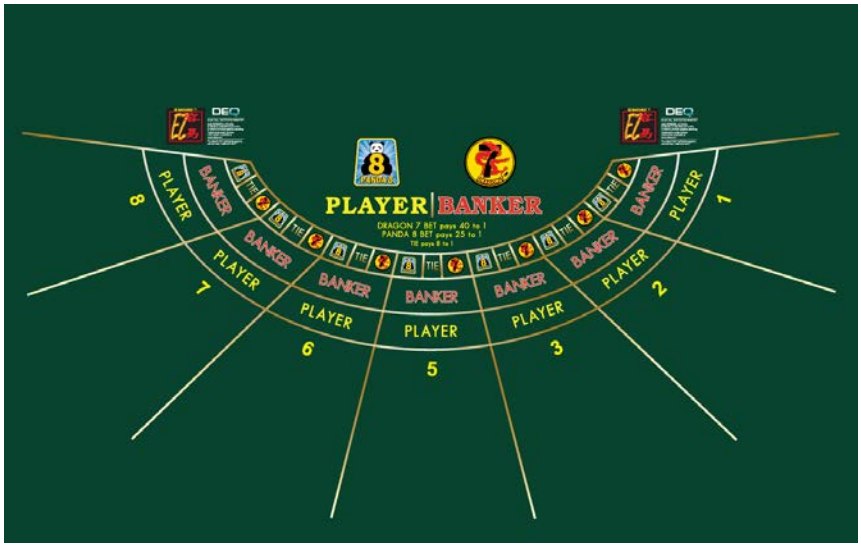
For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or the Panda 8. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Dragon 7 and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be a minimum of $5 and a maximum of $500. The collection fees shall be collected 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 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 EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee
1	$5- $1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
2	$5-$1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
3	$5-$1,000	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	

EZ BACCARAT

4	$25-$1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
5	$25-$1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$25-$1,000	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	

Table Layout



Equipment Used

EZ BACCARAT

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.

Wine Country Casino
Three Card Poker 6 Card

*Three Card Poker 6 Card Bonus 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:

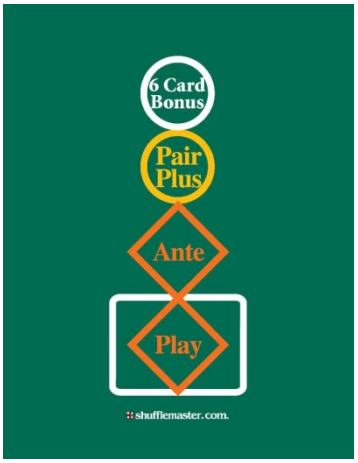
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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-6B3	
5- Card Hand	**Payoff**
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

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.

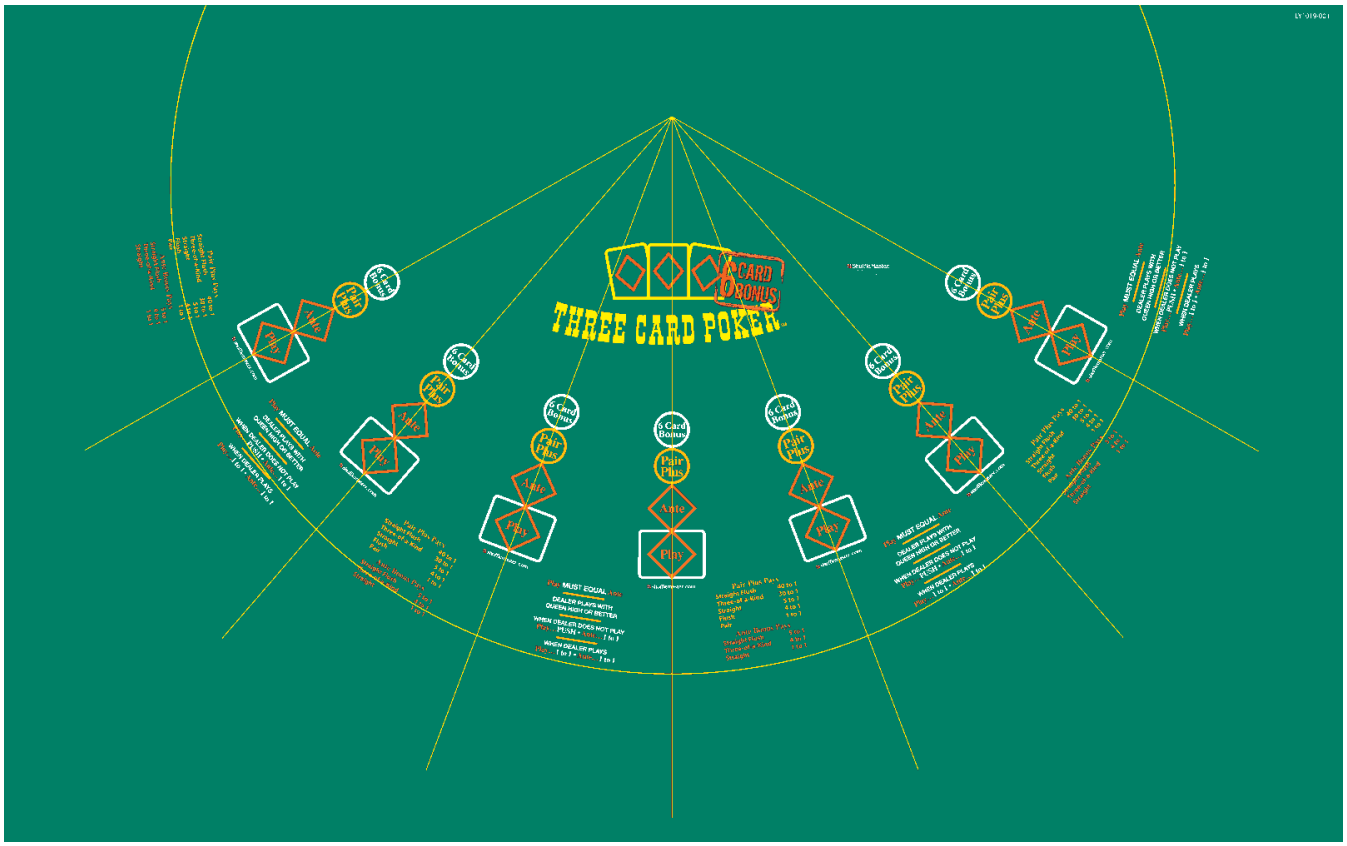
Wagering Limits and Collection Fees

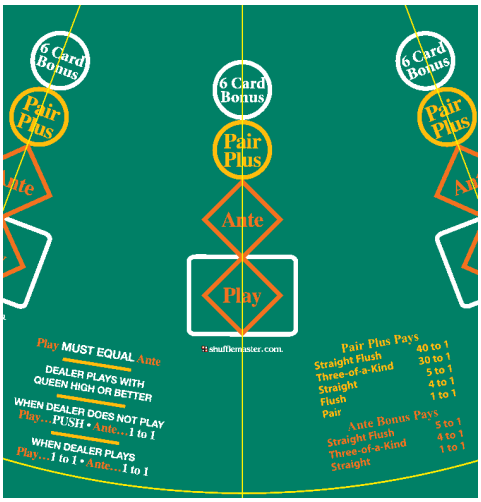
For **schedules options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. 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. Flat fees on each wager may be assessed at different collection rates. 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 modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Total Table Action	Player/Dealer Collection	Player Collection
1	$1 - $100	$1 - $50	$1.00	$0
		$51 - $100	$2.00	
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 or more	$12.00	
2	$1 - $100	$1 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$5.00	
		$501 - $800	$8.00	
		$801 or more	$12.00	

3	$5 - $200	$5 - $100	$1.00	$0
		$101 - $400	$4.00	
		$401 - $800	$8.00	
		$801 - $1,500	$15.00	
		$1,501 or more	$20.00	
4	$25 - $200	$25 - $300	$3.00	$0
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 - $1,600	$16.00	
		$1,601 or more	$25.00	
5	$100 - $500	$100 - $300	$3.00	$0
		$301 - $800	$8.00	
		$801 - $1,200	$15.00	
		$1,201 - $2,000	$25.00	
		$2,001 or more	$40.00	

TABLE LAYOUT





ULTIMATE WAR
Lodi Casino

Type of Game
The game of Ultimate War 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 one card each with the players competing against the player-dealer position.

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 one deck and a maximum of eight decks shall be used during the play of the game. The deck will be shuffled in between each round of play.

Card Values and Hand Rankings
The rank of the cards used in Ultimate War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

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 areas specifically designated for five separate wagers; the Player Bet, the Banker Bet, the War Bet, the Ultimate 5 Player Bet, and the Ultimate 5 Banker Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

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 Bet wagers, all Banker Bet wagers, all War Bet wagers, all Ultimate 5 Player Bet, and then all Ultimate 5 Banker 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.

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 Bet which pays 1 to 1;
- The Banker Bet which pays 1 to 1;

- The War Bet, which pays according to the pay table below;
- The Ultimate 5 Player Bet, which pays according to the pay table below;
- The Ultimate 5 Banker Bet, which pays according to the pay table below.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left. The hand to the left of the house dealer is a community hand that belongs to those that placed a wager on the Player Bet. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Banker Bet.

The hand that has the highest card value wins. If the both hands have the same value they are considered a tie and the hand "goes to war". When a hand goes to war the house dealer will deal an additional card to the Player Bet hand and the Banker Bet hand to determine the winner. The hand that is dealt the highest card wins. In the event that the hands tie again, the hand will go to war again and the process will repeat until a winner is determined. There is no limit to the amount of times the Player and Banker Bet hands may go to war. The winner is determined by a comparison of the last card given to each player.

