

POKER GAMES

Standard (Traditional) Ranking Order of High Hands (Highest – Lowest)

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

Standard (Traditional) Ranking Order of Low Hands (8 or better - Best to Worst)

1. A 2 3 4 5	15. 2 3 4 6 7	29. A 3 4 6 8	43. 2 3 5 7 8
2. A 2 3 4 6	16. A 2 5 6 7	30. 2 3 4 6 8	44. A 4 5 7 8
3. A 2 3 5 6	17. A 3 5 6 7	31. A 2 5 6 8	45. 2 4 5 7 8
4. A 2 4 5 6	18. 2 3 5 6 7	32. A 3 5 6 8	46. 3 4 5 7 8
5. A 3 4 5 6	19. A 4 5 6 7	33. 2 3 5 6 8	47. A 2 6 7 8
6. 2 3 4 5 6	20. 2 4 5 6 7	34. A 4 5 6 8	48. A 3 6 7 8
7. A 2 3 4 7	21. 3 4 5 6 7	35. 2 4 5 6 8	49. 2 3 6 7 8
8. A 2 3 5 7	22. A 2 3 4 8	36. 3 4 5 6 8	50. A 4 6 7 8
9. A 2 4 5 7	23. A 2 3 5 8	37. A 2 3 7 8	51. 2 4 6 7 8
10. A 3 4 5 7	24. A 2 4 5 8	38. A 2 4 7 8	52. 3 4 6 7 8
11. 2 3 4 5 7	25. A 3 4 5 8	39. A 3 4 7 8	53. A 5 6 7 8
12. A 2 3 6 7	26. 2 3 4 5 8	40. 2 3 4 7 8	54. 2 5 6 7 8
13. A 2 4 6 7	27. A 2 3 6 8	41. A 2 5 7 8	55. 3 5 6 7 8
14. A 3 4 6 7	28. A 2 4 6 8	42. A 3 5 7 8	56. 4 5 6 7 8

Hold'em

In Hold'em (a.k.a. Texas 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. Spread limit games may be offered.

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 \$1.
4. Each player is dealt two cards; face down, one at a time, in rotation in turn.
 5. A round of betting ensues for players who wish to continue and contend for the pot, where players have the option to fold, call, or raise.
 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 after the Dealer Button.
 10. A fifth and final card is turned next to the previous four. (“The River Card”) These five cards are common to all active players.
 11. A final round of betting ensues, beginning with the first active player after 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 in one of two ways as posted on the table: (1) Time Collection – each player will post a specified amount every ½ hour. (2) Button Collection – the player with the Dealer Button will post the specified collection.
 14. **Additional Rules of Play:** Refer to the Lucky Chances Poker Rule Book.

No-Limit Hold'em

No-Limit Hold'em (a.k.a. No-Limit Texas 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 as a Time Collection - each player will post a specified amount (as posted on the table) every ½ hour.

Omaha High/Low

In Omaha High/Low, each player receives four cards face down. Five community cards are then turned face upon-up the table. Omaha has structured betting; i.e. the betting is "split limit" (example: 4-8 limit indicates a \$4 wager for the "lower" limit and a \$8 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. Spread limit games may be offered. Omaha games may be offered with a "½ kill", indicating that the limit is increased by 50% (½ kill) after a player wins a complete pot of a predetermined amount.

At showdown time, the best low hand, providing it is an "8-or-Better", will split the pot with the best high hand, Should there be no Player holding an "8-or-Better to qualify" for the low hand, the entire pot is awarded to the best exposed High Hand.

Players must use two of their personal four cards along with three of the common five to form a traditional poker hand, High and/or Low. They may use a different set of two cards to form each hand.

1. Omaha High/Low 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, and/or the best low hand using traditional lowball 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 4-8 limit game described above, the large blind would be \$4 and the small blind \$2.
4. Each player is dealt four cards; face down, one at a time, in rotation in turn.
5. A round of betting ensues for players who wish to continue and contend for the pot, where players have the option to fold, call, or raise.
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 after the Dealer Button.
10. A fifth and final card is turned next to the previous four. ("The River Card") These five cards are common to all active players.
11. A final round of betting ensues, beginning with the first active player after 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 two of their personal four cards and three of the five community

cards, the active player with the best five carded High Hand is awarded ½ of the pot. Using the best two of their personal four cards and three of the five community cards, the active player with the best five carded Low Hand is awarded ½ of the pot. If no player has one of the 56 possible low hands, the player with the best five carded High Hand is awarded the entire pot. Players with identical High or Low hands will split their respective share of the pot. Players must use two of their personal cards and three from the community cards to form their hand (any two for a High hand and/or any two for a Low hand).

13. **Collection:** The collection will be taken in one of two ways as posted on the table: (1) Time Collection – each player will post a specified amount every ½ hour. (2) Button Collection – the player with the Dealer Button will post the specified collection.
14. **Additional Rules of Play:** Refer to the Lucky Chances Poker Rule Book.

Pot-Limit Omaha High/Low

Pot-Limit Omaha High/Low is played the same as Omaha High/Low (see above) with the following exceptions: Pot-Limit Omaha has no structured betting; i.e. players may bet any amount from the minimum opening bet (the amount of the Large Blind) to the current size of the pot. Bets, calls and raises for the current betting round count towards determining the size of the pot.

7 Card Stud

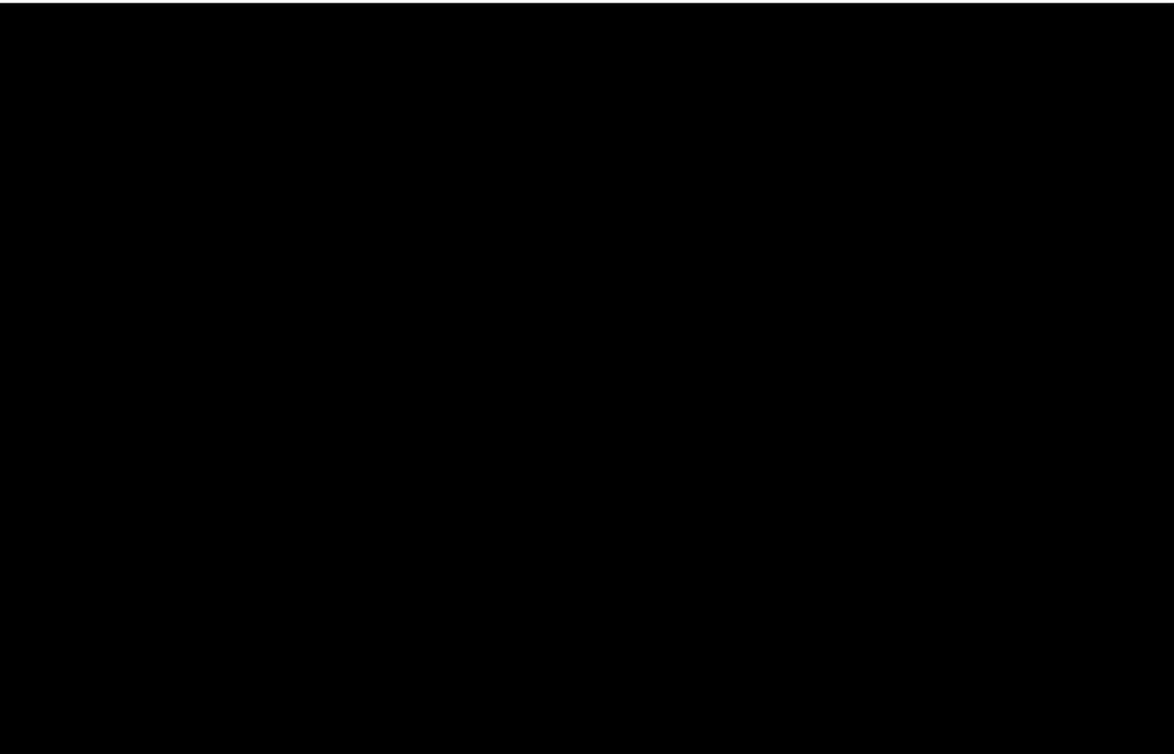
7-Card Stud uses a standard 52-card deck. Traditional ranking of hands apply. The betting is “split limit” (example: 3-6 limit indicates a \$3 wager for the “lower” limit and a \$6 wager for the “higher” limit), with the smaller limit occurring during the first two (2) betting rounds and the higher limit occurring during the final three (3) betting rounds (exception: when there is an open pair showing on the second betting round [fourth street], players may bet the higher limit or the smaller limit. Once the higher limit is bet, the remaining betting for that round will be at the higher limit.)

1. Players post an ante.
2. Players are dealt three cards in turn, in rotation, two face-down, one face-up.
3. The Player with the lowest card by suit (whereas the suit ranking from lowest – highest is as follows: Clubs, Diamonds, Hearts, Spades) initiates the betting with a “forced bet” defined by the table limit. The “low” player may also open for a full bet. For example, in the 3-6 limit game described above, the “forced bet” would be \$1 and a full bet would be \$3.
4. The betting round continues, where players have the option to fold, call, or raise.
5. Active players are dealt one card, face up. (4th).
6. A round of betting ensues. For the remaining betting rounds, the player with the highest ranking hand (up-cards only) begins the betting round by checking or betting. Betting for this round is at the “lower” limit, unless a player has an open pair showing, and then players will have the option to bet the “higher” limit.
7. Active players are dealt one card, face up. (5th).

8. A round of betting ensues. Betting for this and subsequent betting rounds are at the “higher” limit.
9. Active players are dealt one card, face up. (6th).
10. A round of betting ensues.
11. Active players are dealt one card, face down. (7th).
12. A final round of betting ensues.
13. Showdown: Active players expose all of their cards. The best five-carded hand, in traditional ranking, wins the pot.
14. **Collection:** The collection will be taken from the antes and before the deal, in accordance to Lucky Chances collection schedules.
15. **Additional Rules of Play:** Refer to the Lucky Chances Poker Rule Book.

7 Card Stud High/Low

7-Card Stud High/Low is played the same as 7-Card Stud (see above) with the following exceptions: Players may **not** bet the higher limit when there is a pair showing on “fourth street”. At showdown time, the low hand, providing it is an “8-or-Better”, will split the pot with the high hand. Should there be no Player holding an “8-or-Better to qualify”, the entire pot is awarded to the best exposed High Hand. Players may use any five of their personal seven cards to form a traditional poker hand, High and/or Low. They may use a different set of five cards to form each hand.



DOUBLE HAND POKER

Game Description:

1. Double Hand Poker is played with a standard 52 card deck with one Joker added, making 53. Each Player is dealt seven cards from which they form two hands, a two-card and a five-card hand. Traditional Poker rankings are used to determine winners.
2. When Players' hands are compared to the Player-Dealer's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Player-Dealer wins. If one hand is lower and one higher it is a "push" and neither wins.
3. Play rotates clockwise. Each eligible Player has the option:
 - a. To be the Player-Dealer for two consecutive hands;
 - b. For only one hand then pass that privilege; or
 - c. Refuse the option entirely, in which case it is offered to the next Player.
 - d. A Player must wager a minimum of three (3) times during that round of play to be eligible as Player-Dealer.
4. As in many other games, several Players may wager on the same hand, frequently called "backline betting:"

Method of Play:

5. Players make a bet.
6. The Dealer deals seven piles of cards of seven each, from left to right, then right to left, alternating until each pile contains seven cards each in the middle of the table.
7. The Player-Dealer selects which pile will be distributed to the first Player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
8. 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 (identified in the previous step) will be distributed.
9. Each pile of seven cards is distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.
10. Players form two hands, a two-card and a five-card hand.
11. When all Players hands have been "set", the Dealer exposes the Player-Dealer's hand, and sets it according to the Player-Dealer's instructions.
12. Each Player's hands are compared to the Player-Dealer's hands to determine the winner according to the criteria in the above paragraphs.

13. Bets are collected and paid only to the extent the Player-Dealer's money is in action.

Example: The Player-Dealer has \$200 wagered. The first Player had \$60 bet and lost. The Player's bet and \$60 from the Player-Dealer's \$200 are returned to the Player-Dealer and that money is now "out of action". The Player-Dealer now has \$140 left in action. The next Player bet \$60 and won. That bet and \$60 from the Player-Dealer's remaining bet is returned to the winning Player. There has been \$120 of the Player-Dealer's bet removed from action, leaving \$80 for continued action. The process continues until the Player-Dealer's bet has been exhausted, or all bets have been settled. Any money bet by the Player-Dealer which has not received action is returned.

General Rules:

14. Lucky Chances Casino does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against Lucky Chances Casino.
15. **English only** during the play of any hand.
16. Collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
17. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
18. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
19. Any amounts over the maximum table limit will receive no action.
20. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
21. All action goes clockwise, starting with the action button.
22. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
23. No bettor can win or lose more than he has bet on a given hand.
24. Players who bet "Kum-Kum" must each wager at least the table minimum.
25. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
26. The Player with most money in action is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.

27. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.
28. Backline Players may participate in the play of the hand. If the active player and Backline Player(s) disagree over the play of the hand, the player with the most money in action makes the final decision.
29. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money wagered.
30. In the Player-Dealer position, the largest wager in action makes the final decision, on any disagreement on the play of the hand.
31. The Player-Dealer may allow any person to shake the dice, except a Lucky Chances employee on duty.
32. Once the dealer has announced "no more bets" and opened the dice cup, no one may change his wager.
PENALTY: Possible forfeiture of wager to the extent money covers, exclusions from premises, and subject to prosecution.
33. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Player-Dealer's hand are all examples of INFLUENCE).
34. The Dealer is not allowed to pay collection for any Player.
35. The Player-Dealer's hand will not be opened until all hands have been set. (Exception: "House way" hands will be set in rotation as hands are opened).
36. All Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is not acceptable.
37. If the Player-Dealer's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".
38. Any active Player is entitled to ask the Dealer the amount of the Player-Dealer's wager, to the extent that it affects the play of his hand.
39. No side bets or proposition bets are allowed.
40. Any Player wagering on a spot the previous hand and having bet a total of three times during that round of play has the option of being the Player-Dealer there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.
41. A Player may not surrender his hand. All hands will be exposed and read by the Dealer.

42. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
43. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. The Player may be excluded from the premises and subject to prosecution
44. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
45. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
46. A Player may see one hand only, regardless of the number of hands on which he has wagered
47. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
48. A misdeal will be declared if:
 - a. A Joker or Ace is boxed or exposed; or
 - b. If two or more cards are boxed or exposed.
49. All FOUL hands are considered losing hands for the Player that sets the hand. Any other Players that have bet on that spot will have the hand set "House Way" to determine the outcome of their wager.
50. A Player has a FOUL hand if:
 - a. The two-card front hand is stronger than the five-card back hand; or
 - b. The Player does not have exactly two cards in the front hand; or
 - c. The Player does not have exactly five cards in the back hand; or
 - d. The Player does not protect his hand and it comes in contact with the other cards.
 - e. The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.
51. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
52. Players are responsible for the final setting of their hands. A Player's request for setting a hand "House Way" will be honored only if the player has not yet touched the cards.
53. Any "House Way" hand improperly set by the Dealer will be reset by Management, if it can be retrieved intact.
54. The Dealer cannot allow the Player-Dealer to set his hand foul, it will be reset the "House Way" by Management and play will continue.

55. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
56. The Dealer must get the Player-Dealer's instruction with obvious gesture, before opening the first player's hand.
57. Lucky Chances will not be responsible for any hand that is "Ok'ed" for action by the Player-Dealer.
58. Once the first Player's hand is exposed, the Player-Dealer may not reset his hand.
59. Only the Player-Dealer may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of Player-Dealers.
60. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
61. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
62. "COPY": If a Player's front hand has the same value as the Player-Dealer's front hand, it is called a "copy". The Player-Dealer's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
63. When opening a new game the house will give free collection for four (4) hands.

Traditional Poker Hand Rankings

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

PAI GOW

Games Description:

1. The ancient game of Pai Gow is played using Chinese tiles similar, in appearance only, to American dominoes. There are 32 tiles that are arranged into 16 pairs.
2. Each Player is “dealt” four tiles. The object of the game is for Players to set their tiles into the two best combinations of two tiles.
3. A Player wins if both sets are of higher value when matched to the Player-Dealer’s combinations. If one set is superior and the other is not, it is a “push” and neither wins. When the Player-Dealer and a Player have the same ranking combinations, it is called a “COPY” and the Player-Dealer is the winner.
4. Each Player has the opportunity to act as Player-Dealer for up to two consecutive hands, if they choose, or they may decline and the next qualifying Player has the option. To qualify as a Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand. The normal rotation of play in Pai Gow is counter clockwise.
5. **English must** be spoken during the play of the hands.