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 Bet wagers when the card dealt to the Player's hand is higher than the card dealt to the Banker Bet hand. However, when the Player Bet hand wins with a 5, the Player Bet is not paid and is a push. The Banker's Bet loses and is collected as normal.
- The player-dealer shall collect all losing Player Bet wagers made by players when the Banker Bet hand is higher in value than the Player Bet hand.
- The player-dealer shall pay all winning Banker Bet wagers when the card dealt to the Banker Bet hand is higher than the card dealt to the Player Bet hand. However, when the Banker Bet hand wins with a 5, the Banker Bet is not paid and is a push. The Player Bet loses and is collected as normal.
- The player-dealer shall collect all losing Banker Bet wagers made by players when the Player Bet hand is higher in value than the Banker Bet hand.

War Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a War Bet wager. A player may place a War Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning War Bet wagers when the card dealt to a Player's hand and the card dealt to the Banker's hand have the same value.
- The player-dealer shall collect all losing War Bet wagers when the card dealt to the Player's hand and the card dealt to the Banker's hand do not have the same value.
- Backline betting is permitted on the War Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the War Bet and any collection fees that may be taken.

- The War Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand and Banker Bet hand are of the same value (tie), the War Bet wager shall win. In the event that the Player Bet hand and the Banker Bet hand are not of the same value, the player-dealer shall win the War Bet wager.
- All winning War Bet wagers shall be according to the pay table below.
- 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.

War Bet	Payout
First War	10 to 1
Second War	20 to 1
Third War	100 to 1
Fourth War & more	300 to 1

Ultimate 5 Player Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Player Bet wager. A player may place and Ultimate 5 Player Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning Ultimate 5 Player Bet wagers when the Player Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Player Bet wagers when Player Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Player Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Player Bet and any collection fees that may be taken.
- The Ultimate 5 Player Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Player Bet wager.
- All winning Ultimate 5 Player Bet wagers shall be according to the pay table below.
- 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.

Ultimate 5 Player Bet	Payouts
Player Wins with 5 before War	40:1
Player Wins with 5 after War	120:1

Ultimate 5 Banker Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Banker Bet wager. A player may place and Ultimate 5 Banker Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.

ULTIMATE WAR
Lodi Casino

- The player-dealer shall pay all winning Ultimate 5 Banker Bet wagers when the Banker Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Banker Bet wagers when Banker Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Banker Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Banker Bet and any collection fees that may be taken.
- The Ultimate 5 Banker Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Banker Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Banker Bet wager.
- All winning Ultimate 5 Banker Bet wagers shall be according to the pay table below.
- 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.

Ultimate 5 Banker Bet	Payouts
Banker Wins with 5 before War	40:1
Banker Wins with 5 after War	120:1

GLOSSARY

Action - This is the amount of money a player uses during an entire play of the hand.
Betting Limits - These limits mark the minimum and maximum amounts that can be bet.
Copy – when two hands are of equal rank with out regard to suit.
Cut Card - This is the card that is put on the bottom of the deck to cover it from view as well as determining when to shuffle.
Even Money - This means you get paid the same as your original bet.
Face Cards - These cards are the Jack, Queen, and King of each of the four suits.
Layout – a felt placed on top the table and used to describe the games playing surface.
Player-Dealer tile – a double-sided with a 1 on one side and a 2 on the other as well as designates the player who is occupying the house position. The player may occupy the position for two consecutive hands before its offered to the next player in action. The player-dealer position is not dealt a hand.
Random Shuffler – a machine to shuffle the cards.

ULTIMATE PAI GOW POKER

Type of Game

Ultimate Pai Gow Poker is a seven card California style game that utilizes a player-dealer position. Players play against the player-dealer who pays and collects back to front seat by seat according to action until the hand is over or the bank money has been depleted.

Object of the Game

The object of the game is for the players to compete against the player-dealer by betting that either the player's hand will win or the banker's hand will win. At the beginning of the game one seven-card hand will be placed out on the table to represent the player and another seven card hand will be placed out on the table to represent the banker. Both hands are opened by the dealer and set house way. The dealer is required to form a two-card hand and a five-card hand for both the player and banker according to the house way strategy. The five-card hand must always rank higher than the two-card hand. Once each of the hands have been set house way the dealer will compare the two hands to determine if the wagers placed on the table win, lose, or push. If the player's side wins both the two-card and five-card hands all player wagers will get paid and all banker wagers will lose. If the banker side wins both the two-card and five-card hands all banker wagers will get paid and all player wagers will lose. All copy/ tie hands lose to the player-dealer and the second hand alone will determine the outcome. If both the two-card and five-card hands result in a tie both the player and banker wagers will lose. Additionally, if the player's or banker's hand has a two-card or five-card copy it cannot win. The hand can only push or lose depending on if the non-copy hand is of higher or lower value. In order to get paid out on a base bet the player must win the two-card and five-card hand.

Example: Both the player and banker two-card hand copies and the banker's five-card hand is better than the player's five-card hand, then the banker wager results in a push and the player wager loses.

Example: Both the player and banker two-card hand copies and the player's five-card hand is better than the banker's five-card hand, then the player wager results in a push and the banker wager loses.

Description of the Deck and Number of Decks Used

Shuffling Machine or Manual: Cards used to play Ultimate Pai Gow Poker will be dealt from a shuffling machine or manual. The game may include a dice cup/ random number generator and a cut card.
Physical Characteristics: Cards used shall be a standard deck of 52 cards plus a joker. The joker can be used as an ace or to complete a straight or flush.
Number of Decks: The game utilizes 1 deck of cards in live play. If the game operates with the use of an electronic shuffle machine it will alternate the two decks of cards independently of one another. While one is in live play the other is being shuffled for the next hand.

Card Values and Hand Rankings

Card values : The card ranks starts with the Ace being highest down to the two being the lowest; Ace card (A), King card (K), Queen card (Q), Jack card (J), Ten card (10), Nine card (9), Eight card (8), Seven card (7), Six card (6), Five card (5), Four card (4), Three card (3), Two card (2), Joker (wild).

ULTIMATE PAI GOW POKER

HAND RANK CHART			
2 CARD		5 CARD	
1	A, A	**1**	Four Aces and Joker
2	K, K	**2**	Royal Flush
3	Q, Q	**3**	Straight Flush
4	J, J	**4**	Four of a Kind
5	10, 10	**5**	Full House
6	9, 9	**6**	Flush
7	8, 8	**7**	Straight
8	7, 7	**8**	Three of a Kind
9	6, 6	**9**	Two Pair
10	5, 5	**10**	One Pair
11	4, 4	**11**	High Card
12	3, 3		
13	2, 2		
14	High Card		

Description of Table Used and Total Number of Seated Positions

The game shall be played on an industry standard semi-circle or bat wing table. The game is played with a minimum of two and a maximum of fourteen players.

Action and Distribution of Cards

The casino dealer will start in seat one and offer the player-dealer position to the player. In the event the player passes, the dealer will continue clockwise until the position is filled.

Shuffler Distribution

Players place their wagers in the designated areas. The player receives the first hand and the banker receives the second hand from the shuffling machine.

Manual Distribution

The casino dealer starts by dealing seven piles of seven cards. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of him or herself 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 into the discard pile.

The player-dealer chooses one of the seven piles, and shakes a dice cup containing 3 standard dice. The total of the three dice determines which pile of seven cards will be distributed to the player's position, by counting the pile of cards chosen by the player-dealer position as one and continuing clockwise until the total is reached, the next stack of seven cards in order is the banker's hand.

Dealing Procedures and Round of Play

- Players at a table will place a wager on either the Ultimate Player wager or the Ultimate Banker wager in the designated betting area located on the felt.
- Players will also have the option of placing a wager on the Ultimate Tie wager and/or the Ultimate Push wager.

ULTIMATE PAI GOW POKER

- The action on payouts will always begin with the player to the left of the player-dealer and continue clockwise.
- Furthermore, all wagers shall be settled from seat to seat in the following order: the Ultimate Pai Gow Player Bet, then the Ultimate Pai Gow Banker Bet, then the Ultimate Pai Gow Push Bet, and finally, the Ultimate Pai Gow Tie Bet. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- At the beginning of the game one seven-card hand will be placed out on the table to represent the player and another seven-card hand will be placed out on the table to represent the banker. Both hands are opened by the dealer and set house way. The dealer is required to form a two-card hand and a five-card hand for both the player and banker according to the house way strategy. The five-card hand must always rank higher than the two card hand. Once each of the hands have been set house way the dealer will compare the two hands to determine if the wagers placed on the table win, lose, or push.
- The player-dealer will pay and collect all wagers back to front seat by seat according to action until the hand is over or the bank money has been depleted. After all wagers are settled and the cards are collected, the dealer will drop the house collection into the box. The player-dealer button is turned over to read deal #2 and the game starts over again. Once a player has occupied the player-dealer position twice, it will be offered to the next player in a clockwise rotation.

Pai Gow Poker "House Way"	
Hand Dealt	**Logical Way Hand Setting**
No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.

Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

How Wagers Are Resolved

The player's two and five card hands are compared against the banker's two and five card hands to determine if the wager wins, loses or pushes.

Ultimate Player Bet

- Wins when the player hand beats the banker hand, otherwise the wager loses. The wager pays 2:1 when the player wins and 3:1 if the player wins with a pair of 3's or higher in the front two card hand. Both hands will always be set house way to determine the outcome of the wager.

Qualifying Hands	Pays
Player Wins	2:1
Player Wins w/ 2 Card 3's or Higher	3:1

Ultimate Banker Bet

- Wins when the banker hand beats the player hand, otherwise the wager loses. The wager pays 2:1 when the banker wins and 3:1 if the banker wins with a pair of 3's or higher in the front two card hand. Both hands will always be set house way to determine the outcome of the wager.

ULTIMATE PAI GOW POKER

Qualifying Hands	Pays
Banker Wins	2:1
Banker Wins w/ 2 Card 3's or Higher	3:1

Ultimate Push Bet

- Wins when the outcome of the player hand and banker hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the players hand, bankers hand, or both hands containing a pair of 3's or higher in their two card hand. Both hands will always be set house way to determine the outcome of the wager.
- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate Push Bet wager. A player may only place an Ultimate Push Bet wager if they have also placed a wager on either the Ultimate Player Bet or on the Ultimate Banker Bet prior to the initial deal.
- Backline betting is permitted on the Ultimate Push Bet.
- All winning Ultimate Push Bet wagers shall be paid according to the chart below.
- **The player-dealer shall pay all winning Ultimate Push Bet wagers and shall collect all losing Ultimate Tie Bet wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Qualifying Hands	Pays
Push	1 to 1
Push w/ 2 Card 3's or Higher	2 to 1

Ultimate Tie Bet

- The Ultimate Tie Bet wins when the player and bankers hand copies on their 2 card, 5 card, or 7 card hand otherwise the wager loses.
- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate Tie Bet wager. A player may only place an Ultimate Tie Bet wager if they have also placed a wager on either the Ultimate Player Bet or on the Ultimate Banker Bet prior to the initial deal.
- Backline betting is permitted on the Ultimate Tie Bet.
- All winning Ultimate Tie Bet wagers shall be paid according to the chart below.
- **The player-dealer shall pay all winning Ultimate Tie Bet wagers and shall collect all losing Ultimate Tie Bet wagers.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Qualifying Hands	Pays
Two Card Hand Tie	30:1
Five Card Hand Tie	250:1
Seven Card Tie	1000:1

GLOSSARY

Action - This is the amount of money that is wagered or at stake to be won or lost.
Back Hand – The five card hand.
Betting Limits - These limits mark the minimum and maximum amounts that can be bet.
Copy – When two hands are of equal rank.
Cut Card - This is the card that is put on the bottom of the deck to cover it from view.
Dice Cup – Used to determine the action or starting point.
Even Money - This means you get paid equal to your original bet.
Front Hand – The two card hand.
House Way – A set way to play a hand according to the Casino rules that are posted.
Joker Card – Used as an Ace or to complete a straight or flush.
Layout – A felt placed on top of the table used to describe the games playing surface.
Player-dealer Button – A two sided button that represents who is occupying the player-dealer position. A player may occupy the position for two consecutive hands before it's offered to the next player clockwise. The player-dealer position is not dealt a hand.
Push – When a player wins one hand and loses the other.
Random Number Generator – Used to determine the Action number.
Random Shuffler – An electronic machine to shuffle the cards.

BLACKJACK X

Object of the Game

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

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

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

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

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

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

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

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

Hand Ranking

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

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

Game Rules

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

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

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

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

Rules for the Player Dealer:

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

Rules for the Player:

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

Game options:

- Odds
  - A Natural 31 will be paid 6:5
  - A Hard 31 will be paid 3:1
  - A "Blackjack X" will be paid 2:1
  - All other winning player hands will be paid 1:1
- Split
  - The Player may split any two cards of equal value.
  - Player may split three times for a total of four hands.
  - Split Aces receive one hit card.
  - The Player may not re-split aces.
  - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
  - The Player may receive only one hit card after Doubling Down.
  - The Player may double on any two cards, except a "Natural 31."

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

Dealer Procedures

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

Buster Blackjack

US Patent 6,845,981

Rules of Play

Buster Blackjack Bonus Bet

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

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	200 to 1

Lucky Pair Bonus Bet

A distinct area of the felt in front of each player will be allowed to place an optional bonus bet where if they are dealt any pair, their bet will be paid 10 to 1. The bets will be in line with the posted table minimum and maximums.

Lucky Pair Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Lucky Pair Bonus Bet. A player may only place a Lucky Pair Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as backline bettors may place a Lucky Pair Bonus wager.
- The Lucky Pair wagers may be less than or equal to, or more than the base game wager as long as it is within the table limits.
- If the player is dealt any pair in the first two cards that they are dealt they will win the bonus wager. Any additional pairs dealt after the first two shall not win the Lucky Pair Bonus wager.
- A Lucky Pair wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- The player-dealer shall pay all winning Lucky Pair wagers and shall collect all losing Lucky Pair wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Lucky Pair wagers shall be paid 10 to 1.
- The Lucky Pair Bonus pays 40:1 if a player has a pair and the player-dealer has a Natural

California Game

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

Wagering Limits and Collection Fees

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

For schedule options 1 through 3, the collection fees shall be taken per hand from the player-dealer position based on the total of each wager placed. There is no collection fee taken when a player places a wager, doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places an Lucky Pair Bonus Bet wager. 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 of Blackjack X are as shown below:

Cal Quick Draw Poker
Lodi Casino

Type of Game
The game of Cal Quick Draw Poker utilizes a player-dealer position and is a California game. The position shall be offered continuously and systematically 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 for a player to assemble the best five-card poker hand competing against the player-dealer position.

Description of the Deck and Number of Decks Used
The game is played with one 53-card deck of playing cards, consisting of a standard 52-card deck of playing cards with one joker added. The joker is fully wild, and may either act as any card not already in the hand, or it can be combined with four cards of the same rank to make five of a kind, the highest ranking hand.

Card Values and Hand Rankings
The rank of the cards used in Cal Quick Draw Poker, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits shall be considered equal in rank.

The ranking of hands for Cal Quick Draw Poker in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of four cards of the same rank and a joker. Four Aces and a joker is the highest ranked Five of a Kind and four 2's and a joker is the lowest ranked Five of a Kind.
Royal Flush (no joker)	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit without a joker.
Royal Flush (with joker)	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.

High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to five players including a player-dealer position. Within each betting area for each seated player, there shall be two separate betting areas specifically designated for two separate wagers; the Play wager, and the Quick Draw Bonus Bet wager. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

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 Play wagers, and then all Quick Draw 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.

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 Play wager which pays according to the pay table below if the player's hand is at least a straight, regardless if it beats the player-dealer's hand, and 1 to 1 if the player's hand is not a straight or better, but it beats or copies the player-dealer's hand;

Qualifying Hand	Payout
Royal Flush (no Joker)	100 to 1
Five of a Kind	50 to 1
Royal Flush (with Joker)	25 to 1
Straight Flush	10 to 1
Four of a Kind	4 to 1
Full House	2 to 1
Flush	1 to 1
Straight	1 to 1

- The Quick Draw Bonus Bet wager which pays according to the pay table below.

Once all wagers are placed, 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 the cards in stacks of five. 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.

After the dealing procedures above have been completed, each player shall examine his or her cards. After each player has examined his/her cards, they will decide which cards, between 0-5, they would like to discard. The players will place the cards they wish to discard in a designated, marked area face down.

Once all players have placed their desired cards in the discard spot, the replacement cards for each player will be dealt in stacks manually by the house dealer, beginning with the player to the

player-dealer's left and moving clockwise around the table. For example, if seat 2 discards 3 cards, he/she will receive the next 3 cards from the deck. If seat 3 discards 4 cards, he/she will receive the next 4 cards and so on.
One replacement card will be exchanged for each discarded card. Replacement cards will be dealt face down and will not be allowed to be viewed or touched by the player until the round of play has concluded.

After all players have received his/her replacement cards, the player-dealer will then receive two additional cards, known as “Draw Cards”, to complete their hand. The house dealer will then expose the player-dealer’s hand and make the best 5 card hand out of the original 5 cards dealt in addition to the 2 Draw Cards.

After the player-dealer’s hand is completed, the house dealer shall, beginning with the player to left of the player-dealer position and moving clockwise around the table, expose each of the player’s hands. The house dealer shall then resolve each hand by examining each player’s cards, and comparing them with the player-dealer’s hand.

How Each Wager Wins, Loses, or Pushes
Once all player’s hands are revealed 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 Play wagers when the hand dealt to a player is at least straight and/or copies or beats the player-dealer’s hand.
- The player-dealer shall collect all losing Play wagers when the hand dealt to a player is not at least a straight and/or does not beat the player-dealer’s hand.
- The player-dealer shall pay all winning Quick Draw Bonus Bet wagers when the 5 cards dealt to the player qualify according to the pay table shown below.
- The player-dealer shall collect all losing Quick Draw Bonus Bet wagers when the 5 cards dealt to the player do not qualify according to the pay table shown below.

Quick Draw Bonus Bet
For each seated position, there shall be one separate and specifically designated area for the placement of a Quick Draw Bonus Bet wager. A player may place a Quick Draw Bonus Bet wager regardless if he/she has also placed a Play wager prior to the initial deal.

- The player-dealer shall pay all winning Quick Draw Bonus Bet wagers when the 5 cards dealt to the player qualify according to the pay table below.
- The player-dealer shall collect all losing Quick Draw Bonus Bet wagers when the initial 5 cards dealt to the player do not qualify for pay out according to the pay table below.
- Backline betting is permitted on the Quick Draw Bonus Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Quick Draw Bonus Bet and any collection fees that may be taken.
- All winning Quick Draw Bonus Bet wagers shall be paid according to the table below.
- 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.