The Play:

6. Players make a bet.
7. The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.
8. To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.
9. Collection is taken before play begins.
10. Each Player arranges his tiles to make the two highest combinations of rankings.
11. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts and/or the “House Way” chart.
12. When all Players’ tiles have been set, the Player-Dealer exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.
13. The Dealer then exposes each Player’s tiles, one Player at a time, and compares their rankings with the Player-Dealer’s ranking to determine the winner, as prescribed in the opening paragraphs above.
14. In order to win, a Player must arrange his four tiles in two sets of two so that when compared to the Player-Dealer’s two sets of two, they are both superior in ranking. If both sets are of lesser ranking, the Player loses. If one set is superior

- and the other is not, it is a “push” and neither wins. Should the front and/or back set(s) be identical (a copy), the Player-Dealer wins that set(s).
15. Lucky Chances Casino does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Lucky Chances Casino.
 16. Each qualified Player has the option to be the Player-Dealer once, twice, or not at all. No bettor can win or lose more than he has bet in a given hand.
 17. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
 18. Each Player is responsible for the chips he places on the table. Players bets must be within the table limits.
 19. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
 20. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
 21. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
 22. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
 23. Any amounts over the maximum table limit will receive no action.
 24. All cash must be changed to chips before the action will be accepted. All bets will be paid off in chips.
 25. “Kum-Kum” bets will be paid off and/or collected as one bet.
 26. Players who bet “Kum-Kum” must each wager at least the table minimum.
 27. Players who bet “Kum-Kum” do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from “Kum-Kum” bets.
 28. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer’s hand. Selection of action stack, shaking of dice, and giving an opinion on the setting of tiles are examples of INFLUENCE. The Dealer or Floor Supervisor is allowed to set the tiles “House Way” when requested.
 29. The Dealer is not allowed to pay collection for any Player.
 30. Players must put the entire wager in the betting square before the dice cup is opened by the Dealer. Only chips placed in the betting square play. Stating “money covers” (or other call bets) is NOT acceptable.
 31. No side bets or proposition bets are allowed.

32. Any Player wagering on a betting square on the previous hand and having bet a total of three (3) times during that round of play has the option of being the Player-Dealer on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that betting position
33. The Player-Dealer chooses the style of tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Player-Dealer.
34. The stack that is the last stack on the right side of the loaf of tiles is the "ACTION" stack

Dice Shake and Dealing the Tiles:

35. After all bets have been made, the Player-Dealer shakes the dice cup. The Dealer exposes the dice and distributes the tiles according to the dice total.
36. The Player-Dealer may allow anyone to shake the dice, except a Lucky Chances employee on duty.
37. Beginning with the Player-Dealer as number 1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The Player in the position corresponding to the total of the dice receives the first "ACTION" stack of tiles, and his is the first bet to subsequently be resolved. The Player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table. Starting with the stack on his right and progressing to his left, the Dealer then deals out each stack. (The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.)
38. Any tiles dealt to a seat without a bet are subsequently retrieved by the Dealer. The un-played tiles should not be exposed at this time.

39. Exposed Tiles:

- a. While tiles are being stacked:
 - If the Dealer exposes a "2", a "12", a "LOW 3" or a "LOW 6" he must reshuffle.
 - If the Dealer exposes two or more tiles, all tiles must be reshuffled.
- b. When the Dealer is distributing tiles to a Player:
 - If one tile is exposed, the Player must accept as playable.
 - If two or more tiles are exposed, the Player's hand is dead and his bet is returned.
- c. When the Dealer is distributing tiles to the Player-Dealer:
 - If one tile is exposed, the Player-Dealer must accept it.
 - If two or more tiles are exposed, play is dead; all tiles are reshuffled and restacked.

Setting the Tiles for Play:

40. After the deal, all tiles must remain plainly visible on or above the table.
41. The controlling Player is the one with the most money in action on that position. That Player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.

42. It is each Player's responsibility to arrange his tiles correctly. Hands are played as set. The one exception is: if the player with the most money in action sets the hand that is obviously incorrect (both the front hand and the back hand can be improved) that player plays the hand as set. But the players that are playing in that spot with less money will have the hand reset "House Way".
43. After deciding on his strategy, each Player must place his tiles in front of his bet. The tiles must be arranged in two sets of two or in a stack of four if the Player wants the Dealer to ultimately set the tiles "House Way".
44. A Player may not surrender his hand. All hands will be exposed and read by the Dealer
45. Players are forbidden to show or discuss their hand with any Player involved in another active hand.

Consulting the House Dealer:

46. Should the Player want the Dealer to set the tiles House Way, the Player stacks his tiles in a stack of four. The Dealer will set them House Way after the Player-Dealer's hand has been set, and in normal rotation.
47. The Player-Dealer may also request assistance from the Dealer in the arrangement of his tiles. The Dealer may show different options to setting the tiles, but may not indicate a preference other than to show the "House Way". (See "Opening the Hands").
48. Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
49. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
50. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

Opening the Hands and Settling the Bets:

51. After all the other Players have set their hands, the Dealer gives the Player-Dealer his tiles.
52. The Player-Dealer may allow one other person at the table to handle one or more of his tiles and assist in setting the hand.
53. At the request of the Player-Dealer, the Dealer may show reasonable options in setting the tiles, but the final setting is the Player-Dealer's decision.
54. The Dealer must get the Player-Dealer's instruction to continue, with obvious gesture before opening the first Player's tiles. No Player-Dealer hands will be

reset after the first set of tiles are exposed. The Dealer then opens each Player's tiles in turn, compares the front hand and the back hand against the Player-Dealer's corresponding hands. Winners and losers are determined by criteria previously outlined. When all tiles have been exposed, and each Player's hand compared to the Player-Dealer's, payoffs start.

55. Bets are collected and paid only to the extent the Player-Dealer's wager is in action.

Example: The Player-Dealer has wagered \$200. The first Player bet \$60 and lost. The Player's bet (\$60) and \$60 from the Player-Dealer's \$200 wager are returned to the Player-Dealer. That money is now "out of action". The Player-Dealer now has \$140 left. The next Player bet \$40 and won. His bet (\$40) and \$40 from the Player-Dealer's remaining bet is returned to the winning player. There has been \$100 of the Player-Dealer's bet removed from action, leaving \$100 for continued action. The process continues until the Player-Dealer's bet has been exhausted, or all bets have been settled. Any money bet by the Player-Dealer which has not received action is returned.

Winning Hands:

56. The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.
57. If neither the Player nor the Player-Dealer has a Pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have, a Wong, Gong, or the identical numerical value, the rank value must be used to determine the winner (Refer to the accompanying charts.)
58. If both the Player's hand and the Player-Dealer's hand have the same numerical values (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the "SINGLE RANKING CHART." Only the highest tile each hand is relevant. The other tile does not count in breaking ties in numerical value.
59. If both the Player's hand and the Player-Dealer's hand have numerical values of Zero (a copy), the Player-Dealer wins, regardless of which hand has the highest ranking tile.
60. If both Players have hands of exactly the same rank or value and equivalent high tiles (copy), the Player-Dealer wins.
61. When opening a new game the house will give free collection for four (4) hands.

RANKING OF NON-PAIR HANDS

Nine's (9's)

- #1. 12 + 7
- #2. 2 + 7
- #3. R8 + 11
- #4. R4 + 5
- #5. W10 + 9
- #6. W6 + 3
- #7. W4 + 5
- #8. 11 + W8
- #9. R10 + 9
- #10. R6 + 3

Eight's (8's)

- #1. 12 + 6
- #2. 2 + 6
- #3. R8 + 10
- #4. R4 + W4
- #5. W10 + W8
- #6. 11 + 7
- #7. R10 + W8
- #8. 3 + 5

Seven's (7's)

- #1. 12 + 5
- #2. 2 + 5
- #3. R8 + 9
- #4. R4 + 3
- #5. W10 + 7
- #6. W6 + 11
- #7. W4 + 3
- #8. 11 + R6
- #9. R10 + 7
- #10. 9 + W8

Six's (6's)

- #1. 12 + 4
- #2. 2 + 4
- #3. R8 + W8
- #4. W10 + 6
- #5. W6 + R10
- #6. 11 + 5
- #7. R10 + R6
- #8. Big 7 + 9
- #9. 9 + sm. 7

Five's (5's)

- #1. R8 + 7
- #2. R4 + 11
- #3. W10 + 5
- #4. W6 + 9
- #5. W4 + 11
- #6. R10 + 5
- #7. Big 7 + W8
- #8. R6 + 9
- #9. W8 + Sm. 7

Four's (4's)

- #1. 12 + 2
- #2. R8 + 6
- #3. R4 + 10
- #4. W10 + W4
- #5. W6 + W8
- #6. W4 + R10
- #7. Big 7 + Sm. 7
- #8. R6 + W8
- #9. 9 + 5
- #10. W8 + 3

Three's (3's)

- #1. 12 + 11
- #2. 2 + 11
- #3. R8 + 5
- #4. R4 + 9
- #5. W6 + 7
- #6. W4 + 9
- #7. Big 7 + R6
- #8. R6 + Sm. 7
- #9. W8 + 5

Two's (2's)

- #1. 12 + 10
- #2. 2 + 10
- #3. R8 + 4
- #4. R4 + W8
- #5. W6 + R6
- #6. W4 + W8
- #7. Big 7 + 5
- #8. Sm. 7 + 5

One's (1's)

- #1. R4 + 7
- #2. W10 + 11
- #3. W6 + 5
- #4. W4 + 7
- #5. 11 + R10
- #6. R6 + 5

Zero's (0's)

All zeroes are equal (copies)

SUPER PAN 9

Games Description:

1. Super Pan 9, hereafter called Pan 9, is played with multiple decks (eight to twelve) with the Sevens, Eights, Nines, and Tens removed. There is no Joker.
2. Players are each dealt three cards face down, one at a time, in turn, in rotation, and have the option to draw an additional card.
3. The object is for a Player to have cards whose sum total (numerical count) is closer to nine (9) than the sum total of the cards held by the Player-Dealer. Only the last digit is used.
4. Cards have the following value:
 - Ace = 1
 - Deuce = 2
 - Trey = 3
 - Four = 4
 - Five = 5
 - Six = 6
 - Jack = 10 (0)
 - Queen = 10 (0)
 - King = 10 (0)

Examples of sum total (numerical values);

6, 6, 5 = 17 or 7

2, 4, 2 = 8

A, A, Q, 5 = 7

6, 5, J, 3 = 14 or 4

5, 5, K, 6 = 16 or 6

K, K, Q, 6 = 6

5. PAN-9 is played on a poker-style table which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated Players and backline bettors.
6. In addition, there are two rectangular boxes; one placed horizontally, the other vertically in relation to the Player. The Player places his cards in one of these boxes to indicate what action should occur. If the player elects not to draw an additional card, he places his original three cards in the vertical box, the one closer to the Dealer. If the Player wants to draw a card, he so indicates by placing his original three cards in the horizontal box, the one closer to him. In the latter case, this indicates that the Dealer should subsequently deal the Player a fourth card, which is placed in the vertical box.
7. The Player-Dealer's hand should not be exposed until the Dealer sees that all vertical boxes contain the three original cards, or an additional fourth, the draw card.

8. Lucky Chances does not participate in the actual play of the game, and has no interest in the play. No Player ever plays against, or makes a wager against Lucky Chances.
9. **English only** during the play of the hand.
10. A Player has a foul hand if his cards come in contact with other cards. *Players must protect their hands at all times.*
11. Each Player is responsible for the chips he places on the table.
12. Each qualified Player has the option to be the Player-Dealer once, twice, or not at all, per each round of play, in rotation. To qualify as Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand.
13. No side bets or proposition bets are allowed.
14. The Dealer is not allowed to pay collection for any Player.
15. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer's hand. Shaking the dice or giving an opinion regarding taking an additional card are examples of INFLUENCE.
16. Collection is taken in advance for each bet. Each Player must have a full minimum bet after paying collection.
17. Any Player wagering on a spot on the previous hand has the option of being the Player-Dealer on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.
18. Players must bet within the table limits.
19. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
20. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated. On fixed limit – "Condition" – tables only the exact limit will be accepted. No more' no less!
21. Any amounts over the maximum table limit will receive no action.
22. All cash must be changed to chips before the action will be accepted. All bets will be paid off in chips.
23. No bettor can win or lose more than he has bet on a given hand.
24. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
25. Players who bet "Kum-Kum" must each wager at least the table minimum.

26. Players who bet “Kum-Kum” do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from “Kum-Kum” bets.
27. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
28. Backline Players may wager on any betting square not taken by the seated Player.
29. Players must post their entire wager in the betting squares before the dice cup is opened. Stating “money covers” (or other call bets) is not acceptable.
30. Any active Player is entitled to know the amount of the Player-Dealer’s wager, to the extent that it affects the play of his hand.
31. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
32. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
33. All foul hands are considered losing hands to the extent money covers.

Dealing Rules:

34. Play starts at the Action Button seat and progresses clockwise.
35. The Player-Dealer may have anyone shake the dice, except a Lucky Chances employee on duty.
36. A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared “unplayable”, the current hand canceled, and a new shoe put into action. All previous hands stand as played.
37. When the Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
38. All exposed cards on the initial deal will play as dealt. Cards accidentally exposed by the Dealer on the draw will be replaced after the Player-Dealer’s action is complete.
39. A MISDEAL will be called if:
 - a. It has been determined, before the deal is completed, that cards have gone to the wrong position:
 - b. The Player-Dealer was dealt the wrong number of cards.
40. A Player may have a foul hand if he does not start with exactly three cards.

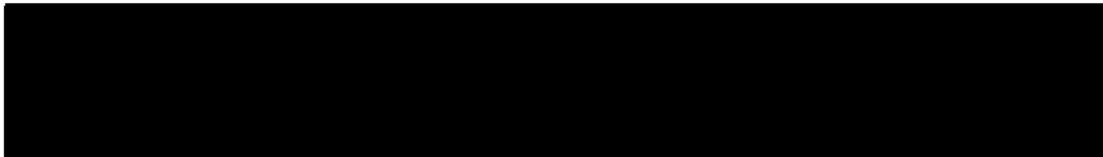
Rules of Play – Initial Three Cards:

41. The Player with most money in action is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is played.
42. No Player is allowed to pick up any hand out of sequence, nor allowed to reach across another position to pick up any cards or hand. The Dealer will give the entire hand to the proper Player, and replace the hand in its proper position.
43. Backline Players may participate in the play of the hand. If the active Player and the Backline Player disagree over the play of the hand, the active Player has the final decision.
44. In the Player-Dealer's position, the largest wager in action has the final decision as to the play of the hand.
45. The Player-Dealer's hand will not be opened until all hands have been set and the draw completed.
46. If the Player-Dealer's hand is accidentally exposed before all hands have been set, the unset hands will be set "House Way"
47. A Player may not surrender his hand. All hands will be exposed and read by the Dealer.
48. Any attempts to switch, pass, hold out cards, or any other illegal action will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
49. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
50. A Player may see only one hand, regardless on how many hands he has wagered on.
51. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
52. Players are responsible for the final play of their hands. If a Player requests assistance on the play of a hand, the Dealer will play it "House Way".
53. Any House Way hand improperly played by the Dealer will be replayed by Management, if it can be retrieved intact. The Dealer will not cause any Player's hand to be fouled or played incorrectly.

Rules of the Draw:

54. Each Player requesting a card places his initial three cards in the back box of the respective position, that is, the box closest to him. If no card is desired, the hand must be placed in the front box, that is, the one closest to the Dealer.

55. A Player has a foul hand if he takes a card and does not end up with exactly four cards.
56. There can be no misdeal declared after the draw has commenced, except when the Player-Dealer's hand does not contain exactly three cards.
57. After the Dealer's announcement "ALL HANDS SET" Players may not touch their wager, their cards, or the draw card.
58. When the Player-Dealer's hand totals three (3) or less, the Dealer will automatically draw a card for the Player-Dealer.
59. When the Player-Dealer's three card total is seven, eight, or nine, he must stand (no draw is allowed).
60. When the Player-Dealer's three card total is four (4), five (5), or six (6), an option to stand or draw must be exercised by the Player-Dealer. The Player-Dealer's hand is not set until he signifies with an obvious gesture and only then will the Dealer start to open the Player's hands.
61. **Payoff of "Kum-Kum" Bets:** "Kum-Kum" bets will be paid off and/or collected as one bet.
62. **"House Way" for Players:** Five or less – takes a card, six or more – stands.
63. **"House Way"** hands for players should be opened first before the action hand incase it has been played incorrectly.
64. When opening a new game the house will give free collection for four (4) hands.