Cal Quick Draw Poker
Lodi Casino

Qualifying Hand	Pay table #1
Royal Flush (no Joker)	500 to 1
Five of a Kind	100 to 1
Royal Flush (with Joker)	50 to 1
Straight Flush	30 to 1
Four of a Kind	15 to 1
Full House	8 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	2 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 reserves the right to: (1) review the lawfulness of the game of Cal Quick Draw Poker; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Cal Quick Draw Poker to be unlawful; (3) require gambling establishments to cease and desist offering the game of Cal Quick Draw Poker if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

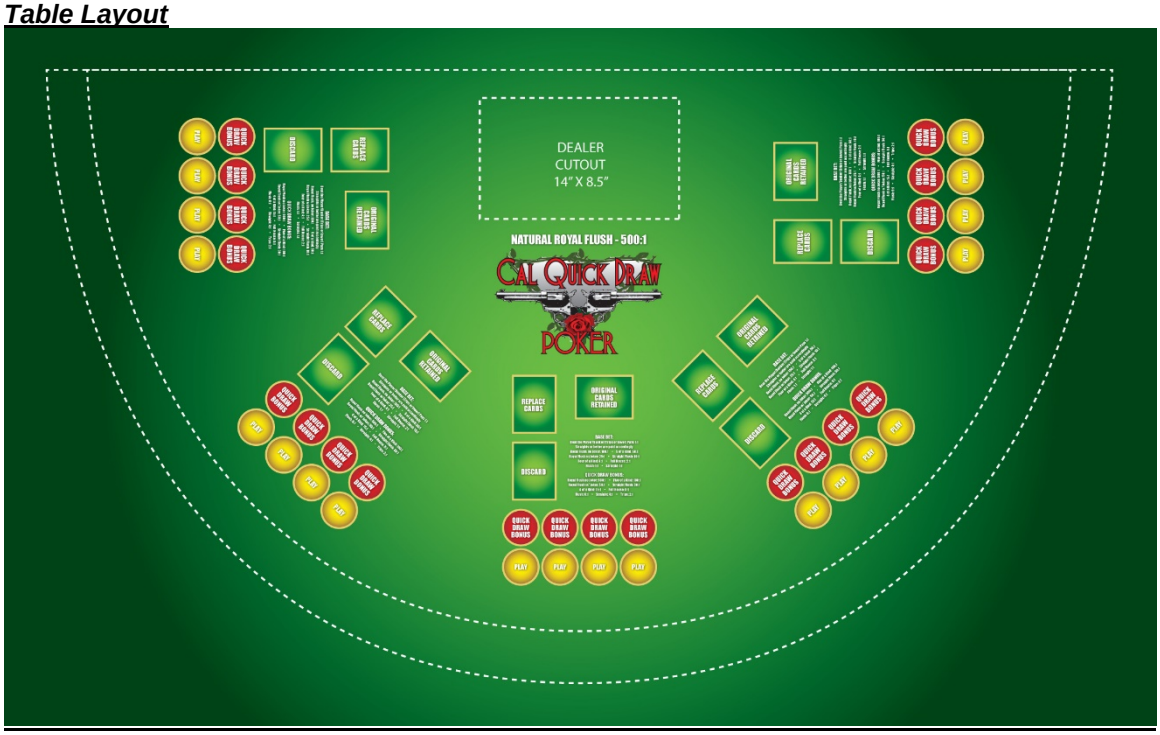
For **schedule options 1 through 4,** a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and Quick Draw Bonus Bet wagers. There shall be no fee taken from a player for placing a Play wager or Quick Draw Bonus Bet wager. The Quick Draw Bonus Bet wager may be less than, equal to, or greater than the Play wager so long as it is within the wagering limits listed at the table. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The total table action does not count the player-dealer's wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial five card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Cal Quick Draw Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $10,000	$5 - $50	$1.00	$0
		$51 - $100	$2.00	
		$101 - $200	$3.00	
		$201- $400	$5.00	
		$401+	$8.00	

Cal Quick Draw Poker
Lodi Casino

2	$25 - $10,000	$25 - $200	$3.00	$0
		$201 - $400	$5.00	
		$401 - $600	$8.00	
		$601- $800	$12.00	
		$801+	$16.00	
3	$100 - $10,000	$100 - $600	$8.00	$0
		$601 - $800	$12.00	
		$801 - $1,000	$16.00	
		$1,001- $1,500	$20.00	
		$1,501+	$25.00	
4	$500 - $10,000	$500 - $1,000	$16.00	$0
		$1,001 - $1,500	$20.00	
		$1,501 - $2,000	$25.00	
		$2,001- $3,000	$30.00	
		$3,001+	$40.00	

Table Layout



*Ultimate Texas Hold'em 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:

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

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.

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

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 an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. 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”; and

4. 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 colors;

    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.

<u>Betting scheme:</u>

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 <u>and</u> a “Trips Bonus Wager.”

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

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.

<u>Dealing procedures:</u>

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips 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. When a card shoe is used the cards shall be dealt as follows:

    a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by

    b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by

    c. 5 community cards in the center of the table.

4. When an automatic shuffler is used the cards shall be dealt as follows:

    a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by

    b. 2 cards to the player/dealer; followed by

    c. 5 community cards in the center of the table.

5. 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 (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.

2. When players have made their player wagers (if any), the casino dealer shall proceed to 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 turn over the remaining two community cards (the turn and the river).

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, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player/dealer, and the player's cards;

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

    c. 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.

When the player/dealer does not qualify:

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 player/dealer's left, the casino dealer shall:

    a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;

    b. Resolve the play, blind, and trips bonus bets normally (see below "When player/dealer qualifies"); and

    c. 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.

When the player/dealer qualifies:

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 player/dealer, the casino 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:

    a. Win if it has a higher poker value than that of the player/dealer's hand;

    b. Lose if it has a lower poker value than that of the player/dealer's hand;

    c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.

    d. If a player wins with less than a straight, the blind bet pushes.

12. If a player's hand loses, the casino dealer shall:

    a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;

    b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and

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

13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:

    a. Pay the ante wager and play wager on the hand;

    b. Pay the blind wager if the hand is a straight or better;

    c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and

    d. Collect, count and place the payer's cards in the discard holder.

14. If a player's hand constitues a push, the casino dealer shall:

    a. Pay any trips bonus wager if the hand is a 3 of a kind or better;

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

15. Winning ante wagers and play wagers shall be paid 1 to 1.

16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.

17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.

18. 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.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.

19. 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.

20. 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.

Ultimate Texas Hold'em Paytable

	UTH-02	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	

Collection Rates

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

For **schedule options 1 through 3**, a collection fee will 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 prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from 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.

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 that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.
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 Wager	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.

Fortune Pai Gow Poker

Type of Game

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

Object of Game

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

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

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

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

Description of Table Used and Total Number of Seated Players

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

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position for a total of eight seated positions.

Dealing Procedures and Round of Play

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

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

Fortune Pai Gow Poker

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

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

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

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

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

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

PAI GOW POKER HOUSE WAY		
Hand	**How To Play**	
High Card	Put 2nd and 3rd highest cards in front.	K♦ J♣ A♥ 10♣ 7♠ 5♥ 3♦
One Pair	Put pair in back, highest two cards in front.	A♣ Q♦ 3♠ 3♣ J♥ 8♦ 4♣
TWO PAIR High pair is A’s, K’s, or Q’s	Put small pair in front.	3♦ 3♠ K♥ K♠ 7♥ 6♣ 2♦

Fortune Pai Gow Poker

TWO PAIR High pair is J's, 10's, or 9's	Put both pairs in back if you can put an Ace in the front, otherwise put small pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠
TWO PAIR High pair is 8's, 7's, or 6's	Put both pairs in back if you can put a King in the front, otherwise put small pair in front.	K ♠	9 ♠			
		8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
TWO PAIR High pair is 5's, 4's, or 3's	Put both pairs in back if you can put a Queen in the front, otherwise put small pair in front.	Q ♥	8 ♣			
		5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Three Pair	Put highest pair in front.	9 ♣	9 ♠			
		7 ♦	7 ♣	5 ♥	5 ♠	A ♣
Three of a Kind (Aces)	Put an Ace and highest single card in front.	A ♣	8 ♦			
		A ♦	A ♠	5 ♦	4 ♣	2 ♠
Three of a Kind (Kings and below)	Put two highest single cards in front.	J ♥	10 ♣			
		K ♥	K ♦	K ♣	7 ♠	5 ♥
Two Three of a Kinds	Put highest pair possible in front.	J ♣	J ♦			
		5 ♠	5 ♥	5 ♣	J ♠	A ♦
Straight, Flush, or Straight Flush with no pair	Put the highest possible two cards in front that will leave complete hand in back.	A ♠	9 ♠			
		6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
Straight, Flush, or Straight Flush with one pair	Put the highest possible two cards (pair or no pair) in front that will leave complete hand in back.	J ♥	8 ♦			
		9 ♠	8 ♥		6 ♠	5 ♦
Straight, Flush, or Straight Flush with two pair	Play according to two pair strategy.	7 ♦	7 ♣			
		9 ♥	9 ♦	Q ♦	J ♦	4 ♦
Straight, Flush, or Straight Flush with three of a kind	Put pair in front with complete hand behind.	5 ♣	5 ♥			
		7 ♦	6 ♠	5 ♦	4 ♠	3 ♥

Full House (Three of a kind and a pair)	Put the pair in front and keep the three of a kind behind.	4 ♣	4 ♥				
		8 ♥	8 ♠	8 ♦	A ♣	K ♥	
Four of a Kind A's, K's, or Q's	Play four of a kind in back if you can put at least a pair up front, otherwise split.	Q ♣	Q ♦				
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣	
Four of a Kind J's, 10's, or 9's	Play four of a kind in back if you can put at least a King up front, otherwise split.	K ♦	10 ♠				
		J ♥	J ♣	J ♦	J ♠	7 ♥	
Four of a Kind 8's, 7's, or 6's	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	8 ♥	8 ♦				
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦	
Four of a Kind 5's or below	Always play four of kind behind.	9 ♥	8 ♣				
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠	
Five Aces	Put pair of Aces in front.		A ♠				
		A ♥	A ♦	A ♣	K ♠	K ♥	
Always play a pair on top and a complete hand (straight or better) behind if possible.							