GAME RULES FOR LUCKY CHANCES BLACKJACK

(Revised 9-09-2004)

- 1) **Object:** The object of the game is to get a "Bonus Natural", which consists of two Lucky Chances Logo Cards, or a "Natural" which consists of any Ace and a Lucky Chances Logo Card, in the first two cards. A "Bonus Natural" (two Lucky Chances Logo Cards) will pay 2-1 (two to one, to the extent that "money covers") and beats all other hands (for the Player). A "Natural" (any Ace and a Lucky Chances Logo Card) will pay 3-2 (three to two, to the extent that "money covers"). Should the Player not achieve this combination in their first two cards, the goal is to get a hand as close to 21 without going over 21 that is greater in value than the Dealer's hand.
- 2) **Cards:** The game uses multiple (four to eight) decks of standard cards with one exception: special "Lucky Chances Logo" cards have been added (2 per deck). A "Lucky Chances Logo" card combined with any Ace is a "Natural", or combined with another "Lucky Chances Logo" card is a "Bonus Natural". A "Lucky Chances Logo" card in a hand that is not a "Natural" will have a value of ten (10). Aces have a value of one (1) or eleven (11). Face cards have a value of ten (10). All other cards count as face value.
- 3) **Player-Dealer:** Every Player will have the opportunity to act as the Player-Dealer for one or two hands in turn. The Player-Dealer Position rotates around the table in a continual and systematic manner.
- 4) **Betting:** All Players must pay the collection fee before placing a wager. All bets are placed before the cards are dealt. All bets are between the players and the Player-Dealer. Back-line betting is allowed.
- 5) **Action:** The Player-Dealer shakes the dice cup to determine which player position has its wager settled first. The action button also determines which player receives hit cards first. The Player-Dealer may have anyone shake the dice, except a Lucky Chances Employee on duty.
- 6) **General Rules:** Lucky Chances does not participate in the actual play of the game, and has no interest in the play. No player ever plays against, or makes a wager against Lucky Chances.
- 7) Each Player is responsible for the chips he places on the table.
- 8) No side bets or proposition bets are allowed.
- 9) The House Dealer is not allowed to pay collection for any player
- 10) Each qualified Player has the option to be the Player-Dealer once, twice, or not at all, per each round of play, in rotation. To qualify as Player-Dealer, you must have wagered a minimum of three (3) times as a Player during that round of play and wagered in that seat location the previous hand.
- 11) Players must bet within the table limits.

- 12) Each table has a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
- 13) Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
- 14) Any amounts over the maximum table limit will receive no action.
- 15) No bettor can lose more than he has bet on a given hand.
- 16) Players place their bets before the dice cup is opened. No change in bets can occur after that point. **PENALTLY:** Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
- 17) Backline players may wager on any betting square not taken by the seated player.
- 18) Players must post their entire wager in the betting squares before the dice cup is opened. Stating "money covers" (or other call bets) is not acceptable and will not be honored.
- 19) Any active player is entitled to know the amount of the Player-Dealer's wager, to the extent that it affects the play of his hand.
- 20) Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 21) A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 22) All foul hands are considered losing hands to the extent money covers.
- 23) A boxed card dealt from the shoe is dead and is replaced with the very next card. If three or more boxed cards appear in any hand, the shoe is declared "unplayable", the current hand canceled, and a new shoe put into action. Previous hands stand as played.
- 24) When the House Dealer deals a card off the table, that card is dead and will be replaced from the shoe after the initial deal is completed.
- 25) **Play:** Each player is dealt two (2) cards; one at a time, beginning with the first player to the House Dealer's left. The Player-Dealer receives cards as the last position in front of the House Dealer. The Player-Dealer receives one card face-up. Each player in turn will have the opportunity to receive additional cards, beginning with the first player after the action button. A player may receive as many additional cards as desired, until his total reaches or exceeds "hard" eighteen (18). A player must hit a hand totaling 11 or less. The object of the game is to get a higher-ranking hand than the Player-Dealer. The hand rankings are as follows (where a "Bonus Natural" is a two Lucky Chances Logo cards and a "Natural" is an Ace and a Lucky Chances Logo card:

RANK	TOTAL	RANK	TOTAL
1	"BONUS NATURAL"	10	14
2	"NATURAL"	11	13
3	21	12	12
4	20	13	22
5	19	14	23
6	18	15	24
7	17	16	25
8	16	17	26
9	15	18	27

- 26) When a player has a "Bonus natural" (two Lucky Chances Logo Cards), the player will win 2 times their wager to the extent the Player-Dealer's wager covers. When a player has a "natural" (a Lucky Chances Logo Card and an Ace) and the Player-Dealer does not have a "natural", the player will win 1½ times the amount of their wager to the extent the Player-Dealer's wager covers. When both the player and the Player-Dealer have "naturals", it is considered a "push" and neither player wins. [Exception: a player with a "Bonus Natural" (two Lucky Chances Logo Cards) will win 2 times their wager to the extent the Player-Dealer's wager covers; no matter what hand the Player-Dealer has.]
- 27) A player can "double down" on any first two cards that total 11 or less. The player must post an additional bet equal to the initial wager made. The player will then receive one "hit" card face down. (The player is not allowed to touch the card). The player with the most money in action makes the decision to double down. If players have equal money in action, the player closer to the action will make the decision (the player betting on the #1 square has preference over the player in the #2 square, etc.). Back-line bettors are not required to post an additional wager.
- 28) A player can split any two cards of the same value (excluding Logo Cards) and receive additional cards on each hand. The player must post an additional bet equal to the initial wager. The player will then receive an additional card to make a two (2) card hand and instruct the House Dealer to hit or stand until completion.
- Player with the most money in action makes the decision to split. If players have equal money in action, the player closer to the action will make the decision (the player betting on the #1 square has preference over the player in the #2 square, etc.). Back-line bettors that do not wish to post an additional wager will play the first hand in rotation only.
 - A player may split only once.
 - A player splitting a pair of Aces will receive only one (1) draw card on each hand. Should the draw card be a "Lucky Chances Logo Card", it will not be considered a "natural", but will have a value of 21.
 - Double Down is not allowed on a hand that has been "split".

- 29) "Double down" and "split" bets receive no action when the Player-Dealer has a "natural"
- 30) The Player-Dealer must stand on a total of "hard" 17 or more. The Player-Dealer must hit with a total of 16 or less, and must hit a "soft" 17 (a hand containing an Ace that totals 17 where the ace counts as a value of eleven (11)).
- 31) The Player with the most money in action on that hand makes the final decision on receiving additional hit cards. If players have equal money in action, the player closer to the action will make the decision (the player betting on the #1 square has preference over the player in the #2 square, etc.). In the case of a "split" hand, the same player will make the final decision on both hands.
- 32) When the Player and the Player-Dealer hands total are 21 or below 21, the player closer to 21 wins.
- 33) When the Player and the Player-Dealer hands total are 21 or below 21 and both have the same value, it is a "push" and neither player wins (exception: the Player-Dealer wins when both the player and the Player-Dealer hands total 17).
- 34) When the Player-Dealer's hand total is 21 or less than 21, and the Player's hand total is over 21, the Player-Dealer wins.
- 35) When the Player's hand total is 21 or less than 21, and the Player-Dealer's hand total is over 21, the Player wins.
- 36) When both the Player and the Player-Dealer hands total more than 21, and the Player's hand total is closer to 21 than the Player-Dealer's hand, it is a "push" and neither player wins.
- 37) When both the Player and the Player-Dealer hands total more than 21, and the Player-Dealer's hand total is closer to 21 than the Player's hand, the Player-Dealer wins.
- 38) When both the Player and the Player-Dealer hands total more than 21, and both the Player-Dealer and Player have the same hand total, the Player-Dealer wins.
- 39) Wagers are settled beginning with the first action player (first player in rotation after the action button). Winners are paid in a clockwise order to the extent that money covers. The Player-Dealer's money can be used only once to settle bets, win or lose.

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THREE CARD POKER

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

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

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.
8. The player/dealer must qualify to play with a minimum Queen-high.
 - a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

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THREE CARD POKER

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

- c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the player/dealer's hand beats the player's, the player loses.
9. All bets receive action to the extent that the player/dealer wager covers.
10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets must equal the Ante to qualify for a Bonus Bet payoff.
3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
6. Bonus Bets pay as follows:

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

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THREE CARD POKER

One Pair	1:1
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THREE CARD POKER

Glossary of terms used in the controlled game:

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

21st
CENTURY

BACCARAT

5.0 Version

July 2008

21st CENTURY BACCARAT 5.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10), all other cards have their face value. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) 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 house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. 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 dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make an early or late tie bet.

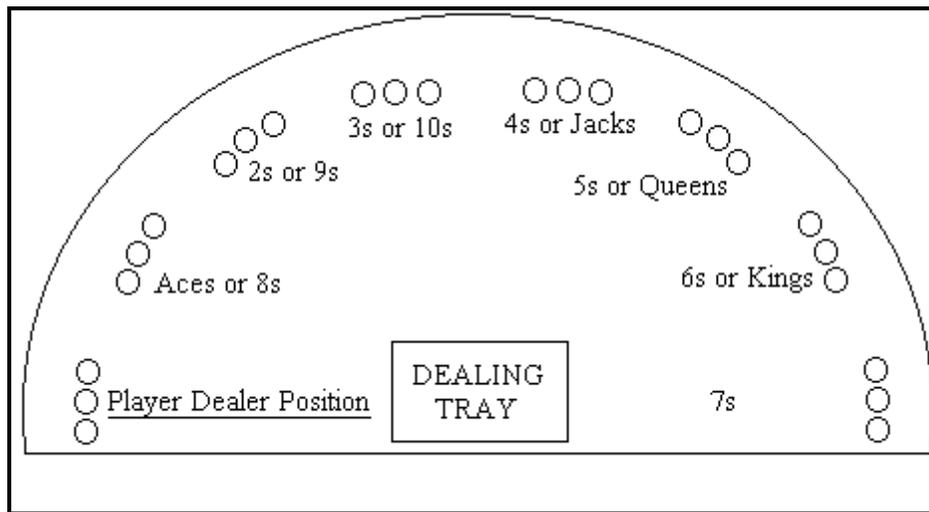
BASIC CONCEPT & RULES

- 1) The object of the game is to form a hand that equals nine (9) or as close to it as possible
- 2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.
- 4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.
- 5) Cards between 1 and 9 have face value.
- 6) Picture cards and 10's are counted as 0.
- 7) Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
- 8) Prior to the deal, all players must place a wager in accordance with table limits.
- 9) Players have the following options when placing their bet:
 - a) Player line which pays 1 to 1
 - b) Dealer line which pays 19 to 20 or 9 ½ to 10
 - c) Early tie bet which pays 9 to 1
 - d) Late tie bet which pays 7 to 1
- 10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.
- 11) 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 dealt face up.

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- 12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
- 13) 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.
- 14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
 - a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- 16) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	Is Represented By
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



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- 17) 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.
- 18) The player hand must stand when the cards dealt are valued between 6 and 9.
- 19) The player hand must hit when the cards dealt are valued between 0 and 4.
- 20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
 - a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 21) The dealer hand must hit when the hand is valued at five (5) or below.
- 22) The dealer hand must stand when the hand is valued at six (6) or more.
- 23) Natural 8 or 9: When the first two cards of the player or dealer's hand has a value of eight (8) or nine (9), the other hand will not be allowed to draw.
- 24) The dealer hand wins all ties on zero (0) and one (1) on the base game.
- 25) The player/dealer will lose all ties to any player that made a tie wager.
- 26) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.
- 27) House Way: Player hand hits on five (5) or below and stands on six (6) or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.
- 28) Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
- 29) All bets for the base game and tie bet must be between the minim and maximum table limit.

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EARLY TIE BET

- 1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The tie wager must be within table limits.
- 3) Players must place a wager for the base game to be able to wager on the tie bet.
- 4) Collections are based on the total amount wagered for the base wager, tie wager (if applicable) and Bonus Pair Bet (if applicable).
- 5) All winning early tie bets will be paid 9 to 1
- 6) Wagers are collected or paid, to the extent that player/dealer's wager covers in order from the action button seat by seat.

LATE TIE BET

- 1) Players may place a wager on the tie hand position after the player's cards have been dealt and before the dealer has checked his/her hold card.
- 2) The house dealer will determine if a tie bet may be wagered or not by following rules below.
 - a. There will be no tie bets allowed if the value of the player hand (total of two cards value 5,6,7,8, or 9) equals the value of the dealer's up card (single card value of 5,6,7,8, or 9).
- 3) There is no collection for the Late Tie Bet.
- 4) All winning late tie bets will be paid 7 to 1.
- 5) There will be no tie bets if the player hand has a two card 9.
- 6) All tie bets will be returned if the dealer has a two card 9.
- 7) Only those players with an early tie bet may place a late tie bet

BONUS PAIR BET

Each player has the option to place an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled "Player Bonus Pair" and the other will be "Dealer Bonus Pair."

- 1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The bonus pair wager may be any amount between the minimum of \$10 and the maximum of \$300.
- 3) Players must place a wager for the base game to be able to wager on the bonus pair.
- 4) Collections are based on the total amount wagered for the base wager, tie wager (if applicable) and Bonus Pair Bet (if applicable).
- 5) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
- 6) Bonus Pair Bets pay as follows:

1st Two Card Dealt	Payoff
No Pair	Lose
Pair	10:1
Pair of Same Color	20:1
Pair of Same Suit	40:1

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PLAYER- DEALER & 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.

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VALUE OF CARDS

- All cards have their face value.
- Picture cards have value of 0.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart		
Hand Value	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

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DEALER

The following chart outlines the rules regarding the dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	4 OR LESS	5

** Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.



Fortune Pai Gow Poker

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Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

Rank	Combination of Cards
1 st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	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
8 th	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
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Straight (Five cards of different suits ranked in order)
11 th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12 th	Two Pair (Two sets of pairs)
13 th	A Pair (Two cards of the same value)
14 th	High Card



Fortune Pai Gow Poker

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:

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

How and when house fees are collected:

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

Betting scheme:

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

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

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- ❖ The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- ❖ Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.



Fortune Pai Gow Poker

- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.



Fortune Pai Gow Poker

BONUS BET PAYTABLE OPTIONS

***Each Cardroom licensee must specify which two (2) paytables they would like approved. However, only one payout option may be offered at any one table at any one time. Patrons will be given ample notice of which option is being offered and it will be displayed prominently via printed flyers, digital display, and any other forms of advertisements.**

Hand	FPG-01		FPG-02		FPG-03	
	Pays	Envy	Pays	Envy	Pays	Envy
7 Card Straight Flush	5,000 to 1	\$1,000	8,000 to 1	\$5,000	5,000 to 1	\$3,000
Royal Flush + Royal Match	1,000 to 1	\$250	2,000 to 1	\$1,000	2,000 to 1	\$1,000
7 Card Straight Flush w/ Joker	750 to 1	\$100	1,000 to 1	\$500	1,000 to 1	\$500
5 Aces	250 to 1	\$50	400 to 1	\$250	400 to 1	\$250
Royal Flush	100 to 1	\$25	150 to 1	\$50	150 to 1	\$50
Straight Flush	50 to 1	\$10	50 to 1	\$20	50 to 1	\$20
4 of a Kind	20 to 1	\$5	25 to 1	\$5	25 to 1	\$5
Full House	5 to 1		5 to 1		5 to 1	
Flush	4 to 1		4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1		3 to 1	
Straight	2 to 1		2 to 1		2 to 1	
Three Pair	Push					

Hand	FPG-04		FPG-05		FPG-06	
	Pays	Envy	Pays	Envy	Pays	Envy
7 Card Straight Flush	2,500 to 1	\$1,000	5,000 to 1	\$5,000	5,000 to 1	\$2,500
Royal Flush + Royal Match	1,000 to 1	\$750	2,000 to 1	\$1,000	1,000 to 1	\$500
7 Card Straight Flush w/ Joker	750 to 1	\$250	1,000 to 1	\$500	500 to 1	\$250
5 Aces	250 to 1	\$100	400 to 1	\$250	300 to 1	\$150
Royal Flush	125 to 1	\$50	150 to 1	\$50	110 to 1	\$55
Straight Flush	50 to 1	\$20	50 to 1	\$20	45 to 1	\$25
4 of a Kind	25 to 1	\$5	25 to 1	\$5	25 to 1	\$6
Full House	5 to 1		5 to 1		5 to 1	
Flush	4 to 1		4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1		3 to 1	
Straight	2 to 1		2 to 1		2 to 1	



Fortune Pai Gow Poker

Jokers Fully-Wild

Hand	FPG-07		FPG-08		FPG-09	
	Pays	Envy	Pays	Envy	Pays	Envy
7 Card Straight Flush (No Joker)	8,000 to 1	\$1,000	1,000 to 1	\$500	500 to 1	\$250
7 Card Straight Flush (W/ Joker)	1,000 to 1	\$100	500 to 1	\$100	500 to 1	\$250
5 Aces	400 to 1	\$50	400 to 1	\$50	250 to 1	\$50
5 of a Kind	250 to 1	\$25	250 to 1	\$25	200 to 1	\$25
Royal Flush	100 to 1	\$10	100 to 1	\$10	100 to 1	\$10
Straight Flush	40 to 1	\$5	40 to 1	\$5	50 to 1	\$5
4 of a Kind	25 to 1	\$5	25 to 1	\$5	25 to 1	\$5
Full House	5 to 1		5 to 1		5 to 1	
Flush	3 to 1		3 to 1		3 to 1	
Straight	2 to 1		2 to 1		2 to 1	

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Copy** When a players hand is ranked equally to the player/dealer's hand.
- Envy Bonus** A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the the payable.
- 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.



Fortune Pai Gow Poker

Seated-positions The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.

Push When a player wins either the high or the low hand and the player/dealer wins the other.

21st
CENTURY

BACCARAT

8.3 Version

4/13/09

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21st CENTURY BACCARAT 8.3

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10), all other cards have their face value. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) 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 house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. 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 dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make an early or late tie bet.

BASIC CONCEPT & RULES

- 1) The object of the game is to form a hand that equals nine (9) or as close to it as possible
- 2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.
- 4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.
- 5) Cards between 1 and 9 have face value.
- 6) Picture cards and 10's are counted as 0.
- 7) Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
- 8) Prior to the deal, all players must place a wager in accordance with table limits.
- 9) Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Early tie bet which pays 9 to 1
- 10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.
- 11) 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 dealt face up.
- 12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
- 13) 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.
- 14) *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 4.
 - c. The player hand must hit when the cards dealt are valued at 5 except when the player/dealer hand is valued at 5 or 6, and then they will have the following options:

21st CENTURY BACCARAT 8.3

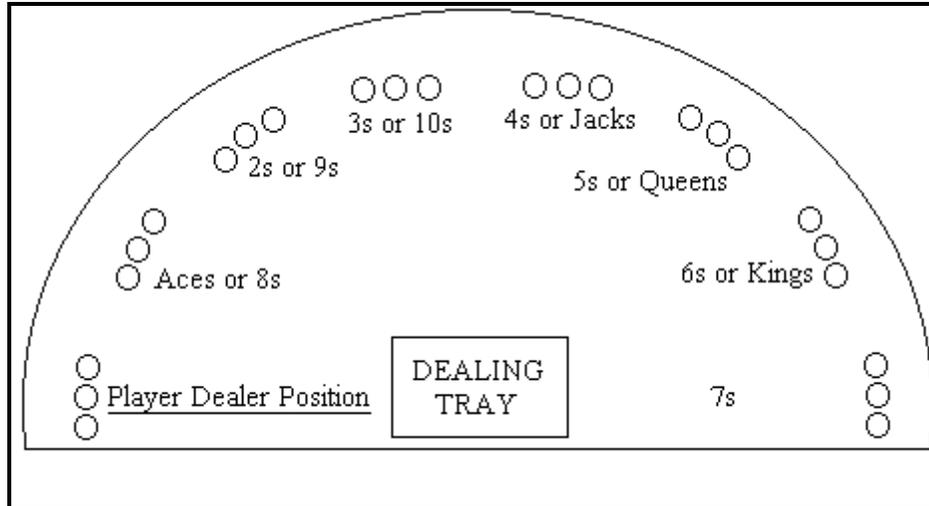
- i. Stand and keep their wager on the stand line;
 - ii. Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 15) The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the player/dealer hand.
- 16) The dealer will then expose the player/dealer's hole (down) card.
- 17) *Game Rules for the Player/Dealer Hand:*
- a. If the player stands, then the banker hits on a total of 5 or less.
 - b. If the player does hit for a complete hand then use the chart below to determine if the banker hits (H) or stands (S):

Player/dealer'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

- 18) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

<u>Player with Position Number</u>	<u>Is Represented By</u>
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7

21st CENTURY BACCARAT 8.3



- 19) 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.
- 20) Natural 8 & 9: When the first two cards of the player or dealer's hand has a value of eight (8) or nine (9), the other hand will not be allowed to draw.
- 21) The player/dealer will lose all ties to any player that made a tie wager.
- 22) All ties are a "Push" and wagers are called off on the base game.
- 23) House Way: Player hand hits on five (5) or below and stands on six (6) or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.
- 24) Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
- 25) All bets for the base game and tie bet must be between the minimum and maximum table limit.

PLAYER-DEALER & 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.

21st CENTURY BACCARAT 8.3

VALUE OF CARDS

All cards have their face value.

Picture cards have value of 0.

Cards are ranked as follows:

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1	Ace	1
2	Two	2
3	Three	3
4	Four	4
5	Five	5
6	Six	6
7	Seven	7
8	Eight	8
9	Nine	9
10	Ten	0
11	Jack	0
12	Queen	0
13	King	0

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	4 OR LESS	5

** Natural 8 & 9: When the first two cards of the player or dealer's hand has a value of eight (8) or nine (9), the other hand will not be allowed to draw.

DRAGON BONUS BET

The optional bonus bet is called the "Dragon Bonus" (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager on the designated DB spot located next to each player's position on the gaming felt layout that is within the table limit posted. There will be "Dragon Bonus" betting circles in front of each player position.

21st CENTURY BACCARAT 8.3

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a “natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. A player wagering on the Player Line may only wager on the Player Dragon Bonus Bet circle and player wagering on the Dealer Line may only wager on the Dealer Dragon Bonus Bet circle.
4. 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.
5. Players must place a wager for the base game to be able to wager on the Dragon Bonus.

DRAGON BONUS PAYTABLE

Hand (Points Won By)	Payout
Natural Winner	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

BONUS PAIR BET

Each player has the option to place an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled “Player Bonus Pair” and the other will be “Dealer Bonus Pair.”

- 1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The bonus pair wager may be any amount within the table limit.
- 3) Players must place a wager for the base game to be able to wager on the bonus pair.
- 4) Collections are based on the total amount wagered for the base wager, tie wager (if applicable), Dragon Bonus (if applicable) and Bonus Pair Bet (if applicable).
- 5) Wagers are collected or paid to the extent that player/dealer’s wager covers in order from the action button seat by seat.
- 6) Bonus Pair Bets pay as follows:

FIRST TWO CARDS	PAYOFF
Pair	6 to 1
Pair of Same Color	12 to 1
Pair of Same Suit	25 to 1

21st CENTURY BACCARAT 8.3

TABLE LIMITS & COLLECTION RATES

The collection is taken from each player for every bet prior to start of the game. Players, including the player/dealer, must post the required collection prior to receiving any cards. The collection fee is paid before any cards are dealt. The collection fee is based on the table limit and is paid for the total combined amount bet (Base, Tie, Dragon, Bonus Pair) by each player.

Min/Max Bet	Player Collection Fee	Player/Dealer Collection Fee	Total Bets
\$5 - \$100	\$1 for wager of \$5 to \$100	\$1 \$2	\$5 - \$200 \$201 or More
\$10 - \$100	\$1 for wager of \$10 to \$100	\$1 \$2 \$3 \$4 \$5	\$10 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$10 - \$200	\$1 for wager of \$10 to \$100 \$2 for wager of \$101 or More	\$1 \$2 \$3 \$4 \$5	\$10 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$10 - \$300	\$1 for wager of \$10 to \$100 \$2 for wager of \$101 to \$200 \$3 for wager of \$201 or More	\$1 \$2 \$3 \$4 \$5	\$10 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$10 - \$500	\$1 for wager of \$10 to \$100 \$2 for wager of \$101 to \$200 \$3 for wager of \$201 to \$300 \$4 for wager of \$301 to \$400 \$5 for wager of \$401 to \$500	\$1 \$2 \$3 \$4 \$5	\$10 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$20 - \$200	\$1 for wager of \$20 to \$100 \$2 for wager of \$101 or More	\$1 \$2 \$3 \$4 \$5	\$20 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More

21st CENTURY BACCARAT 8.3

Collection Rates Cont'd

Min/Max Bet	Player Collection Fee	Player/Dealer Collection Fee	Total Bets
\$20 - \$300	\$1 for wager of \$20 to \$100 \$2 for wager of \$101 to \$200 \$3 for wager of \$201 or More	\$1 \$2 \$3 \$4 \$5	\$20 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$20 - \$500	\$1 for wager of \$20 to \$100 \$2 for wager of \$101 to \$200 \$3 for wager of \$201 to \$300 \$4 for wager of \$301 to \$400 \$5 for wager of \$401 to \$500	\$1 \$2 \$3 \$4 \$5	\$20 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$40 - \$500	\$1 for wager of \$40 to \$100 \$2 for wager of \$101 to \$200 \$3 for wager of \$201 to \$300 \$4 for wager of \$301 to \$400 \$5 for wager of \$401 to \$500	\$1 \$2 \$3 \$4 \$5	\$40 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More
\$100- \$1,000	\$2 for wager of \$100 to \$300 \$3 for wager of \$201 to \$500 \$4 for wager of \$501 to \$700 \$5 for wager of \$701 to \$1,000	\$1 \$2 \$3 \$4 \$5	\$100 - \$200 \$201 - \$400 \$401 - \$600 \$601 - \$800 \$801 or More

Four Card Poker Rules

The object of Four Card Poker is to beat the player/dealer in a four-card poker game. Hand rankings are as follows:

Four of a kind
Straight Flush
Three of a kind
Flush
Straight
Pair
High card

Four Card Poker is played with a standard 52-card deck. The game uses a standard-sized blackjack or poker table. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

Players must make an ante wager and pay a collection fee to be dealt in. Players will also have the option of placing an “Aces Up” or “Bad Beat Bonus” wager. Each player receives five cards face-down. The player/dealer receives six cards, five face-down and one face-up. Once the players inspect their hand, they have two options: 1) fold the hand and forfeit the ante; or 2) stay in the game by making a play bet of one to three times the ante wager.

If the player’s hand beats the player/dealer’s hand, the player/dealer will then pay each ante (the ones not surrendered by folding) according to the pay table shown below.

If the player/dealer’s hand beats the player’s hand, the player loses.

Pay Table

Four of a kind	5 to 1
Straight Flush	4 to 1
Three of a kind	3 to 2
All other hands	Even Money

All bets receive action to the extent that the player/dealer’s wager covers. The round of play ends when the player/dealer exhausts his wager or when all player wagers receive full action, whichever occurs first.

So that no person or entity acting as the player/dealer, or any person or entity acting as a portion of the player/dealer position may occupy the banking position continuously, the player/dealer position will rotate systematically and continuously after two hands or the game will be disbanded. The player/dealer button rotates clockwise around the table.

Bonus Bets

These two bonus bets are optional bets for players who placed an ante bet.

- Bonus bet must be placed prior to the initial deal.
- Bonus bet must at least be equal to the ante to qualify for a bonus bet payoff.
- The player/dealer will pay all winning bonus bets and will collect all losing bonus bets. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.
- Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Aces Up Bonus Bet - wagers will be paid as shown in the table below, based on the player's hand.

Four of a kind	50 to 1
Straight Flush	40 to 1
Three of a kind	9 to 1
Flush	6 to 1
Straight	4 to 1
Two Pair	2 to 1
Pair of Aces	Even Money

Bad Beat Bonus Bet - is an optional wager made only by players, and is played against the player/dealer.

- Payout will occur when either the player or player/dealer has a hand beaten, according to the chart located below.
- Beaten hand is used to determine the payout structure.
- Only the players will receive a payout. Player/dealers are not eligible for cash prizes.
- Multiple payouts can occur if multiple players who placed a Bad Beat Bonus Bet have a better hand than the hand beaten, or have qualifying hands beaten by the player/dealer.

Hand Beaten	Payout
4 of a kind	25,000 to 1
Straight Flush	10,000 to 1
3 of a kind	100 to 1
Flush	25 to 1
Straight	15 to 1
2 Pair	4 to 1



Let It Ride Bonus 1.0

Standards of play:

Let It Ride (LIR) is a five-card game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winning bets and pay all losing bets to the extent that money covers.

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

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

Type of gaming table utilized for this game:

Let It Ride 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.

The cloth covering a Let It Ride table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled ‘1’, ‘2’, and ‘\$’ for the placement of bets. In addition, there will be a separate circle for the placement of a bonus bet.

Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Let It Ride shall be dealt from an automatic card shuffling device (“shuffler”).
2. **Physical Characteristics:** Cards used to play Let It Ride shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Let It Ride shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.



Let It Ride Bonus 1.0

Betting scheme:

1. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.
4. Each player at a Let It Ride table, who has placed the three wagers required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the Bonus Bet *Payout Table*.
5. The player/dealer will collect all losing wagers and will pay all losing wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.
2. The dealer shall wait for each player to place three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."
3. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in-turn, to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face down and shall place each stack behind the bets in the player's betting area. The stack dealt to the player/dealer shall be delivered as follows:
 - a. The stack shall be placed to the right of the area designated for placement of community cards.
 - b. The dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face down over to the right rectangle.
 - c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player/dealers cards have become the community cards which will be available to all players.



Let It Ride Bonus 1.0

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards.
2. Each player who wagers at Let It Ride poker shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.
3. After each player has examined his/her cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.
 - a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
4. After each player has made a decision regarding Bet #1, the dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.
5. After the first community card is exposed, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.
 - a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
 - c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.
6. The dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.
7. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.



Let It Ride Bonus 1.0

8. After the second community card is turned face up, the dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.
9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards, to determine if the player's hand is a winning or losing hand.
10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player/dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and one of the attached payout tables.
11. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
12. After all winning wagers are paid, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.
13. 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.

LET IT RIDE PAYTABLE

Basic Game Paytable

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1

3 Card Bonus Bet:

3 Card Bonus is an optional side bet for Let It Ride and Let It Ride Bonus. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. An additional collection fee will be taken for placing a 3 Card Bonus Bets.



Let It Ride Bonus 1.0

3. The Bonus Bet only considers the three cards each player received on the initial deal.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
5. If the player's hand does not qualify for payouts, the player/dealer collects the 3 Card Bonus Bet wager.
6. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. The player plays the base game as usual. The bonus bet is resolved before the base game is resolved.
8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players

3 CARD BONUS PAYTABLE

Mini Royal	200 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
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.



Let It Ride Bonus 1.0

- 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 seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Suit** One of the four categories of cards: club, diamond, heart, or spade.

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CA

Pure 21.5 Blackjack

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21.5, referred to as a “Pure 21.5 Blackjack.”
- A “Pure 21.5 Blackjack” beats all other hands.
- Winning “Pure 21.5 Blackjack” hands are paid odds of 3 to 2.
- Draw additional cards if to get as close to “Pure 21.5 Blackjack” as possible without going over, referred to as a “bust.”

Rules of Play

Pure 21.5 Blackjack is played with a fifty-two card deck with no Joker. However, all four Kings, all four Queens, all four Jacks, and all four 10s shall be replaced with four specially marked Kings, four specially marked Queens, four specially marked Jacks, and four specially marked 10s with the word “Bonus” on them. The game shall be played with a minimum of one (1) and a maximum of eight (8) decks. The game shall be played on a standard blackjack table which accommodates up to seven players and a player-dealer for a total of eight seated positions. Within each betting area for each seated position, there shall be two separate betting spaces specifically designated for two separate wagers; the game wager and the Buster Blackjack Bet wager. Each position at the table has a fixed amount that may be wagered for each position and wager. Players must bet at least the table minimum. Back-line betting is not permitted for any wagers at the table.

The game also utilizes an “Action” button to determine which player receives first action on their wager if the player-dealer’s wager does not cover all player wagers at the table. The player-dealer’s second card, which is dealt face-down and is turned over after each player has acted on their hand, determines the position of the “Action” button. The player-dealer’s position is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. Wagers shall be settled in a clockwise manner around the table, starting with the player with the “Action” button, until all wagers have received action or until the player-dealer’s wager has been exhausted. Furthermore, all wagers shall be settled around the table in the following order: all game wagers starting with the player with the “Action” button and then all

- Any two card hand consisting of any special “Bonus” card with an Ace is a “Pure 21.5 Blackjack” and beats all other hands.
- A “Bonus” card has a value of:

- a) 10.5 on the first two (2) cards when the other card is an Ace.
 - b) 10 when combined with cards valued at 2 through 9.
 - c) 10 when dealt with three (3) or more cards.
 - d) 20 when the first two cards are both “Bonus” cards.
- An Ace card has a value of:
 - a) 11 on the first two (2) cards when the other card is a “Bonus” card.
 - b) 1 or 11 when combined with cards valued at 2 through 9, at the player’s discretion. However, if using the Ace as 11 would cause the hand to “Bust,” the Ace will be used as a 1.
 - c) 1 or 11 when dealt with three (3) or more cards, at the player’s discretion. However, if using the Ace as 11 would cause the hand to “Bust,” the Ace will be used as a 1.
 - d) 2 or 12 when the first two (2) cards are both Aces at the player’s discretion.
 - 2 through 9 hold their face value.

CARD RANKING CHART

Card	Value
“Bonus” King “Bonus” Queen “Bonus” Jack “Bonus” 10	a) 10.5 on the first two (2) cards when the other card is an Ace. b) 10 when combined with cards valued at 2 through 9. c) 10 when dealt with three (3) or more cards. d) 20 when the first two (2) cards are both “Bonus” cards.
Ace	a) 11 on the first two (2) cards when the other card is a “Bonus” card. b) 1 or 11 when combined with cards valued at 2 through 9. c) 1 or 11 when dealt with three (3) or more cards. d) 2 or 12 when the first two (2) cards are both Aces.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

- Hierarchy of Hands: “Pure 21.5 Blackjack,” 21 with three or more cards, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2.