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

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

How Winners are Determined and Paid

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Bonus Bets

Fortune Bonus Bet

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

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

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

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

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

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

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

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

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

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

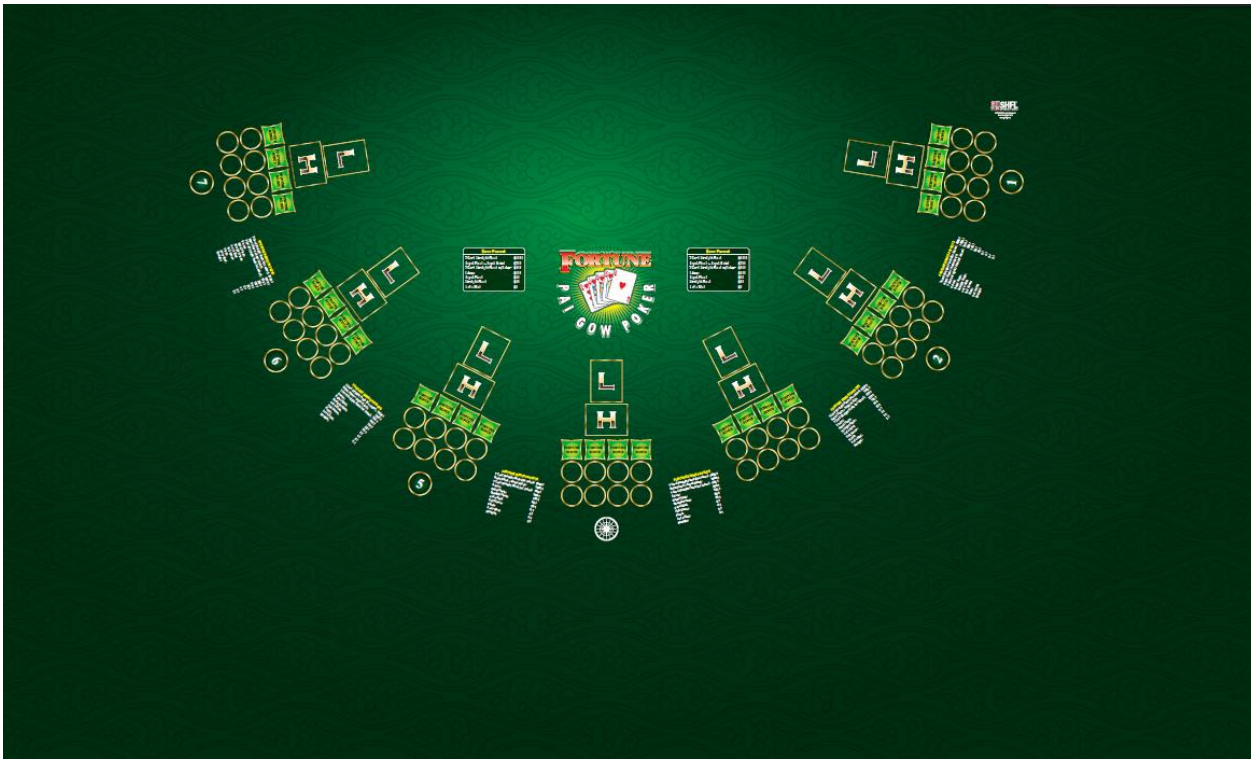
The player-dealer shall pay all qualifying Envy Bonuses and shall collect all "Envy" buttons that did not qualify. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be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

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

BONUS BET PAYTABLE

Hand		
	Pays	**Envy**
7 Card Straight Flush	2,500 to 1	$1,000
Royal Flush + Royal Match	1,000 to 1	$750
7 Card Straight Flush with Joker	750 to 1	$250
5 Aces	250 to 1	$100
Royal Flush	125 to 1	$50
Straight Flush	50 to 1	$20
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

Table Layout



Collection Rates Schedule

For table limits and collection rate schedules for the game of Fortune Pai Gow Poker please refer to the Bureau approved California Collection rates (**GEGA-004423)**.

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.

Commission Free Baccarat (GEGA-002907)

For **schedule options 1-4**, there shall be a fee taken per hand from the player-dealer position and per player line, dealer line, and tie bet line wager from each player, prior to cards being dealt or any round of play being conducted. For **schedule options 5-7**, there shall be a collection fee taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The approved collections fees and schedules for the game of Commission Free Baccarat are as shown below:

Schedule Options	Table Limit	Player-Dealer Collection	Player Collection
1	$5 - $50	$1.00	$0.50
2	$10 - $100	$2.00	$1.00
3	$50 - $300	$3.00	$2.00
4	$100 - $500	$5.00	$3.00

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
5	$10 - $800	$10 - $50	$1.00	$0.00
		$51 - $300	$2.00	
		$301 - $600	$4.00	
		$601 - $900	$7.00	
		$901 +	$10.00	
6	$5 - $100	$5 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901 +	$12.00	
7	$25 - $200	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$20.00	

EZ Baccarat Panda 8 (GEGA-003448)

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted, referred to as total table action. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or the Panda 8. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Dragon 7 and Panda 8 wagers may be less

than, equal to, or greater than the game wager but must be a minimum of $5 and a maximum of $500. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
1	$5- $1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
2	$5-$1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
3	$5-$1,000	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
4	$25-$1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
5	$25-$1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$25-$1,000	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	

Pai Gow Poker with Triple Bonus Bets (GEGA-004161), Pai Gow Poker (GEGA-002494)

For **schedule options 1 through 4**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no additional collection fee on the Ultimate Push, Happy Pai Gow or Double Luck Bonus bet. For **schedule options 5 through 13**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The approved collection fees and schedules for the game of Pai Gow Poker with Triple Bonus Bets and Pai Gow Poker are as shown below:

California Games Collection Rates

Schedule Options	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	$10 - $100	$10 - $100	$1.00	$1.00
		$101 - $200		
2	$10 - $200	$10 - $100	$1.00	$1.00
		$101 - $200		
3	$25 - $200	$10 - $100	$1.00	$1.00
		$101 - $200		
4	$10 - $400 ($8,000 max per seat)	$10 - $100	$1.00	$1.00
		$101 - $200	$2.00	$2.00
		$201 - $300	$3.00	$2.00
		$301 - $400	$4.00	$2.00

Schedule Options	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
5	$10 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
6	$25 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
7	$100- $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
8	$10 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
9	$25 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
10	$100- $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	

11	$10 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
12	$25 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
13	$100- $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	

Three Card Texas Hold'em (GEGA-000715)

For **schedule option 1**, there shall be a collection fee taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. There shall be no fee taken from each player for each wager placed. The approved collection fees and schedules for the game of Three Card Texas Hold'em are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $200	$5 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501 - $700	$10.00	
		$701 +	$12.00	

Three Card Poker 6 Card Bonus (GEGA-002492)

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

Schedule Options	Table Limit	Total Table Action	Player-dealer Collection	Player Collection
1	$1 - $100	$1 - $50	$1.00	$0
		$51 - $100	$2.00	
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601+	$12.00	

2	$1 - $100	$1 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$5.00	
		$501 - $800	$8.00	
		$801+	$12.00	
3	$5 - $200	$5 - $100	$1.00	$0
		$101 - $400	$4.00	
		$401 - $800	$8.00	
		$801 - $1,500	$15.00	
		$1,501+	$20.00	
4	$25 - $200	$25 - $300	$3.00	$0
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 - $1,600	$16.00	
		$1,601+	$25.00	
5	$100 - $500	$100 - $300	$3.00	$0
		$301 - $800	$8.00	
		$801 - $1,200	$15.00	
		$1,201 - $2,000	$25.00	
		$2,001+	$40.00	

Blackjack X- (GEGA-003055), Pure 21.5 Blackjack (GEGA-002493)

For **schedule options 1 through 15**, the collection fees shall be taken per hand from the player-dealer position based on the total amount of all wagers placed. There is no collection fee taken when a player places a wager, doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places a Lucky Pair Bonus Bet wager. 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 approved collection fees and schedules for the games of Blackjack X and Pure 21.5 Blackjack are as shown below:

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $500	$5 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	

California Games Collection Rates

2	$25- $1,000	$25 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
3	$100- $1,000	$100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
4	$5- $500	$5 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
5	$25- $1,000	$25 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
6	$100- $1,000	$100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
7	$5- $500	$5 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
8	$25- $1,000	$25 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
9	$100- $1,000	$100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
10	$5- $500	$5 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	

11	$25- $1,000	$25 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
12	$100- $1,000	$100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
13	$5- $1,000	$5 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
14	$25- $1,000	$25 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
15	$100- $1,000	$100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	

Ultimate Texas Hold'em (GEGA-004372)

For **schedule options 1 through 20**, a collection fee will 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 prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing any wager. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from 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.

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$5 - $300	$5-$100	$1	$0
		$101-$300	$2	
		$301-$600	$4	
		$601-$1000	$7	
		$1001+	$12	

2	$5 - $300	$5-$200	$1	$0
		$201-$400	$2	
		$401-$700	$4	
		$701-$1000	$8	
		$1001+	$12	
3	$5 - $300	$5-$200	$1	$0
		$201-$500	$2	
		$501-$800	$6	
		$801-$1500	$10	
		$1501+	$20	
4	$5 - $300	$5-$300	$1	$0
		$301-$600	$3	
		$601-$1000	$7	
		$1001-$1500	$13	
		$1501+	$20	
5	$5 - $300	$5-$50	$1	$0
		$51-$100	$2	
		$101-$200	$3	
		$201-$300	$6	
		$301+	$9	
6	$25 - $1000	$25-$200	$1	$0
		$201-$400	$2	
		$401-$700	$5	
		$701-$1500	$9	
		$1501+	$20	
7	$25 - $1000	$25-$200	$1	$0
		$201-$500	$2	
		$501-$800	$6	
		$801-$1500	$10	
		$1501+	$20	
8	$25 - $1000	$25-$300	$1	$0
		$301-$600	$3	
		$601-$1000	$7	
		$1001-$1500	$12	
		$1501+	$20	
9	$25 - $1000	$25-$200	$3	$0
		$201-$400	$6	
		$401-$600	$12	
		$601-$800	$15	
		$801+	$20	