ROUND OF PLAY

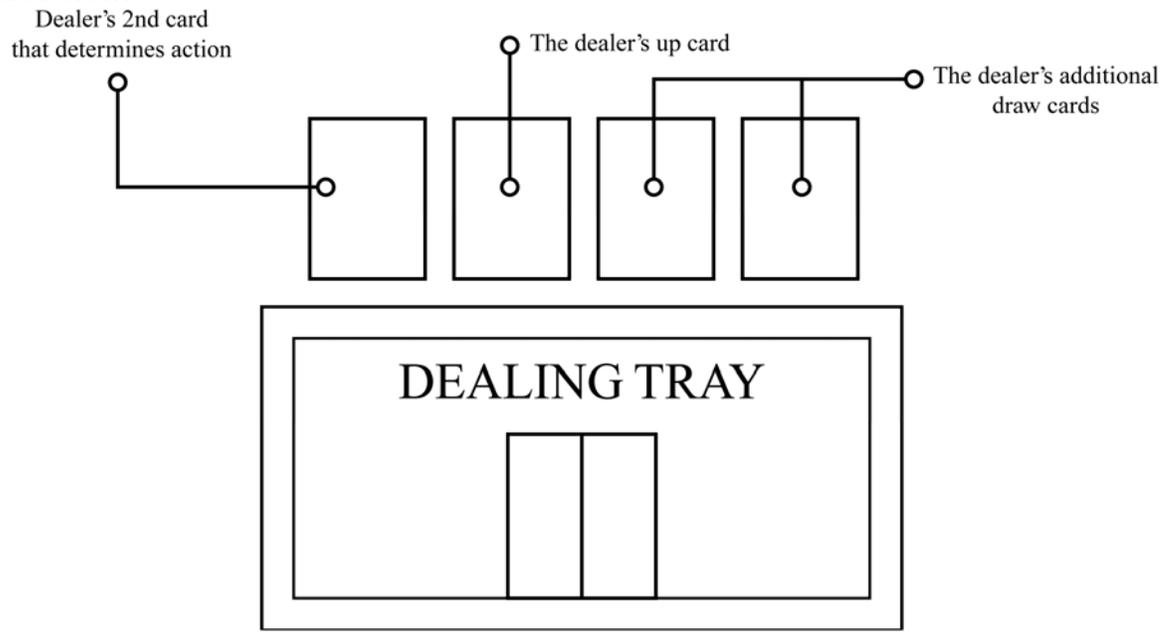
1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The

house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise manner around the table.

2. A fifty-two card deck with no Joker is used to play the game. However, all four Kings, all four Queens, all four Jacks, and all four 10s shall be removed from the deck and shall be replaced with four specially marked Kings, four specially marked Queens, four specially marked Jacks, and four specially marked 10s with the word "Bonus" on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.
3. All tables will have signage displaying the name of the game, the minimum and maximum amount that may be wagered per wager and the collection fees for the Players and Player-dealer. A maximum of five collection rates per table limit are 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, in 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 from the losers. The house dealer will place a button in front of the Player-dealer, which designates that they are taking the "Player-dealer" position and to further designate whether it is the first or second turn for the Player-dealer in that position. The Player-dealer will place the collection fee in front of his/her betting circle.
5. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
6. Players at the table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money, referred to as "Action," according the collection schedules below.
7. Backline betting is not allowed.
8. 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 house dealer will collect all of the house collection fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table at the completion of the hand.
9. After the collection fees have been collected, play commences with the house dealer distributing the cards to the Players and the Player-dealer. All cards are dealt face-up, with the exception of the Player-dealer's second card, which will be dealt face-

down and will remain face-down until all players have acted on their hands. The house dealer is the only person on the table who is allowed to touch the cards. The Players will signal to the house dealer by hand gesture if they wish to be dealt an additional card by moving their hand in a sweeping motion towards their body, referred to as a “Hit,” or by moving their hands in a side-to-side manner, indicating to the house dealer that they wish to stay with their cards on the table, referred to as a “Stand.” The house dealer deals the first card to the Player seated to the left of the Player-dealer, in a clock-wise manner around the table. After each player has been dealt card face-up, the Player-dealer will receive their first card. The Player-dealer’s first card will be placed in front of the house dealer face-down, until the deal of the Player-dealer’s second card at which point the Player-dealer’s first card is turned face-up.

10. The house dealer will deal a second card face-up to each player, again starting with the Player seated to the left of the Player-dealer, in a clock-wise manner around the table. After each player has been dealt card a second card face-up, the Player-dealer will receive their second card, which will be placed in front of the house dealer face-down. The Player-dealer’s cards will always be dealt and placed in front of the house dealer’s tray. The placement of the Player-dealer’s cards is depicted in the chart below:



11. Once cards have been dealt, the Player-dealer’s face-down card shall be checked for a “Pure 21.5 Blackjack” when the Player-dealer’s face-up card is an Ace or a face card. If the Player-dealer has a “Pure 21.5 Blackjack,” players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. If the Player-dealer does not have a “Pure 21.5 Blackjack,” each player is given an opportunity, starting with the player seated to the left of the Player-dealer and continuing clockwise around the table, to “Hit” and be dealt additional cards to make the best possible hand. This shall also include “Doubling-down,” “Splitting,” or

“Standing.” Each player shall be required to “Hit” or “Stand” according to the guidelines below.

Player Hand Guidelines:

Must Stand On	Must Hit On	Have Option On
Hard 19 or more	Hard 11 or less	All other counts

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

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

12. After all Players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them or they have “busted” according the rules above, the house dealer will turn over the Player-dealer’s second card, which was dealt face-down. This face-down card will determine where the “Action” button is placed.

13. The “Action” button determines where the “Action” starts and which player will be first to have their wager(s) settled. The “Action” button is placed based on the numerical value of the Player-dealer’s second card, which was dealt face-down. The Player-dealer’s position is not counted as a position. Other seats, in clock-wise rotation from the Player-dealer position, respectively represent the other numbers. Should the house dealer determine that all wagers are covered by the Player-dealer, wagers will be settled in a clock-wise manner, starting with the first player to the house dealer’s left. Otherwise, Wagers shall be settled in a clock-wise manner, starting with the player with the “Action” button, until all wagers have been settled or until the Player-dealer’s funds are exhausted. Furthermore, wagers will be settled in the following order: all base game wagers starting with the player with the “Action” button, then all Buster Blackjack Bet wagers. When determining where the “Action” button shall be placed, cards shall hold the following values:

Action Button Card Chart:

Player-dealer’s Face-down Card	Value
Ace	1
2 through 9	Hold their face value
“Bonus” 10	10
“Bonus” Jack	11
“Bonus” Queen	12
“Bonus” King	13

14. Once the “Action” button has been placed, the house dealer shall complete the Player-dealer’s hand according to the chart below.

Player-dealer Hand Guidelines:

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

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.

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

15. Once the Player-dealer's hand is completed according to the chart above, the payoff and/or collection of wagers will begin in the seat designated by the "Action" button and continue in a clock-wise manner around the table until all wagers have been settled or until the Player-dealer's funds are exhausted.
16. After all wagers are settled, the house dealer will collect all cards on the table. The button that was placed in front of the Player-dealer will be changed. After every two hands, the Player-dealer position will be offered systematically and continuously in a clockwise manner around the table after every two hands. The Player-dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
17. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Player-dealer Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-dealer position clock-wise to the next position on the table

GAME RULES

1. A "Pure 21.5 Blackjack" is the best possible hand. If a Player and the Player-dealer's hands are both a "Pure 21.5 Blackjack," the hand is a tie, referred to as a "Push," and no action is taken on the wager.
2. If a Player is dealt a "Pure 21.5 Blackjack" and the Player-dealer's hand is less or more than a "Pure 21.5 Blackjack," the Player wins the hand. Winning "Pure 21.5 Blackjack" hands are paid 3 to 2.
3. If a Player-dealer is dealt a "Pure 21.5 Blackjack" and the Player's hand is less or more than a "Pure 21.5 Blackjack," the Player loses and their wager will be collected.
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 and will be paid 1 to 1.

5. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-dealer's hand is less than a "Pure 21.5 Blackjack," the hand closest to a "Pure 21.5 Blackjack" without going over, referred to as "Busting," wins.
6. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player-dealer's hand is less than a "Pure 21.5 Blackjack," the Player loses and their wager will be collected.
7. 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, referred to as a "Push" and no action is taken on the wager.
8. If a Player's and the Player-dealer's totals are more than a "Pure 21.5 Blackjack," the following will apply:
 - a. If the Player-dealer's hand is 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" tie, referred to as a "Push," and no action is taken on the wager.
 - b. If the Player-dealer's hand is not 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" lose and their wager will be collected.
 - c. The Player-dealer wins all ties over a "Pure 21.5 Blackjack."

DOUBLE-DOWN, SPLIT, & ODDS

DOUBLE-DOWN

Players can double-down on the first two cards dealt to them. The Player must place a second wager less than or equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one additional card, regardless of the total.

There is no extra collection fee taken by the casino on any double-down executed by a Player, nor is there any extra collection fee charged to the Player-dealer.

SPLIT

Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down after each split.

Players may split any "Bonus" card (10, Jack, Queen, or King) of the same rank and split a maximum of three times for a total of four hands. When splitting "Bonus" cards, the split hands will not be eligible for a "Pure 21.5 Blackjack" if an Ace card is dealt to them. A Player may draw as many cards as they desire per split card to make the best hand. Furthermore, Players may double-down after each split.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she

originally placed prior to the start of the game. Aces do not qualify for a "Pure 21.5 Blackjack" after the split.

A maximum of three splits is allowed per hand, giving a player up to 4 hands. However, Aces may only be split once.

There is no extra collection fee taken by the casino on any split executed by a Player, nor is there any extra collection fee charged to the Player-dealer.

ODDS

A "Pure 21.5 Blackjack" hand pays odds of 3 to 2.

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Buster Blackjack Bet

Each player wagering in the game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Buster Blackjack spot located next to each Player's position on the gaming felt layout. If the Player-dealer's hand exceeds a "Pure 21.5 Blackjack," which is referred to as a "Bust," the Buster Blackjack Bet will win. The greater number of cards in the Player-dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

1. The Buster Blackjack Bet is an optional bet offered to all players who placed a game wager. Players may place a Buster Blackjack Bet wager for each game wager placed.
2. A player must place a base wager in order to make the Buster Blackjack Bet wager.
3. Buster Blackjack Bet wagers must be placed prior to the initial deal.
4. The Buster Blackjack Bet wager may be less than or equal to but may not exceed the base wager.
5. A Buster Blackjack Bet wager remains in action regardless of whether the player's game wager wins, loses, or "Pushes." The Player-dealer must always complete their hand according to the rules as long as there are Buster Blackjack Bet wagers in play.
6. Collection fees for the Buster Blackjack Bet will be taken in accordance with the attached collection fee schedule.

7. If the Player-Dealer does not or cannot have a “Pure 21.5 Blackjack” and the player has a “Pure 21.5 Blackjack”, the game wager is paid and the player’s cards are put away. The Buster Blackjack Bet remains in action whether or not the player busts or is dealt a “Pure 21.5 Blackjack.”
8. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the Player-Dealer’s busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack Bet will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack Bet will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all qualifying Buster Blackjack Bet and will collect all Buster Blackjack Side Bet that did not qualify.

Note: If there are no game wagers remaining simply because all players have received a “Pure 21.5 Blackjack”, as long as there is Buster Blackjack Bet, the Player-dealer must complete his hand according to the rules above.

Buster Blackjack Bet Pay Table

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

Collection Fees

For schedule options 1 and 2, a collection fee will be taken per hand from the Player-dealer. A collection fee shall also be taken from each player for each game wager depending on the total monetary amount wagered in that seated position, referred to as “Total Player Wager,” prior to cards being dealt. The “Total Player Wager” is the cumulative amount that is wagered by a player for the game wager and the Buster Blackjack Bet wager, which may not exceed the table limit. If a player places one of those wagers or both, only one collection fee shall be assessed based on the cumulative amount of all wagers. The total player wager does not include any double-downs or splits after cards are dealt. There will be no additional collection fee required from a player when doubling-down or splitting cards. The collection fees shall be collected from the player’s and the player-dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted and will be dropped by the casino dealer at the completion of the hand.

Schedule Option	Table Limit	Total Player Wager	Player Collection Fee	Player-Dealer Collection Fee
1	\$5 - \$500	\$5 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
2	\$20 - \$1000	\$20 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	

For schedule options 3 through 5, a collection fee will be taken per hand from the Player-dealer. A collection fee shall also be taken from each player depending on the total

monetary amount wagered on the game wager, prior to cards being dealt. Additionally, a collection fee shall also be taken from each player when placing a Buster Blackjack Bet wage, referred to as “Total Bonus Wager,” prior to cards being dealt. The “Total Bonus Wager” is the cumulative amount that is wagered by a player for the Buster Blackjack Bet wager. The “Total Bonus Wager” does not include any double-downs or splits after cards are dealt. Furthermore, there will be no additional collection fee required from a player when doubling-down or splitting cards. The collection fees shall be collected from the player’s and the player-dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted and will be dropped by the casino dealer at the completion of the hand.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	*Total Bonus Wagers	Bonus Bet Collection Fee	Player-Dealer Fee
3	\$10 - \$500	\$10 - \$100	\$1.00	\$5 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	\$401 - \$500	\$5.00	
4	\$40 - \$1000	\$40 - \$100	\$1.00	\$5 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	\$701 - \$1000	\$7.00	
5	\$100 - \$1000	\$100 - \$100	\$1.00	\$5 - \$100	\$1.00	\$3.00
		\$101 - \$300	\$2.00	\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	\$701 - \$1000	\$7.00	

Lucky Chance Casino Poker Collection Rates

Limit Texas Hold'em

Schedule Options	Table Limit	Blinds	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
					Initial	@ \$20 Pot
1	\$1 - \$2	\$1 - \$1	6 or more	\$2	\$1	\$1
2	\$1 - \$2	\$1 - \$1	5	\$1	\$1	\$1
3	\$1 - \$2	\$1 - \$1	4 or less	\$1	\$0	\$0
4	\$2 - \$4	\$1 - \$2	6 or more	\$3	\$1	\$1
5	\$2 - \$4	\$1 - \$2	5	\$1	\$1	\$1
6	\$2 - \$4	\$1 - \$2	4 or less	\$1	\$0	\$0
7	\$3 - \$6	\$2 - \$3	7 or more	\$3	\$1	\$1
8	\$3 - \$6	\$2 - \$3	6	\$2	\$1	\$1
9	\$3 - \$6	\$2 - \$3	5	\$1	\$1	\$1
10	\$3 - \$6	\$2 - \$3	4 or less	\$1	\$0	\$0
11	\$3 - \$6	\$2 - \$3	7 or more	\$4	\$1	\$1
12	\$3 - \$6	\$2 - \$3	6	\$2	\$1	\$1
13	\$3 - \$6	\$2 - \$3	5	\$1	\$1	\$1
14	\$3 - \$6	\$2 - \$3	4 or less	\$1	\$0	\$0
15	\$3 - \$6	\$2 - \$3	8 or more	\$4	\$1	\$1
16	\$3 - \$6	\$2 - \$3	7	\$2	\$1	\$1
17	\$3 - \$6	\$2 - \$3	5-6	\$1	\$1	\$1
18	\$3 - \$6	\$2 - \$3	4 or less	\$1	\$0	\$0
19	\$3 - \$6	\$2 - \$3	9 or more	\$4	\$1	\$1
20	\$3 - \$6	\$2 - \$3	8	\$3	\$1	\$1
21	\$3 - \$6	\$2 - \$3	7	\$2	\$1	\$1
22	\$3 - \$6	\$2 - \$3	5-6	\$1	\$1	\$1
23	\$3 - \$6	\$2 - \$3	4 or less	\$1	\$0	\$0
24	\$4 - \$8	\$2 - \$4	7 or more	\$3	\$1	\$1
25	\$4 - \$8	\$2 - \$4	6	\$2	\$1	\$1
26	\$4 - \$8	\$2 - \$4	5	\$1	\$1	\$1
27	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$0	\$0
28	\$4 - \$8	\$2 - \$4	7 or more	\$4	\$1	\$1
29	\$4 - \$8	\$2 - \$4	6	\$2	\$1	\$1
30	\$4 - \$8	\$2 - \$4	5	\$1	\$1	\$1
31	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$0	\$0
32	\$4 - \$8	\$2 - \$4	8 or more	\$4	\$1	\$1
33	\$4 - \$8	\$2 - \$4	7	\$2	\$1	\$1
34	\$4 - \$8	\$2 - \$4	5-6	\$1	\$1	\$1
35	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$0	\$0