10	$25 - $1000	$25-$400	$1	$0
		$401-$800	$5	
		$801-$1200	$10	
		$1201-$1800	$15	
		$1801+	$25	
11	$100 - $2000	$100-$200	$1	$0
		$201-$500	$3	
		$501-$1200	$7	
		$1201-$1500	$15	
		$1501+	$20	
12	$100 - $2000	$100-$300	$1	$0
		$301-$800	$5	
		$801-$1500	$10	
		$1501-$2300	$15	
		$2301+	$25	
13	$100 - $2000	$100-$400	$2	$0
		$401-$1000	$6	
		$1001-$2000	$12	
		$2001-$3000	$25	
		$3001+	$40	
14	$100 - $2000	$100-$500	$2	$0
		$501-$1600	$7	
		$1601-$2500	$20	
		$2501-$4000	$35	
		$4001+	$50	
15	$100 - $2000	$100-$400	$6	$0
		$401-$800	$15	
		$801-$1200	$20	
		$1201-$1600	$25	
		$1601+	$30	
16	$300 - $5000	$300-$1200	$3	$0
		$1205-$4000	$12	
		$4005-$8000	$20	
		$8005-$20000	$35	
		$20005+	$60	
17	$300 - $5000	$300-$1000	$3	$0
		$1005-$4000	$15	
		$4005-$8000	$25	
		$8005-$20000	$50	
		$20005+	$80	

18	$300 - $5000	$300-$1200	$4	$0
		$1205-$4000	$15	
		$4005-$8000	$25	
		$8005-$20000	$50	
		$20005+	$80	
19	$300 - $5000	$300-$1000	$4	$0
		$1005-$2000	$25	
		$2005-$8000	$40	
		$8005-$20000	$65	
		$20005+	$90	
20	$300 - $5000	$300-$1000	$5	$0
		$1005-$2000	$30	
		$2005-$8000	$50	
		$8005-$20000	$70	
		$20005+	$100	

Cal Quick Draw Poker (GEGA-004163)

For **schedule options 1 through 4,** 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 Quick Draw Bonus Bet wagers. There shall be no fee taken from a player for placing a Play wager or Quick Draw Bonus Bet wager. The Quick Draw Bonus Bet wager may be less than, equal to, or greater than the Play wager so long as it is within the wagering limits listed at the table. The total table action does not count the player-dealer's wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial five card hand. The approved collection fees and schedules for the game of Cal Quick Draw Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
1	$5-$10,000	$5-$50	$1.00	$0
		$51-$100	$2.00	
		$101-$200	$3.00	
		$201-$400	$5.00	
		$401+	$8.00	
2	$25-$10,000	$25-$200	$3.00	$0
		$201-$400	$5.00	
		$401-$600	$8.00	
		$601-$800	$12.00	
		$801+	$16.00	
3	$100-$10,000	$100-$600	$8.00	$0
		$601-$800	$12.00	
		$801-$1,000	$16.00	
		$1,001-$1,500	$20.00	
		$1,501+	$25.00	

4	$500-$10,000	$500-$1,000	$16.00	$0
		$1,001-$1,500	$20.00	
		$1,501-$2,000	$25.00	
		$2,001-$3,000	$30.00	
		$3,001+	$40.00	

Ultimate War (GEGA-004032)

For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to opening the player-dealer's hand and dropped into a collection box after all wagers are resolved. The approved collection fees and schedules for the game of Ultimate War are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$5 - $1,000	$5 - $300	$1	$0
		$301 - $600	$3	
		$601 - $1,000	$6	
		$1,001 - $2000	$10	
		$2001 +	$20	
2	$25 – $1,000	$5 - $300	$1	$0
		$301 - $600	$3	
		$601 - $1,000	$6	
		$1,001 - $2,000	$10	
		$2,001 +	$20	
3	$100 - $1,000	$5 - $300	$1	$0
		$301 - $600	$3	
		$601 - $1,000	$6	
		$1,001 - $2,000	$10	
		$2,001 +	$20	
4	$5 - $1,000	$5 - $300	$2	$0
		$301 - $600	$5	
		$601 - $1,000	$9	
		$1,001 - $2,000	$15	
		$2,001 +	$25	
5	$25 - $1,000	$5 - $300	$2	$0
		$301 - $600	$5	
		$601 - $1,000	$9	
		$1,001 - $2,000	$15	
		$2,001 +	$25	

6	$100 - $1,000	$5 - $300	$2	$0
		$301 - $600	$5	
		$601 - $1,000	$9	
		$1,001 - $2,000	$15	
		$2,001 +	$25	
7	$5 - $1,000	$5 - $300	$3	$0
		$301 - $600	$6	
		$601 - $1,000	$12	
		$1,001 - $2,000	$20	
		$2,001 +	$30	
8	$25 - $1,000	$5 - $300	$3	$0
		$301 - $600	$6	
		$601 - $1,000	$12	
		$1,001 - $2,000	$20	
		$2,001 +	$30	
9	$100 - $1,000	$5 - $300	$3	$0
		$301 - $600	$6	
		$601 - $1,000	$12	
		$1,001 - $2,000	$20	
		$2,001 +	$30	
10	$5 - $1,000	$5 - $200	$2	$0
		$201 - $500	$5	
		$501 - $1,000	$15	
		$1,001 - $2,000	$25	
		$2,001 +	$35	
11	$25 - $1,000	$5 - $200	$2	$0
		$201 - $500	$5	
		$501 - $1,000	$15	
		$1,001 - $2,000	$25	
		$2,001 +	$35	
12	$100 - $1,000	$5 - $200	$2	$0
		$201 - $500	$5	
		$501 - $1,000	$15	
		$1,001 - $2,000	$25	
		$2,001 +	$35	

13	$5 - $1,000	$5 - $500	$5	$0
		$501 - $1,000	$15	
		$1,001 - $2,000	$25	
		$2,001 - $4,000	$50	
		$4,001 +	$75	
14	$25 - $1,000	$5 - $500	$5	$0
		$501 - $1,000	$15	
		$1,001 - $2,000	$25	
		$2,001 - $4,000	$50	
		$4,001 +	$75	
15	$100 - $1,000	$5 - $500	$5	$0
		$501 - $1,000	$15	
		$1,001 - $2,000	$25	
		$2,001 - $4,000	$50	
		$4,001 +	$75	

Two Card Peek (GEGA-003046)

For **schedule options 1 through 9**, the collection fees shall be taken per hand from the player-dealer position based on the sum of all wagers placed. There is no collection fee taken from the player for any wager. A player that has placed a Pick Row bet may place a wager on the Super Bet at a maximum of $1. A player that has placed a Pick Row bet may place a Peek Bonus at a maximum of $50. 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 of Two Card Peek are as shown below:

Schedule Option	Table Limit (Pick Row and 2 Card Poker)	Peek Bonus	Super Bet	Total Table Action	Player-Dealer Collection	Player Collection
1	$1- $100	$1 - $50	$1	$1 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
2	$5- $100	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	

3	$5 - $200	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
4	$5 - $200	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
5	$5 - $500	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
6	$10 - $500	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
7	$10 - $1,000	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
8	$25 - $1,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,001 +	$15	
9	$25 - $2,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,001 +	$15	

Collection Fees for California Games

- California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two hands. 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 players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Lodi Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Pai Gow Poker with Triple Bonus Bets

Synopsis:
This game uses the traditional Pai Gow Poker game and adds three bonus bets, Ultimate Push, Happy Pai Gow and Double Luck Bonus Bet. The bonus bets have to be placed prior to the hands being played. A player has the option to place an Ultimate Push wager; the wager will win when the player's hand and the player-dealer's hand push. This Ultimate Push Bonus Bet pays 1:1 except when there is a pair of 3's or higher, then it will pay 2:1. In addition, a player has the option to place a Happy Pai Gow wager; the wager will win when the player's hand is a Pai Gow Hand. A "Pai Gow" Hand consists of seven cards that have no pairs and do not make a straight or flush. Finally, a player has the option to place a Double Luck Bet; the wager wins if the player's hand contains of one of the hands in the Double Luck Pay Table.

Object of the Game:
The object of the game is for both of the player's two hands to rank higher than both of the player-dealer's two hands by strategically playing the seven-card poker hand with a two card low hand and a five-card poker high hand. Should one hand rank exactly the same as the player-dealer's hand, this is a tie. The player-dealer wins all ties. If the player wins one hand, but loses the other, this is considered a "push", and no money exchanges hands.

Type of Deck Used:
The traditional Pai Gow Poker game uses a total of 52 cards and a joker. The Joker is used as an Ace or to complete a straight or flush.

Table Layout:
Each table has 7 active seats and 1 inactive seat. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the player-dealer, from the Dealer's perspective.

Number of Players:
There is no minimum number of players, as long as there is at least one player and one player-dealer.

Ranking of Hands:
Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

Rank	***Combination of Cards***
1st	Five Aces (A-A-A-A-Joker)
2nd	Royal Flush (10-J-Q-K-A of the same suit)
3rd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
4th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
5th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
6th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)

7th	Straight (Five cards of different suits ranked in order)
8th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9th	Two Pair (Two sets of pairs)
10th	A Pair (Two cards of the same value)
11th	High Card

Game Rules and Structure:
Each player at the table is dealt seven cards to make two hands, a two-card hand and a five-card hand. Rankings are based on basic poker rankings. The five-card hand must be higher than the two-card hand.

Play of the game is as follows:
a. The dealer places seven hands of seven cards each, face down in front of the dealer's tray. The dealer checks that exactly four cards are left over, and then places those cards into the dealer's tray.

b. There are two steps taken to determine which of the seven hands goes to which player. In the first step, the player-dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways.

c. If a dice cup is used, the player-dealer then shakes the dice cup containing three dice. The cup is opened only by the house dealer, after all bets are placed in the betting circles. If a random number generator is used, the number generated by the random generator will used.

d. The player-dealer's position is always 1, 8 or 15. The dealer counts clockwise from the player-dealer's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button, will then be placed in front of the player indicated by the dice or number generated by the random number generator. The remaining piles will then be distributed clockwise. The player-dealer's hand is left in front of the dealer and the dealer button is placed on top of it.

e. Each player then arranges their cards into a two-card low and a five-card high hand as described above.

f. The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going "house way" will have a "house way" button placed on them.

g. The dealer then turns his cards over and sets his hand face up. Losing hands should be turned face down and losing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

h. If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set according to the "house way". Players and the player-dealer must place their bets before the dice cup is opened or the random number generator is finalized. No change in bets can occur after that point. Only chips placed in the appropriate position(s) on the table constitute a valid bet. Each player is responsible for the chips he/she places on the table.