36	\$4 - \$8	\$2 - \$4	9 or More	\$4	\$1	\$1
37	\$4 - \$8	\$2 - \$4	8	\$3	\$1	\$1
38	\$4 - \$8	\$2 - \$4	7	\$2	\$1	\$1
39	\$4 - \$8	\$2 - \$4	5-6	\$1	\$1	\$1
40	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$0	\$0
41	\$6 - \$12	\$2 - \$6	7 or more	\$3	\$1	\$1
42	\$6 - \$12	\$2 - \$6	6	\$2	\$1	\$1
43	\$6 - \$12	\$2 - \$6	5	\$1	\$1	\$1
44	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$0	\$0
45	\$6 - \$12	\$2 - \$6	7 or more	\$4	\$1	\$1
46	\$6 - \$12	\$2 - \$6	6	\$2	\$1	\$1
47	\$6 - \$12	\$2 - \$6	5	\$1	\$1	\$1
48	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$0	\$0
49	\$6 - \$12	\$2 - \$6	8 or more	\$4	\$1	\$1
50	\$6 - \$12	\$2 - \$6	7	\$2	\$1	\$1
51	\$6 - \$12	\$2 - \$6	5-6	\$1	\$1	\$1
52	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$0	\$0
53	\$6 - \$12	\$2 - \$6	9 or more	\$4	\$1	\$1
54	\$6 - \$12	\$2 - \$6	8	\$3	\$1	\$1
55	\$6 - \$12	\$2 - \$6	7	\$2	\$1	\$1
56	\$6 - \$12	\$2 - \$6	5-6	\$1	\$1	\$1
57	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$0	\$0
58	\$8 - \$16	\$4 - \$8	7 or more	\$4	\$1	\$1
59	\$8 - \$16	\$4 - \$8	6	\$2	\$1	\$1
60	\$8 - \$16	\$4 - \$8	5	\$1	\$1	\$1
61	\$8 - \$16	\$4 - \$8	4 or less	\$1	\$0	\$0
62	\$8 - \$16	\$4 - \$8	8 or more	\$4	\$1	\$1
63	\$8 - \$16	\$4 - \$8	7	\$2	\$1	\$1
64	\$8 - \$16	\$4 - \$8	5-6	\$1	\$1	\$1
65	\$8 - \$16	\$4 - \$8	4 or less	\$1	\$0	\$0
66	\$8 - \$16	\$4 - \$8	9 or more	\$4	\$1	\$1
67	\$8 - \$16	\$4 - \$8	8	\$3	\$1	\$1
68	\$8 - \$16	\$4 - \$8	7	\$2	\$1	\$1
69	\$8 - \$16	\$4 - \$8	5-6	\$1	\$1	\$1
70	\$8 - \$16	\$4 - \$8	4 or less	\$1	\$0	\$0
71	\$9 - \$18	\$3 - \$9	7 or more	\$4	\$1	\$1
72	\$9 - \$18	\$3 - \$9	6	\$2	\$1	\$1
73	\$9 - \$18	\$3 - \$9	5	\$1	\$1	\$1
74	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$0	\$0
75	\$9 - \$18	\$3 - \$9	8 or more	\$4	\$1	\$1
76	\$9 - \$18	\$3 - \$9	7	\$2	\$1	\$1
77	\$9 - \$18	\$3 - \$9	5-6	\$1	\$1	\$1

78	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$0	\$0
79	\$9 - \$18	\$3 - \$9	9 or more	\$4	\$1	\$1
80	\$9 - \$18	\$3 - \$9	8	\$3	\$1	\$1
81	\$9 - \$18	\$3 - \$9	7	\$2	\$1	\$1
82	\$9 - \$18	\$3 - \$9	5-6	\$1	\$1	\$1
83	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$0	\$0
84	\$9 - \$18	\$3 - \$9	7 or more	\$3	\$1	\$1
85	\$9 - \$18	\$3 - \$9	6	\$2	\$1	\$1
86	\$9 - \$18	\$3 - \$9	5	\$1	\$1	\$1
87	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$0	\$0
88	\$9 - \$18	\$3 - \$9	8 or more	\$4	\$1	\$1
89	\$9 - \$18	\$3 - \$9	7	\$3	\$1	\$1
90	\$9 - \$18	\$3 - \$9	5-6	\$2	\$1	\$1
91	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$0	\$0
92	\$10 - \$20	\$5 - \$10	7 or more	\$4	\$1	\$1
93	\$10 - \$20	\$5 - \$10	6	\$3	\$1	\$1
94	\$10 - \$20	\$5 - \$10	5	\$1	\$1	\$1
95	\$10 - \$20	\$5 - \$10	4 or less	\$1	\$0	\$0
96	\$12 - \$24	\$6 - \$12	7	\$4	\$1	\$1
97	\$12 - \$24	\$6 - \$12	6	\$3	\$1	\$1
98	\$12 - \$24	\$6 - \$12	5	\$1	\$1	\$1
99	\$12 - \$24	\$6 - \$12	4 or less	\$1	\$0	\$0
100	\$15 - \$30	\$10 - \$15	7 or more	\$4	\$1	\$1
101	\$15 - \$30	\$10 - \$15	6	\$3	\$1	\$1
102	\$15 - \$30	\$10 - \$15	5	\$1	\$1	\$1
103	\$15 - \$30	\$10 - \$15	4 or less	\$1	\$0	\$0
104	\$20 - \$40	\$10 - \$20	7 or more	\$5	\$1	\$1
105	\$20 - \$40	\$10 - \$20	6	\$3	\$1	\$1
106	\$20 - \$40	\$10 - \$20	5	\$1	\$1	\$1
107	\$20 - \$40	\$10 - \$20	4 or less	\$1	\$0	\$0
108	\$25 - \$50	\$15 - \$25	7 or more	\$5	\$1	\$1
109	\$25 - \$50	\$15 - \$25	6	\$3	\$1	\$1
110	\$25 - \$50	\$15 - \$25	5	\$1	\$1	\$1
111	\$25 - \$50	\$15 - \$25	4 or less	\$1	\$0	\$0
112	\$30 - \$60	\$15 - \$60	7 or more	\$5	\$1	\$1
113	\$30 - \$60	\$15 - \$60	6	\$3	\$1	\$1
114	\$30 - \$60	\$15 - \$60	5	\$1	\$1	\$1
115	\$30 - \$60	\$15 - \$60	4 or less	\$1	\$0	\$0
116	\$40 - \$80	\$20 - \$40	7 or more	\$5	\$1	\$1
117	\$40 - \$80	\$20 - \$40	6	\$3	\$1	\$1
118	\$40 - \$80	\$20 - \$40	5	\$1	\$1	\$1

119	\$40 - \$80	\$20 - \$40	4 or less	\$1	\$0	\$0
120	\$100 - \$200	\$20 - \$40	7 or more	\$5	\$1	\$1
121	\$100 - \$200	\$20 - \$40	6	\$3	\$1	\$1
122	\$100 - \$200	\$20 - \$40	5	\$1	\$1	\$1
123	\$100 - \$200	\$20 - \$40	4 or less	\$1	\$0	\$0

Limit Texas Hold'em (with Kill)

Schedule Options	Table Limit	Blinds	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
					Initial	@ \$20 Pot
124	\$2 - \$4	\$1 - \$2	7 or more	\$4	\$1	\$1
125	\$2 - \$4	\$1 - \$2	6	\$3	\$1	\$1
126	\$2 - \$4	\$1 - \$2	5	\$1	\$1	\$1
127	\$2 - \$4	\$1 - \$2	4 or less	\$1	\$0	\$0
128	\$3 - \$6	\$2 - \$3	7 or more	\$4	\$1	\$1
129	\$3 - \$6	\$2 - \$3	6	\$3	\$1	\$1
130	\$3 - \$6	\$2 - \$3	5	\$1	\$1	\$1
131	\$3 - \$6	\$2 - \$3	4 or less	\$1	\$0	\$0
132	\$4 - \$8	\$2 - \$4	7 or more	\$4	\$1	\$1
133	\$4 - \$8	\$2 - \$4	6	\$3	\$1	\$1
134	\$4 - \$8	\$2 - \$4	5	\$1	\$1	\$1
135	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$0	\$0
136	\$6 - \$12	\$2 - \$6	7 or more	\$4	\$1	\$1
137	\$6 - \$12	\$2 - \$6	6	\$3	\$1	\$1
138	\$6 - \$12	\$2 - \$6	5	\$1	\$1	\$1
139	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$0	\$0
140	\$8 - \$16	\$4 - \$8	7 or more	\$4	\$1	\$1
141	\$8 - \$16	\$4 - \$8	6	\$3	\$1	\$1
142	\$8 - \$16	\$4 - \$8	5	\$1	\$1	\$1
143	\$8 - \$16	\$4 - \$8	4 or less	\$1	\$0	\$0
144	\$9 - \$18	\$3 - \$9	7 or more	\$4	\$1	\$1
145	\$9 - \$18	\$3 - \$9	6	\$3	\$1	\$1
146	\$9 - \$18	\$3 - \$9	5	\$1	\$1	\$1
147	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$0	\$0

Spread Limit Texas Hold'em

Schedule Options	Table Limit	Blinds	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
					Initial	@ \$20 Pot
148	\$1 - \$3	\$1 - \$1	7 or More	\$3	\$1	\$1
149	\$1 - \$3	\$1 - \$1	6	\$2	\$1	\$1
150	\$1 - \$3	\$1 - \$1	5	\$1	\$1	\$1
151	\$1 - \$3	\$1 - \$1	4 or less	\$1	\$0	\$0
152	\$1 - \$5	\$1 - \$1	7 or More	\$3	\$1	\$1
153	\$1 - \$5	\$1 - \$1	6	\$2	\$1	\$1
154	\$1 - \$5	\$1 - \$1	5	\$1	\$1	\$1

155	\$1 - \$5	\$1 - \$1	4 or less	\$1	\$0	\$0
156	\$5 - \$40	\$2 - \$5	8 or More	\$4	\$1	\$1
157	\$5 - \$40	\$2 - \$5	7	\$2	\$1	\$1
158	\$5 - \$40	\$2 - \$5	5-6	\$1	\$1	\$1
159	\$5 - \$40	\$2 - \$5	4 or less	\$1	\$0	\$0
160	\$5 - \$40	\$2 - \$5	8 or More	\$4	\$1	\$1
161	\$5 - \$40	\$2 - \$5	7	\$3	\$1	\$1
162	\$5 - \$40	\$2 - \$5	6	\$2	\$1	\$1
163	\$5 - \$40	\$2 - \$5	5	\$1	\$1	\$1
164	\$5 - \$40	\$2 - \$5	4 or less	\$1	\$0	\$0
165	\$10 - \$200	\$5 - \$10	8 or more	\$4	\$1	\$1
166	\$10 - \$200	\$5 - \$10	7	\$2	\$1	\$1
167	\$10 - \$200	\$5 - \$10	5-6	\$1	\$1	\$1
168	\$10 - \$200	\$5 - \$10	4 or less	\$1	\$0	\$0
169	\$10 - \$200	\$5 - \$10	8 or more	\$4	\$1	\$1
170	\$10 - \$200	\$5 - \$10	7	\$3	\$1	\$1
171	\$10 - \$200	\$5 - \$10	6	\$2	\$1	\$1
172	\$10 - \$200	\$5 - \$10	5	\$1	\$1	\$1
173	\$10 - \$200	\$5 - \$10	4 or less	\$1	\$0	\$0

No Limit Texas Hold'em

Schedule Options	Blinds	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
				Initial	@ \$20 Pot
174	\$1 - \$2	7 or More	\$4	\$1	\$1
175	\$1 - \$2	6	\$3	\$1	\$1
176	\$1 - \$2	5	\$2	\$1	\$1
177	\$1 - \$2	4 or less	\$1	\$0	\$0
178	\$1 - \$1 - \$2	7 or more	\$4	\$1	\$1
179	\$1 - \$1 - \$2	6	\$3	\$1	\$1
180	\$1 - \$1 - \$2	5	\$2	\$1	\$1
181	\$1 - \$1 - \$2	4 or less	\$1	\$0	\$0
182	\$1 - \$1 - \$2	7 or more	\$4	\$1	\$1
183	\$1 - \$1 - \$2	6	\$2	\$1	\$1
184	\$1 - \$1 - \$2	5	\$1	\$1	\$1
185	\$1 - \$1 - \$2	4 or less	\$1	\$0	\$0
186	\$1 - \$1 - \$2	8 or more	\$4	\$1	\$1
187	\$1 - \$1 - \$2	7	\$2	\$1	\$1
188	\$1 - \$1 - \$2	5-6	\$1	\$1	\$1
189	\$1 - \$1 - \$2	4 or less	\$1	\$0	\$0
190	\$1 - \$1 - \$2	9 or more	\$4	\$1	\$1
191	\$1 - \$1 - \$2	8	\$3	\$1	\$1
192	\$1 - \$1 - \$2	7	\$2	\$1	\$1
193	\$1 - \$1 - \$2	5-6	\$1	\$1	\$1
194	\$1 - \$1 - \$2	4 or less	\$1	\$0	\$0
195	\$2 - \$3	7 or more	\$4	\$1	\$1

196	\$2 - \$3	6	\$3	\$1	\$1
197	\$2 - \$3	5	\$2	\$1	\$1
198	\$2 - \$3	4 or less	\$1	\$0	\$0
199	\$2 - \$4	7 or more	\$4	\$1	\$1
200	\$2 - \$4	6	\$3	\$1	\$1
201	\$2 - \$4	5	\$2	\$1	\$1
202	\$2 - \$4	4 or less	\$1	\$0	\$0
203	\$3 - \$5	7 or more	\$4	\$1	\$1
204	\$3 - \$5	6	\$3	\$1	\$1
205	\$3 - \$5	5	\$2	\$1	\$1
206	\$3 - \$5	4 or less	\$1	\$0	\$0
207	\$3 - \$5	7 or more	\$5	\$1	\$1
208	\$3 - \$5	6	\$3	\$1	\$1
209	\$3 - \$5	5	\$2	\$1	\$1
210	\$3 - \$5	4 or less	\$1	\$0	\$0
211	\$5 - \$10	7 or more	\$4	\$1	\$1
212	\$5 - \$10	6	\$3	\$1	\$1
213	\$5 - \$10	5	\$2	\$1	\$1
214	\$5 - \$10	4 or less	\$1	\$0	\$0
215	\$5 - \$10	7 or more	\$5	\$1	\$1
216	\$5 - \$10	6	\$3	\$1	\$1
217	\$5 - \$10	5	\$2	\$1	\$1
218	\$5 - \$10	4 or less	\$1	\$0	\$0
219	\$10 - \$20	7 or more	\$4	\$1	\$1
220	\$10 - \$20	6	\$3	\$1	\$1
221	\$10 - \$20	5	\$2	\$1	\$1
222	\$10 - \$20	4 or less	\$1	\$0	\$0
223	\$10 - \$20	7 or more	\$5	\$1	\$1
224	\$10 - \$20	6	\$3	\$1	\$1
225	\$10 - \$20	5	\$2	\$1	\$1
226	\$10 - \$20	4 or less	\$1	\$0	\$0
227	\$10 - \$10 - \$20	7 or more	\$5	\$1	\$1
228	\$10 - \$10 - \$20	6	\$3	\$1	\$1
229	\$10 - \$10 - \$20	5	\$2	\$1	\$1
230	\$10 - \$10 - \$20	4 or less	\$1	\$0	\$0
231	\$20 - \$40	7 or more	\$5	\$1	\$1
232	\$20 - \$40	6	\$3	\$1	\$1
233	\$20 - \$40	5	\$2	\$1	\$1
234	\$20 - \$40	4 or less	\$1	\$0	\$0

No Limit Texas Hold'em – Timed Collection

Schedule Options	Blinds	Number of Players	Collection Fee per 40 Minutes	Jackpot Fee GEGA-000766	
				Initial	@ \$20 Pot
235	\$1 - \$2	7 or More	\$9	\$0	\$0
236	\$1 - \$2	6	\$8	\$0	\$0