Pai Gow Poker with Triple Bonus Bets

Pai Gow Poker "House Way":

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a

	pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

Foul Hand:
If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.

Payoff:
The base Pai Gow game winning hands are paid even money. The payout starts with the person to the left of the player-dealer then continues clockwise. The succession of payoff starts with the base Pai Gow game wager then followed by the Ultimate Push bet, the Happy Pai Gow bet and lastly the Double Luck Bet. All wagers are paid all at once from person to person. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

Player-dealer (Banker):
Any player may be the Player-dealer position. All players bet against the player-dealer. The Bank must rotate in a continuous and systematic fashion. The player-dealer position is offered to each seated player seat in a clockwise fashion. That player may accept or pass, in which case the player-dealer position is offered to the next player. When the player-dealer position passes to the next seat, the player seated in that seated position has the first option. If she refuses the player-dealer position, any player betting on that seated position the previous hand is eligible to be the player-dealer for the next hand, in order of the betting spot in which they bet the prior hand.

Ultimate Push Bonus Bet:
The Ultimate Push Bet is an optional wager for players. The wager wins when the outcome of the player hand and player-dealer hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the player's hand, player-dealer's hand, or both hands containing a pair of 3's or higher in their two-card hand. Both hands will always be set house way to determine the outcome of this bonus wager.

1. Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.

2. The Ultimate Push Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

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

4. In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.

5. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

6. Bonus Bet pays as follows:

Ultimate Push Hands	Pays
Push	1 to 1
Push w/ 2 Card Hand of 3's or Higher	2 to 1

Happy Pai Gow Bonus Bet:
The Happy Pai Gow Bonus Bet is an optional wager for players. A "Pai Gow" in Pai Gow Poker represents a hand with seven singletons, where no straight or flush or pair is possible. This bonus bet wins if the player has a Pai Gow hand, and the lower the highest card, the more it pays. The wagered hand will always be set House Way to determine the outcome of the wager.

1. Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.

2. The Happy Pai Gow Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

3. In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.

5. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

6. The Happy Pai Gow Bonus Bet pays as follows:

Happy Pai Gow Bonus Bet Hands	Payout
9 High Pai Gow (Same color for all 7 cards)	1,000 to 1 (This odd will only be offered if a shuffle machine is use)
9 High Pai Gow	100 to 1
10 High Pai Gow	25 to 1
J High Pai Gow	15 to 1
Q High Pai Gow	7 to 1
K High Pai Gow	5 to 1
A High Pai Gow	3 to 1

Double Luck Bet
The Double Luck Bet is an optional wager for players. The wager wins if the player's hand contains one of the Double Luck hands, as noted in the chart below.

a. The player is paid based on the "odds" for the bonus hand If the player has a bonus hand plus an additional pair, the payout increases, as shown in the table below under the "+Pair" column. The Pai Gow hand will be set the House Way to determine the outcome of the Double Luck Bet.

b. Players have the option to wager on the Double Luck Bet only. They are not required to place a base wager in order to have a bonus wager.

c. The Double Luck Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

The Double Luck Bet pays as follows:

Double Luck Bet – Pay Table	Odds	+Pair
7 Card Straight Flush (no joker)	2,000 to 1	N/A
5 Aces	500 to 1	1,000 to 1
Royal Flush	100 to 1	200 to 1
7 Card Straight Flush w/ joker	30 to 1	N/A
Straight Flush	30 to 1	60 to 1
4 of a Kind	20 to 1	40 to 1
Full House	10 to 1	20 to 1
Flush	5 to 1	10 to 1
Straight	2 to 1	4 to 1

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 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.

The schedule below identifies all the fees collected for all base and bonus wagers in the play of Pai Gow Poker Triple Bonus Bets. For **schedule options 1 through 4**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no additional collection fee on the Ultimate Push, Happy Pai Gow or Double Luck Bonus bet. For **schedule options 5 through 13**, 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 Pai Gow Poker with Triple Bonus Bets are as shown below:

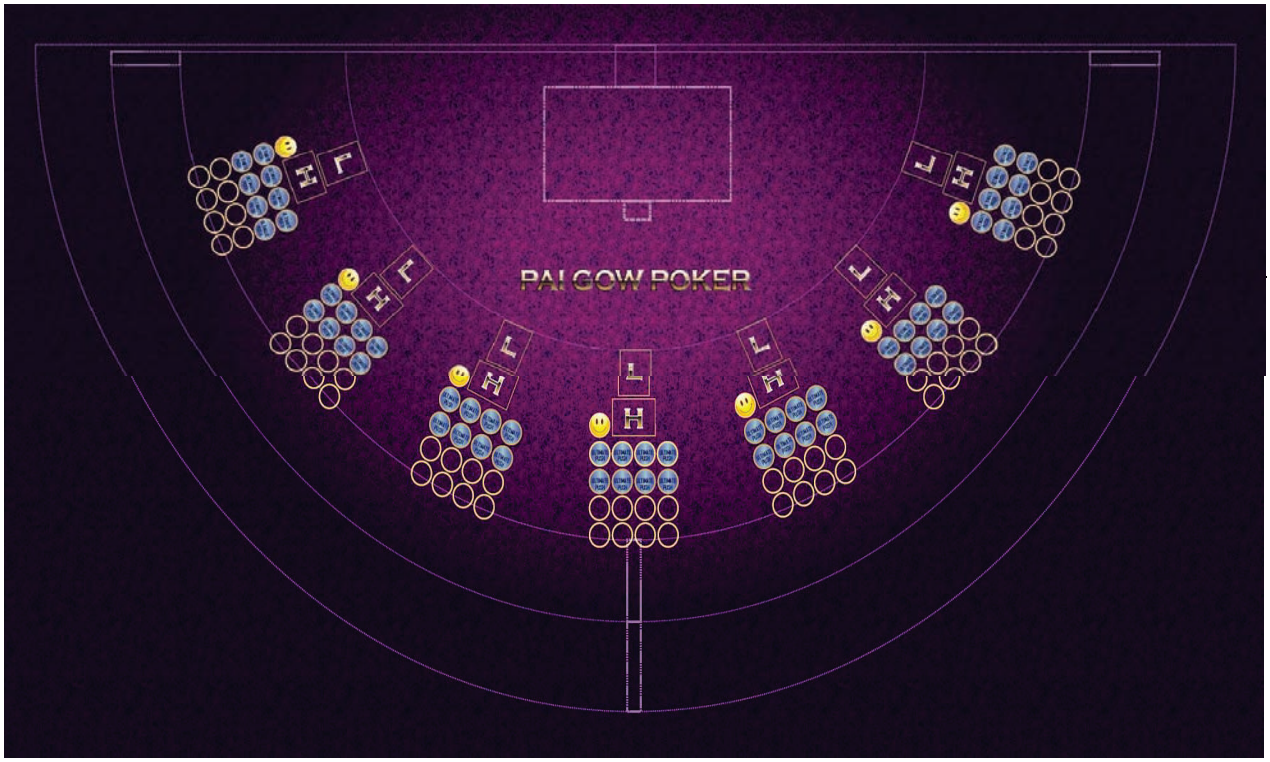
Pai Gow Poker with Triple Bonus Bets

Schedule Options	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	$10 - $100	$10 - $100	$1.00	$1.00
		$101 - $200		
2	$10 - $200	$10 - $100	$1.00	$1.00
		$101 - $200		
3	$25 - $200	$10 - $100	$1.00	$1.00
		$101 - $200		
4	$10 - $400 ($8,000 max per seat)	$10 - $100	$1.00	$1.00
		$101 - $200	$2.00	$2.00
		$201 - $300	$3.00	$2.00
		$301 - $400	$4.00	$2.00

Schedule Options	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
5	$10 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
6	$25 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
7	$100- $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
8	$10 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
9	$25 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
10	$100- $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	

11	$10 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
12	$25 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
13	$100- $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	

Table Layout



Commission-Free

Baccarat

BGC ID: GEGA-003020 (March 2011)

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The casino dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet. A player may place a tie bet wager even if they have not also placed either a player line wager or a banker line wager prior to the initial deal.

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions; however, per the City of San Bruno's local ordinance, "*Not more than ten players shall be permitted at any one cardtable."*
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
    a. Player line which pays 1 to 1 on all wins
    b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
    c. Tie line which pays 9 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
    a. The player hand must stand when the cards dealt are valued between 6 and 9.

b. The player hand must hit when the cards dealt are valued between 0 and 5.

13. *Game Rules for the Player-dealer Hand:*
    a. If the player stands, then the banker hits on a total of 5 or less and stands on a total of 6 or more.
    b. If the player hits then the banker hits using the following rules:
        i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
        ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
        iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
        iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
    c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

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

14. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
15. *Natural 8 and 9:* When the first two cards of the player or banker's hand have a value of 8 or 9, the other hand will not be allowed to draw.
16. *Determining Outcomes:*
    a. If the player hand is closer to nine, then the player wagers win.
    b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
    c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
    d. All ties are a push for player wagers and banker wagers.
    e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four points or greater or if the player's hand is a Natural and the hand wins.
    f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player

and the banker hands are of the same value (tie) but the hands are not Naturals.

g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four points or greater or if the banker's hand is a Natural and the hand wins.
h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'

17. Backline betting is allowed so long as the total number of players does not exceed the ten players allowed per the local ordinance. Each seat has betting circles for the player line, banker line, and tie bets.
18. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
19. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and Deal

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in player-dealer position may not act as player-dealer position more than two consecutive hands or rounds of play. 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 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player-dealer position. The game will be broken 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. 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.

Dragon Bonus Bet

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated DB (Dragon Bonus) spot located next to each player's position on the gaming felt layout. The Dragon Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Banker Dragon Bonus."

Commission-Free Baccarat

Players have two ways to win:

1. If the hand the wager on (Player or Banker) is a natural or;
2. If the hand they wager on is a non-natural that wins by four or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Banker Dragon Bonus Bet circle, or both.
4. The Dragon Bonus Bet may less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager or the table limit.
5. There is no collection for the DB bet.
6. The player-dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

DRAGON BONUS PAY TABLE

Payable	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

Collection Fees

A collection fee shall be taken per hand from the player-banker position based on the total amount that all players have wagered at the table, prior to cards being dealt or any round of play being conducted. There shall be no separate collection fee when placing a wager on the Tie Bet, the Player Dragon Bonus Bet, or the Banker Dragon Bonus Bet. 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. 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 Commission Free Baccarat are as shown below:

Commission-Free Baccarat

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
1	$5 - $100	$5 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $400	$3.00	
		$401 - $500	$4.00	
		$501 +	$6.00	
2	$5 - $100	$700 - $800	$7.00	$0.00
		$801 - $900	$8.00	
		$901 - $1000	$9.00	
		$1,001 - $1,100	$10.00	
		$1,101 +	$12.00	
3	$5 - $100	$1,300 - $1,400	$13.00	$0.00
		$1,401 - $1,500	$14.00	
		$1,501 - $1,600	$15.00	
		$1,601 - $1,700	$16.00	
		$1,800 +	$20.00	
4	$1 - $100	$10 - $50	$0.50	$0.00
		$51 - $100	$1.00	
		$101 - $150	$2.00	
		$151 - $200	$3.00	
		$201 +	$5.00	
5	$25 - $400	$5 - $200	$1.00	$0.00
		$201 - $300	$2.00	
		$301 - $400	$3.00	
		$401 - $500	$4.00	
		$501 +	$6.00	
6	$25 - $400	$700 - $800	$7.00	$0.00
		$801 - $900	$8.00	
		$901 - $1000	$9.00	
		$1,001 - $1,100	$10.00	
		$1,101 +	$12.00	

Commission-Free Baccarat

7	$25 - $1,000	$1,300 - $1,400	$13.00	$0.00
		$1,401 - $1,500	$14.00	
		$1,501 - $1,600	$15.00	
		$1,601 - $1,700	$16.00	
		$1,800 +	$20.00	

Pai Gow Tiles

Type of Game

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

Object of the Game

The object of the game is for the player to beat both the high and low hands of the player-dealer.

Description of the Deck and Number of Decks Used

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

Tile Values

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

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

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

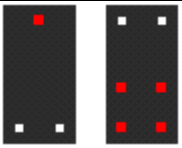
How to Arrange the Tiles:

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

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

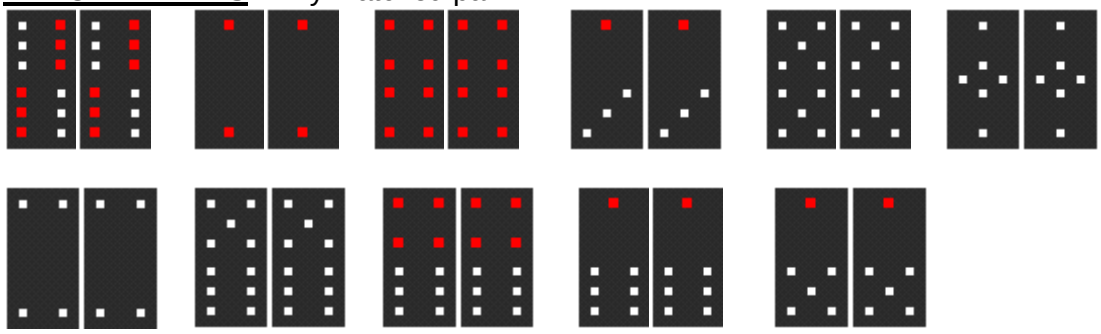
Pai Gow Tiles

SUPREME PAIR

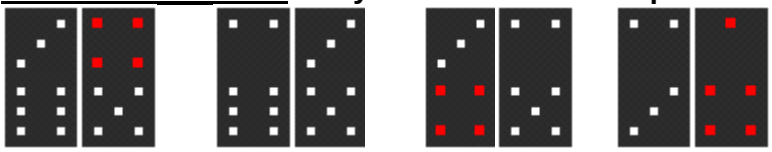


Jee Goon

MATCHED PAIRS: Any matched pair.

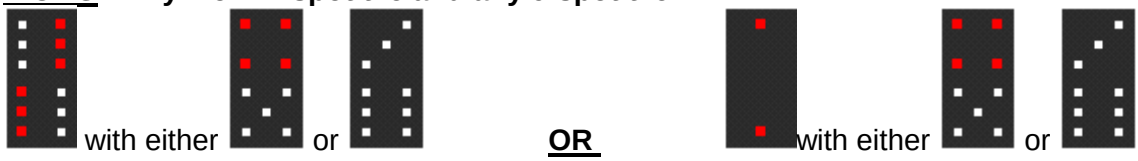


UNMATCHED PAIRS: Any of the below mixed pairs.

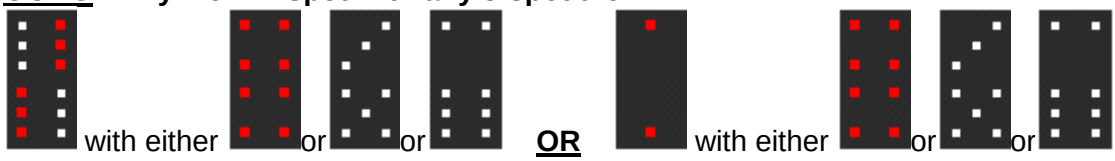


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

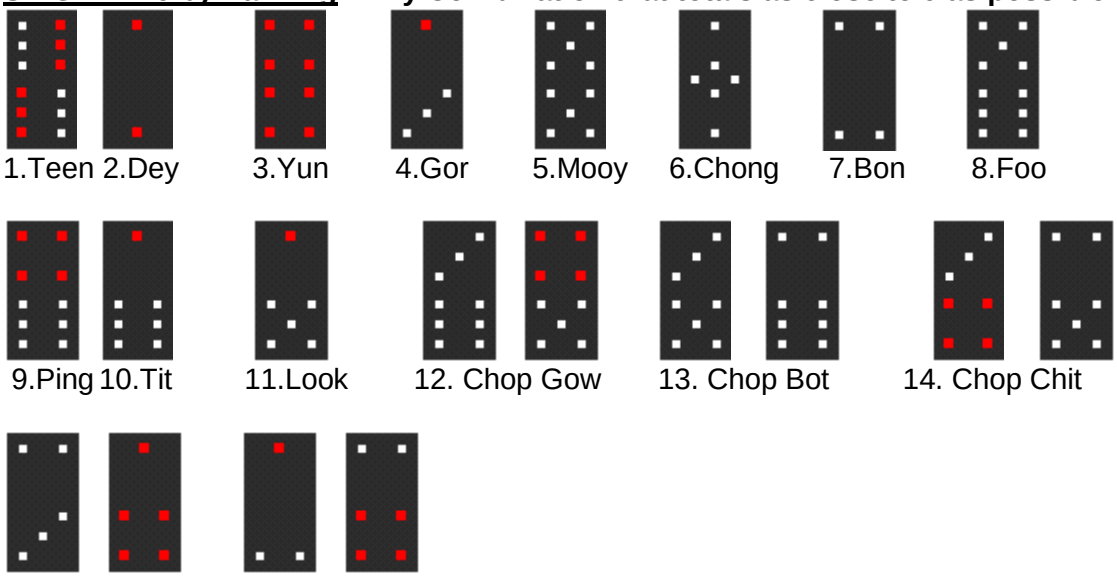
WONG: Any 2 or 12-spot tile and any 9-spot tile.



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



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



<u>House Way</u>:

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

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

The game shall be played on a standard Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be one separate betting space specifically designated for one separate base game wagers. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Back-line betting is permitted for all wagers, and players may wager on available betting spaces.

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

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

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

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

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

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer’s position is always one, nine, and seventeen. Other seats, in counter clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice are one, nine, or seventeen, the player-dealer shall receive the first set of cards, regardless of how many players are seated, and the player to the right of the house dealer shall receive the action button.

How Winners are Determined and Paid

All bets are made against the player-dealer. A player wins if both hands rank higher than both hands of the player-dealer. If only one hand ranks higher, it is a tie or a “push.” If both of the player’s hands rank lower then the player-dealer’s hands, the player loses to the player-dealer. The player-dealer wins all situations where both hands are identical to the player’s hands. The player-dealer can only receive action on the amount wagered and cannot win or lose more than their original wager. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers shall be settled from seat to seat. Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Collection 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 option 1**, a collection shall be taken per round of play from the player-dealer. A collection shall also be taken from the player based on the amount wagered per betting circle. For **schedule option 2**, a collection shall be taken per round of play from the player-dealer and no collection shall be taken from the player. The collection fees shall be collected prior to tiles 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 tiles 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. The collection rates may not be calculated as a portion 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 Pai Gow Tiles are as shown below:

Schedule Option	Betting Circle Limit	Amount Wagered Per Betting Circle	Player Collection	Player-Dealer Collection
1	$10-$1000	$10-$100	$1	$2
		$101-$200	$2	
		$201-$300	$3	
		$301-$400	$4	
		$401-$1,000	$5	

Schedule Option	Betting Circle Limit	Amount Wagered Per Betting Circle	Player Collection	Player-Dealer Collection
2	$10-$1000	$10-$1000	$0	$2
		$101-$200		
		$201-$300		
		$301-$400		
		$401-$1000		