237	\$1 - \$2	5 or Less	\$6	\$0	\$0
238	\$1 - \$1 - \$2	7 or More	\$9	\$0	\$0
239	\$1 - \$1 - \$2	6	\$8	\$0	\$0
240	\$1 - \$1 - \$2	5 or Less	\$6	\$0	\$0
241	\$2 - \$3	7 or More	\$9	\$0	\$0
242	\$2 - \$3	6	\$8	\$0	\$0
243	\$2 - \$3	5 or Less	\$6	\$0	\$0
244	\$2 - \$4	7 or More	\$9	\$0	\$0
245	\$2 - \$4	6	\$8	\$0	\$0
246	\$2 - \$4	5 or Less	\$6	\$0	\$0
247	\$3 - \$5	7 or More	\$10	\$0	\$0
248	\$3 - \$5	6	\$8	\$0	\$0
249	\$3 - \$5	5 or Less	\$6	\$0	\$0
250	\$5 - \$10	7 or More	\$10	\$0	\$0
251	\$5 - \$10	6	\$8	\$0	\$0
252	\$5 - \$10	5 or Less	\$6	\$0	\$0
253	\$10 - \$20	7 or More	\$12	\$0	\$0
254	\$10 - \$20	6	\$10	\$0	\$0
255	\$10 - \$20	5 or Less	\$8	\$0	\$0
256	\$10 - \$10 - \$20	7 or More	\$12	\$0	\$0
257	\$10 - \$10 - \$20	6	\$10	\$0	\$0
258	\$10 - \$10 - \$20	5 or Less	\$8	\$0	\$0
259	\$20 - \$40	7 or More	\$12	\$0	\$0
260	\$20 - \$40	6	\$10	\$0	\$0
261	\$20 - \$40	5 or Less	\$8	\$0	\$0
262	\$1 - \$2	7 or More	\$9	\$1	\$1
263	\$1 - \$2	6	\$8	\$1	\$1
264	\$1 - \$2	5	\$6	\$1	\$1
265	\$1 - \$2	4 or Less	\$6	\$0	\$0
266	\$1 - \$1 - \$2	7 or More	\$9	\$1	\$1
267	\$1 - \$1 - \$2	6	\$8	\$1	\$1
268	\$1 - \$1 - \$2	5	\$6	\$1	\$1
269	\$1 - \$1 - \$2	4 or Less	\$6	\$0	\$0
270	\$2 - \$3	7 or More	\$9	\$1	\$1
271	\$2 - \$3	6	\$8	\$1	\$1
272	\$2 - \$3	5	\$6	\$1	\$1
273	\$2 - \$3	4 or Less	\$6	\$0	\$0
274	\$2 - \$4	7 or More	\$9	\$1	\$1
275	\$2 - \$4	6	\$8	\$1	\$1
276	\$2 - \$4	5	\$6	\$1	\$1
277	\$2 - \$4	4 or Less	\$6	\$0	\$0
278	\$3 - \$5	7 or More	\$10	\$1	\$1
279	\$3 - \$5	6	\$8	\$1	\$1
280	\$3 - \$5	5	\$6	\$1	\$1
281	\$3 - \$5	4 or Less	\$6	\$0	\$0
282	\$5 - \$10	7 or More	\$10	\$1	\$1

283	\$5 - \$10	6	\$8	\$1	\$1
284	\$5 - \$10	5	\$6	\$1	\$1
285	\$5 - \$10	4 or Less	\$6	\$0	\$0
286	\$10 - \$20	7 or More	\$12	\$1	\$1
287	\$10 - \$20	6	\$10	\$1	\$1
288	\$10 - \$20	5	\$8	\$1	\$1
289	\$10 - \$20	4 or Less	\$8	\$0	\$0
290	\$10 - \$10 - \$20	7 or More	\$12	\$1	\$1
291	\$10 - \$10 - \$20	6	\$10	\$1	\$1
292	\$10 - \$10 - \$20	5	\$8	\$1	\$1
293	\$10 - \$10 - \$20	4 or Less	\$8	\$0	\$0
294	\$20 - \$40	7 or More	\$12	\$1	\$1
295	\$20 - \$40	6	\$10	\$1	\$1
296	\$20 - \$40	5	\$8	\$1	\$1
297	\$20 - \$40	4 or Less	\$8	\$0	\$0

Limit Omaha High-Low (with 1/2 Kill)

Schedule Options	Table Limit	Blinds	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
					Initial	@ \$20 Pot
1	\$2 - \$4	\$1 - \$2	8 or more	\$4	\$1	\$1
2	\$2 - \$4	\$1 - \$2	6 - 7	\$3	\$1	\$1
3	\$2 - \$4	\$1 - \$2	5	\$2	\$1	\$1
4	\$2 - \$4	\$1 - \$2	4 or less	\$2	\$0	\$0
5	\$3 - \$6	\$2 - \$3	8 or more	\$4	\$1	\$1
6	\$3 - \$6	\$2 - \$3	6 - 7	\$3	\$1	\$1
7	\$3 - \$6	\$2 - \$3	5	\$2	\$1	\$1
8	\$3 - \$6	\$2 - \$3	4 or less	\$2	\$0	\$0
9	\$4 - \$8	\$2 - \$4	8 or more	\$4	\$1	\$1
10	\$4 - \$8	\$2 - \$4	6 - 7	\$3	\$1	\$1
11	\$4 - \$8	\$2 - \$4	5	\$2	\$1	\$1
12	\$4 - \$8	\$2 - \$4	4 or less	\$2	\$0	\$0
13	\$5 - \$10	\$3 - \$5	8 or more	\$4	\$1	\$1
14	\$5 - \$10	\$3 - \$5	6 - 7	\$3	\$1	\$1
15	\$5 - \$10	\$3 - \$5	5	\$2	\$1	\$1
16	\$5 - \$10	\$3 - \$5	4 or less	\$2	\$0	\$0
17	\$6 - \$12	\$2 - \$6	8 or more	\$4	\$1	\$1
18	\$6 - \$12	\$2 - \$6	6 - 7	\$3	\$1	\$1
19	\$6 - \$12	\$2 - \$6	5	\$2	\$1	\$1
20	\$6 - \$12	\$2 - \$6	4 or less	\$2	\$0	\$0
21	\$6 - \$12	\$2 - \$6	8 or more	\$5	\$1	\$1
22	\$6 - \$12	\$2 - \$6	6 - 7	\$4	\$1	\$1
23	\$6 - \$12	\$2 - \$6	5	\$2	\$1	\$1
24	\$6 - \$12	\$2 - \$6	4 or less	\$2	\$0	\$0
25	\$10 - \$20	\$5 - \$10	8 or more	\$4	\$1	\$1
26	\$10 - \$20	\$5 - \$10	6 - 7	\$3	\$1	\$1

27	\$10 - \$20	\$5 - \$10	5	\$2	\$1	\$1
28	\$10 - \$20	\$5 - \$10	4 or less	\$2	\$0	\$0
29	\$15 - \$30	\$10 - \$15	8 or more	\$5	\$1	\$1
30	\$15 - \$30	\$10 - \$15	6 - 7	\$3	\$1	\$1
31	\$15 - \$30	\$10 - \$15	5	\$2	\$1	\$1
32	\$15 - \$30	\$10 - \$15	4 or less	\$2	\$0	\$0
33	\$20 - \$40	\$10 - \$20	8 or more	\$5	\$1	\$1
34	\$20 - \$40	\$10 - \$20	6 - 7	\$3	\$1	\$1
35	\$20 - \$40	\$10 - \$20	5	\$2	\$1	\$1
36	\$20 - \$40	\$10 - \$20	4 or less	\$2	\$0	\$0

Pot Limit Omaha High-Low

Schedule Options	Blinds	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
				Initial	@ \$20 Pot
1	\$1 - \$2	7 or more	\$4	\$1	\$1
2	\$1 - \$2	6	\$3	\$1	\$1
3	\$1 - \$2	5	\$2	\$1	\$1
4	\$1 - \$2	4 or less	\$2	\$0	\$0
5	\$2 - \$3	7 or more	\$4	\$1	\$1
6	\$2 - \$3	6	\$3	\$1	\$1
7	\$2 - \$3	5	\$2	\$1	\$1
8	\$2 - \$3	4 or less	\$2	\$0	\$0
9	\$2 - \$3	7 or more	\$5	\$1	\$1
10	\$2 - \$3	6	\$3	\$1	\$1
11	\$2 - \$3	5	\$2	\$1	\$1
12	\$2 - \$3	4 or less	\$2	\$0	\$0
13	\$3 - \$5	7 or more	\$4	\$1	\$1
14	\$3 - \$5	6	\$3	\$1	\$1
15	\$3 - \$5	5	\$2	\$1	\$1
16	\$3 - \$5	4 or less	\$2	\$0	\$0
17	\$3 - \$5	7 or more	\$5	\$1	\$1
18	\$3 - \$5	6	\$3	\$1	\$1
19	\$3 - \$5	5	\$2	\$1	\$1
20	\$3 - \$5	4 or less	\$2	\$0	\$0
21	\$5 - \$10	7 or more	\$5	\$1	\$1
22	\$5 - \$10	6	\$3	\$1	\$1
23	\$5 - \$10	5	\$2	\$1	\$1
24	\$5 - \$10	4 or less	\$2	\$0	\$0
25	\$10 - \$20	7 or more	\$5	\$1	\$1
26	\$10 - \$20	6	\$3	\$1	\$1
27	\$10 - \$20	5	\$2	\$1	\$1
28	\$10 - \$20	4 or less	\$2	\$0	\$0

Pot Limit Omaha High-Low – Timed Collection

Schedule Options	Blinds	Number of Players	Collection Fee per 40 Minutes	Jackpot Fee GEGA-000766	
				Initial	@ \$20 Pot
29	\$1 - \$2	7 or more	\$9	\$0.00	\$0.00
30	\$1 - \$2	6	\$8	\$0.00	\$0.00
31	\$1 - \$2	5 or less	\$6	\$0.00	\$0.00
32	\$2 - \$3	7 or more	\$10	\$0.00	\$0.00
33	\$2 - \$3	6	\$8	\$0.00	\$0.00
34	\$2 - \$3	5 or less	\$6	\$0.00	\$0.00
35	\$3 - \$5	7 or more	\$12	\$0.00	\$0.00
36	\$3 - \$5	6	\$8	\$0.00	\$0.00
37	\$3 - \$5	5 or less	\$6	\$0.00	\$0.00
38	\$5 - \$10	7 or more	\$12	\$0.00	\$0.00
39	\$5 - \$10	6	\$10	\$0.00	\$0.00
40	\$5 - \$10	5 or less	\$8	\$0.00	\$0.00
41	\$10 - \$20	7 or more	\$12	\$0.00	\$0.00
42	\$10 - \$20	6	\$10	\$0.00	\$0.00
43	\$10 - \$20	5 or less	\$8	\$0.00	\$0.00

Limit Seven Card Stud and Limit Seven Card Stud High-Low

Schedule Options	Table Limit	Ante	Forced Bet	Number of Players	Collection Fee	Jackpot Fee GEGA-000766	
						Initial	@ \$20 Pot
1	\$2 - \$4	\$1	\$1	6 or more	\$3	\$1	\$1
2	\$2 - \$4	\$1	\$1	5	\$2	\$1	\$1
3	\$2 - \$4	\$1	\$1	4	\$1	\$1	\$1
4	\$2 - \$4	\$1	\$1	3 or less	\$1	\$0	\$0
5	\$3 - \$6	\$1	\$1	6 or more	\$3	\$1	\$1
6	\$3 - \$6	\$1	\$1	5	\$2	\$1	\$1
7	\$3 - \$6	\$1	\$1	4	\$1	\$1	\$1
8	\$3 - \$6	\$1	\$1	3 or less	\$1	\$0	\$0
9	\$4 - \$8	\$1	\$1	6 or more	\$4	\$1	\$1
10	\$4 - \$8	\$1	\$1	5	\$3	\$1	\$1
11	\$4 - \$8	\$1	\$1	4	\$1	\$1	\$1
12	\$4 - \$8	\$1	\$1	3 or less	\$1	\$0	\$0
13	\$5 - \$10	\$1	\$2	6 or more	\$4	\$1	\$1
14	\$5 - \$10	\$1	\$2	5	\$3	\$1	\$1
15	\$5 - \$10	\$1	\$2	4	\$1	\$1	\$1
16	\$5 - \$10	\$1	\$2	3 or less	\$1	\$0	\$0
17	\$10 - \$20	\$2	\$3	6 or more	\$5	\$1	\$1
18	\$10 - \$20	\$2	\$3	5	\$3	\$1	\$1
19	\$10 - \$20	\$2	\$3	4	\$1	\$1	\$1
20	\$10 - \$20	\$2	\$3	3 or less	\$1	\$0	\$0
21	\$15 - \$30	\$3	\$5	6 or more	\$5	\$1	\$1

22	\$15 - \$30	\$3	\$5	5	\$3	\$1	\$1
23	\$15 - \$30	\$3	\$5	4	\$1	\$1	\$1
24	\$15 - \$30	\$3	\$5	3 or less	\$1	\$0	\$0
25	\$20 - \$40	\$3	\$5	6 or more	\$5	\$1	\$1
26	\$20 - \$40	\$3	\$5	5	\$3	\$1	\$1
27	\$20 - \$40	\$3	\$5	4	\$1	\$1	\$1
28	\$20 - \$40	\$3	\$5	3 or less	\$1	\$0	\$0

EZ BACCARAT™



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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 on all wagers.

Method used to Determine Action and Distribution of Cards

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

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 9 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 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

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.

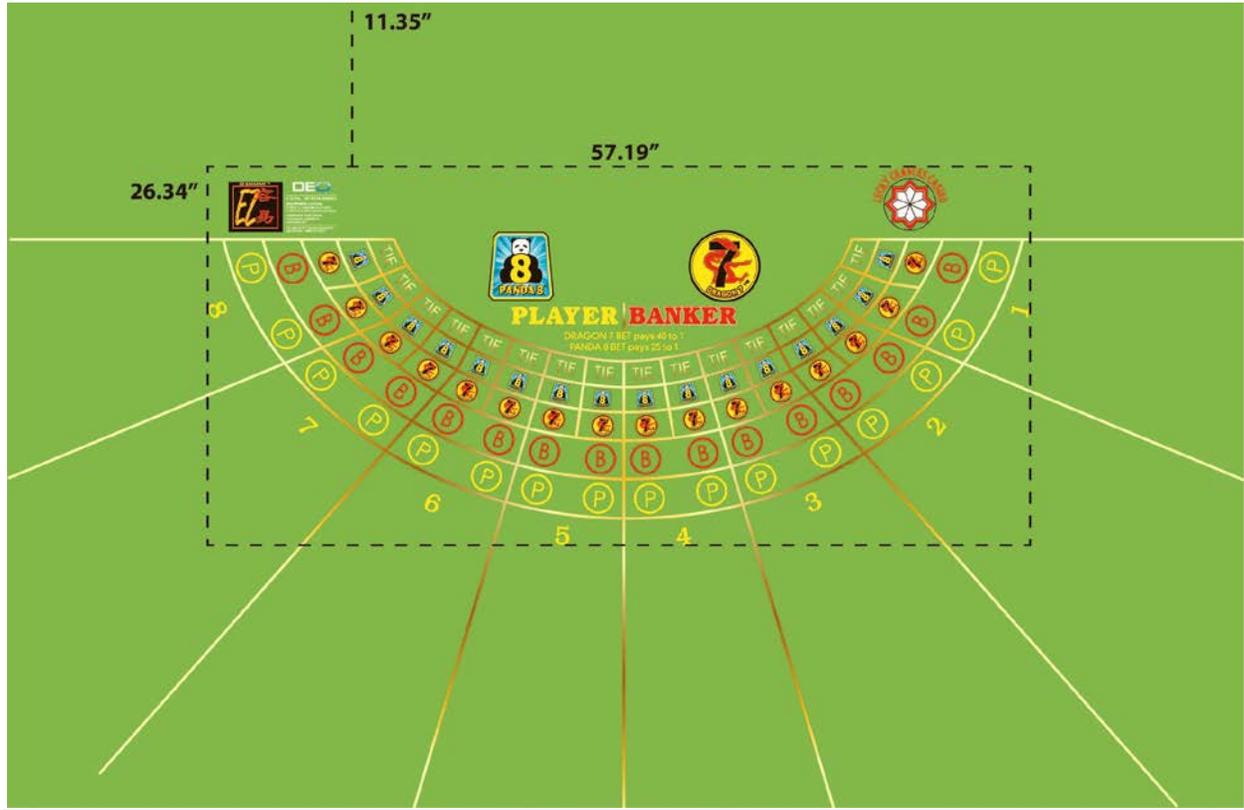
Collection Fee Schedule

Collection fees shall be taken per hand from the player-dealer position based on the total aggregate value of all players' wagers on the table, known as the total table action, and per player based on the total aggregate value of their wager(s) combined, known as the total player wager. This is determined by adding up all wagers that a player placed on the player line, the dealer line, the Tie Bet, the Dragon 7 bet, and the Panda 8 bet. The total amount of all of those bets may not exceed the table limit. The maximum amount a player may wager on the Panda 8 bonus bet is \$80. The maximum amount a player can wager on the Dragon 7 bonus bet is \$50. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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:

Table Limit	Total Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
	\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
	\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
	\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
	\$401 - \$500	\$5.00	\$801 +	\$5.00
\$20 - \$1000	\$20 - \$100	\$1.00	\$40 - \$200	\$1.00
	\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
	\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
	\$601 - \$800	\$5.00	\$1001 - \$1500	\$5.00
	\$801 - \$1000	\$7.00	\$1501 +	\$7.00
\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
	\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
	\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
	\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
	\$801 - \$1000	\$8.00	\$1501 +	\$8.00
\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
	\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
	\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
	\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
	\$801 - \$1000	\$8.00	\$1501 +	\$8.00

EZ BACCARAT

Table Layout



Equipment Used



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.



ZTRAK™: 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™.

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.



Standards of play:

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

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

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

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips";
4. For Bad Beat Bonus wagers on the words "Bad Beat" and
5. For play wagers on the word "Play."

Number of players in the game:

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



Type of card deck used:

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
 - c. 3 of a Kind 3 cards of the same value.
 - d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.
 - e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.



- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."
 - c. An equal wager in the "Ante" and "Blind" circles, a "Trips Bonus Wager" and a "Bad Beat Bonus Wager."

An ante wager and a blind wager are required to play the round. If a player places a Trips Bonus Wager, the Trips Bonus Wager may be less than or equal to, but may not exceed the Ante Wager. Likewise, if a player places a Bad Beat Bonus Wager, the Bad Beat Bonus Wager may be less than or equal to, but may not exceed the Ante Wager. If a player places both a Trips Bonus Wager and a Bad Beat Bonus wager, the amount wagered between both bonus wagers may be less than or equal to, but may not exceed the ante wager.

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

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips or bad beat bonus wagers have been made, the casino dealer shall:
 - a. Call "No more bets"; and then



- b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. 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 a round of betting;
 - b. 4 cards to the center of the table with the top card as the burn; followed by a round of betting;
 - c. 2 final community cards to the center of the table, followed by a round of betting;
 - d. After all action is complete, the player/dealer receives their two cards.
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 or to make a play wager three or four times the value of their ante wager.
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 deal the remaining two community cards.
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager 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 deal the player/dealer's two cards.
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.
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 the player;
 - b. Pay the play, blind, and trips bonus wagers in accordance with the appropriate payouts; and
 - c. Collect, count and place the player's cards in the discard holder.
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.
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 it qualifies;
 - c. Pay any trips bonus wager if it qualifies; and
 - d. Collect, count and place the payer's cards in the discard holder.
14. If a player's hand constitutes a push, the casino dealer shall:
 - a. Pay any trips bonus wager;
 - 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, trips bonus wagers, and bad beat bonus wagers shall be paid in accordance with the approved pay table for the card room.
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.
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.

Trips Bonus Bet

If the player receives a Three of a Kind or higher, the Trips bonus payouts are made regardless of whether the player's hand wins, loses, or pushes.

Bad Beat Bonus Bet

There are two (2) ways for the player to win:

- The player has a Three of a Kind or better and loses to the player/dealer.
- The player/dealer has Three of a Kind or better and loses to the player.



In either case, the player is paid according to the rank of the losing hand. There can be multiple payouts per game, since each player's hand is compared individually against the player/dealer's hand. If the player and player/dealer have a five (5) card tie, the player loses their bet since neither had a bad beat.

Pay Tables

Hand		Bad Beat Bonus	Trips Bonus	Blind
Royal Flush			50 to 1	500 to 1
Straight Flush		7500 to 1	40 to 1	50 to 1
Four of a Kind		500 to 1	30 to 1	10 to 1
Full House		50 to 1	8 to 1	3 to 1
Flush		30 to 1	6 to 1	3 to 2
Straight		20 to 1	5 to 1	1 to 1
Three of a Kind		9 to 1	3 to 1	
Winning Ante & Play Wagers	1 to 1			



Collection Fees

The designated table fees will be collected after all initial bets have been made and before any cards have been dealt. Player collection fee is based on ante, blind, and any bonus bets (not on play). There will be no additional fees for bets made during the play of the game. Collection fees will be taken in accordance with the table below:

Ultimate Texas Hold'em Table Limit	Total Player Wager	Player Collection Fee	Total Table Action	Player/Dealer Collection Fee
\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
	\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
	\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
	\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
	\$401 - \$500	\$5.00	\$501 +	\$5.00
\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
	\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
	\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
	\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
	\$401 - \$500	\$5.00	\$501 +	\$5.00
\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
	\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
	\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
	\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
	\$701 - \$1000	\$7.00	\$1,501 +	\$7.00



Glossary of terms used in the controlled game:

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



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Standards of play:

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

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

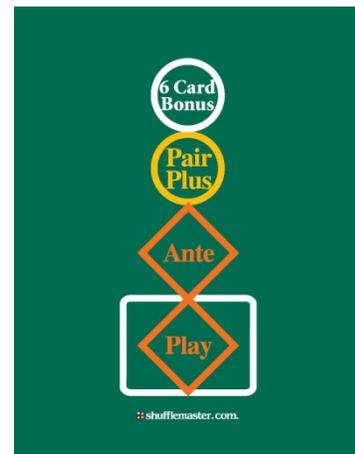
Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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



Number of players in the game:

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

Type of card deck used:

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



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

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

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

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.



4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*. The Pair Plus wager may be less than, equal to, or may exceed the Ante wager. However, the 6 Card Bonus wager must be less than or equal to, and may not exceed the Ante wager.
5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the remaining cards will be kept in the shuffler.

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 Pair Plus 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. The player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-



dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

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

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

6. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
7. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
8. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
9. 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.
10. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
11. Winning 6 Card Bonus wagers pay as follows:

5-Card Hand Dealt to the Player	Payout Odds
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four of a Kind	100 to 1
Full House	20 to 1
Flush	15 to 1
Straight	9 to 1
Three of a Kind	8 to 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.
Fold	The player option to surrender his/her ante, rather than continue the game.
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.



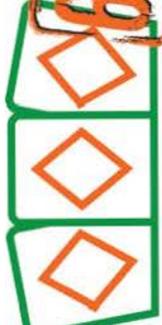
Wagering Limits and Collection Fees

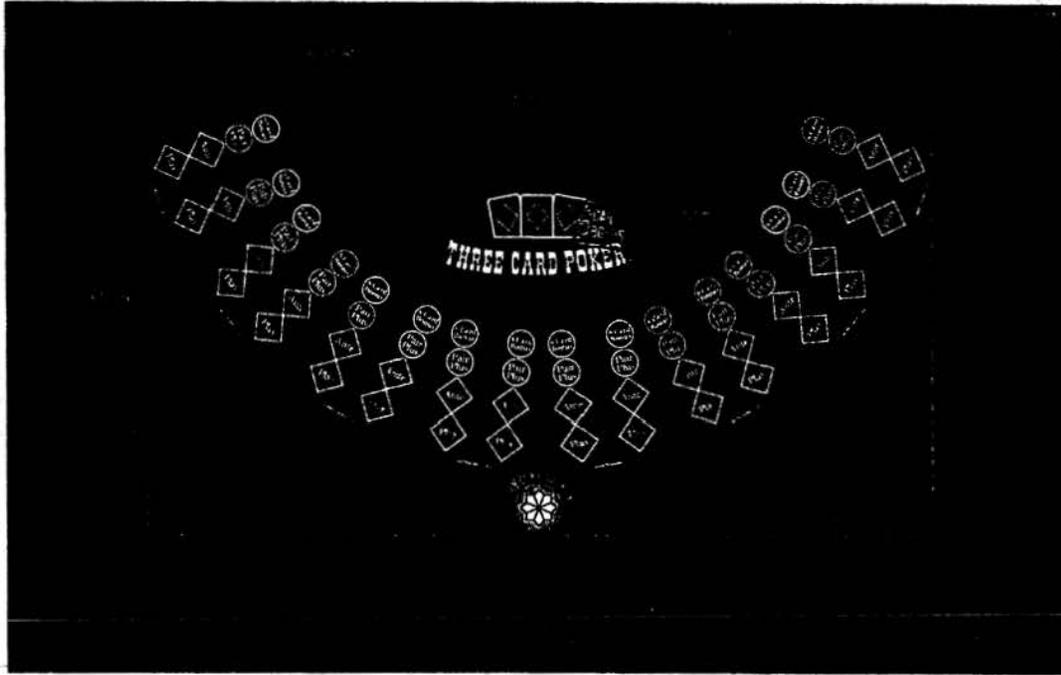
A collection fee shall be taken per hand, per player based on the total aggregate value of a player's wager including the Ante, Pair Plus and 6 Card Bonus Bet wagers. A collection fee shall also be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the table including the Ante, Pair Plus, and 6 Card Bonus, prior to cards being dealt or any round of play being conducted. The collection fees are shown as below:

Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
\$10-\$500	\$10-\$100	\$1	\$10-\$100	\$1
	\$101-\$200	\$2	\$101-\$200	\$2
	\$201-\$300	\$3	\$201-\$300	\$3
	\$301-\$400	\$4	\$301-\$500	\$4
	\$401-\$500	\$5	\$501 +	\$5
\$20-\$500	\$20-\$100	\$1	\$20-\$100	\$1
	\$101-\$200	\$2	\$20-\$100	\$2
	\$201-\$300	\$3	\$101-\$200	\$3
	\$301-\$400	\$4	\$201-\$300	\$4
	\$401-\$500	\$5	\$301-\$500	\$5
\$40-\$1000	\$40-\$100	\$1	\$40-\$200	\$1
	\$101-\$300	\$2	\$201-\$500	\$2
	\$301-\$500	\$4	\$501-\$1000	\$4
	\$501-\$700	\$6	\$1001-\$1500	\$6
	\$701-\$1000	\$7	\$1501+	\$7



TABLE LAYOUT

3-CARD BONUS

THREE CARD POKER™



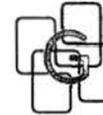
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**TABLE LAYOUT
 ARTWORK PROOF**

Lucky Chances

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LUCKY CHANCES - OMAHA

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of each card used in Omaha, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

The ranking of hands for Omaha, in order from highest to lowest rank, shall be:

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

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One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes a "small blind" and "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer, or a standard card shuffling device may be utilized.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player that posted the small blind shall be required to post the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for both players, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player posting the small blind, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that posted the big blind and continuing clockwise around the table:

LUCKY CHANCES - OMAHA

- Place their four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a “call.”
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When the game is played as “Pot Limit”, there is no limit to the number of raises, no matter the number of players participating during a round of betting. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

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After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

For **schedule options 1 through 38**, the collection fee shall be taken by the house dealer from the pot after the cards have been dealt but before the flop. The appropriate fees are dependent on the number of players as shown above.

For **schedule options 39 through 67**, a collection fee will be taken by the house dealer from each player every 40 minutes. The appropriate fees are dependent on the number of players as shown above. 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. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Omaha are as shown below:

LUCKY CHANCES - OMAHA

Limit

Schedule Options	Table Limit	Blinds	Number of Players	Collection Fee
1	\$1 - \$2	\$1 - \$1	7 or more	\$4
			6	\$3
			5	\$2
			4 or less	\$2
2	\$2 - \$4	\$1 - \$2	7 or more	\$4
			6	\$3
			5	\$2
			4 or less	\$2
3	\$3 - \$6	\$2 - \$3	7 or more	\$4
			6	\$3
			5	\$2
			4 or less	\$2
4	\$4 - \$8	\$2 - \$4	7 or more	\$5
			6	\$3
			5	\$2
			4 or less	\$2
5	\$5 - \$10	\$3 - \$5	7 or more	\$4
			6	\$3
			5	\$2
			4 or less	\$2
6	\$5 - \$10	\$3 - \$5	7 or more	\$5
			6	\$3
			5	\$2
			4 or less	\$2
7	\$6 - \$12	\$2 - \$6	7 or more	\$4
			6	\$3
			85	\$2
			4 or less	\$2
8	\$6 - \$12	\$2 - \$6	7 or more	\$5
			6	\$3
			5	\$2
			4 or less	\$2
9	\$10 - \$20	\$5 - \$10	7 or more	\$4
			6	\$3
			5	\$2
			4 or less	\$2

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10	\$10 - \$20	\$5 - \$10	7 or more	\$5
			6	\$3
			5	\$2
			4 or less	\$2
11	\$15 - \$30	\$10 - \$15	7 or more	\$4
			6	\$3
			5	\$2
			4 or less	\$2
12	\$15 - \$30	\$10 - \$15	7 or more	\$5
			6	\$3
			5	\$2
			4 or less	\$2
13	\$20 - \$40	\$10 - \$20	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2
14	\$40 - \$80	\$20 - \$40	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2
15	\$50 - \$100	\$25 - \$50	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2
16	\$100 - \$200	\$50 - \$100	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2
17	\$150 - \$300	\$75 - \$150	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2
18	\$200 - \$400	\$100 - \$200	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2
19	\$300 - \$600	\$200 - \$300	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2

LUCKY CHANCES - OMAHA

20	\$400 - \$800	\$200 - \$400	7 or more	\$5
			6	\$4
			5	\$3
			4 or less	\$2

Pot Limit

Schedule Options	Blinds	Number of Players	Collection Fee
21	\$1 - \$1	7 or more	\$4
		6	\$3
		5	\$2
		4 or less	\$2
22	\$1 - \$2	7 or more	\$4
		6	\$3
		5	\$2
		4 or less	\$2
23	\$2 - \$3	7 or more	\$4
		6	\$3
		5	\$2
		4 or less	\$2
24	\$2 - \$3	7 or more	\$5
		6	\$3
		5	\$2
		4 or less	\$2
25	\$3 - \$5	7 or more	\$4
		6	\$3
		5	\$2
		4 or less	\$2
26	\$3 - \$5	7 or more	\$5
		6	\$3
		5	\$2
		4 or less	\$2
27	\$5 - \$5	7 or more	\$4
		6	\$3
		5	\$2
		4 or less	\$2
28	\$5 - \$5	7 or more	\$5
		6	\$3
		5	\$2
		4 or less	\$2

LUCKY CHANCES - OMAHA

29	\$5 - \$10	7 or more	\$5
		6	\$3
		5	\$2
		4 or less	\$2
30	\$10-\$10	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
31	\$10 - \$20	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
32	\$20 - \$20	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
33	\$20 - \$40	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
34	\$25 - \$50	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
35	\$50 - \$50	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
36	\$50 - \$100	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
37	\$75 - \$150	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2
38	\$100 - \$200	7 or more	\$5
		6	\$4
		5	\$3
		4 or less	\$2

LUCKY CHANCES - OMAHA

Pot Limit – Timed Collection

Schedule Options	Blinds	Number of Players	Collection Fee Per 40 Minutes
39	\$1 - \$1	7 or more	\$10
		6	\$8
		5 or less	\$6
40	\$1 - \$1	7 or more	\$10
		6	\$8
		5	\$6
		4 or less	\$6
41	\$1 - \$2	7 or more	\$10
		6	\$8
		5	\$6
		4 or less	\$6
42	\$1 - \$2	7 or more	\$10
		6	\$8
		5 or less	\$6
43	\$2 - \$3	7 or more	\$12
		6	\$10
		5 or less	\$8
44	\$2 - \$3	7 or more	\$12
		6	\$10
		5	\$8
		4 or less	\$8
45	\$3 - \$5	7 or more	\$12
		6	\$10
		5	\$8
		4 or less	\$8
46	\$3 - \$5	7 or more	\$12
		6	\$10
		5 or less	\$8
47	\$5 - \$5	7 or more	\$12
		6	\$10
		5 or less	\$8
48	\$5 - \$5	7 or more	\$12
		6	\$10
		5	\$8
		4 or less	\$8

LUCKY CHANCES - OMAHA

49	\$5 - \$10	7 or more	\$12
		6	\$10
		5	\$8
		4 or less	\$8
50	\$5 - \$10	7 or more	\$12
		6	\$10
		5 or less	\$8
51	\$10 - \$10	7 or more	\$12
		6	\$10
		5 or less	\$8
52	\$10 - \$10	7 or more	\$12
		6	\$10
		5	\$8
		4 or less	\$8
53	\$10 - \$20	7 or more	\$12
		6	\$10
		5	\$8
		4 or less	\$8
54	\$10 - \$20	7 or more	\$12
		6	\$10
		5 or less	\$8
55	\$20 - \$20	7 or more	\$12
		6	\$10
		5 or less	\$8
56	\$20 - \$20	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8
57	\$20 - \$40	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8
58	\$20 - \$40	7 or more	\$12
		6	\$10
		5 or less	\$8
59	\$25 - \$50	7 or more	\$12
		6	\$10
		5 or less	\$8

LUCKY CHANCES - OMAHA

60	\$25 - \$50	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8
61	\$50 - \$50	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8
62	\$50 - \$50	7 or more	\$12
		6	\$10
		5 or less	\$8
63	\$50 - \$100	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8
64	\$75 - \$150	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8
65	\$75 - \$150	7 or more	\$12
		6	\$10
		5 or less	\$8
66	\$100 - \$200	7 or more	\$12
		6	\$10
		5 or less	\$8
67	\$100 - \$200	7 or more	\$15
		6	\$12
		5	\$10
		4 or less	\$8



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Standards of play:

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the "War" option, the player/dealer also matches the player's primary wager and places it next to the player's. The dealer then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to the player/dealer. If the player's card has a higher rank than the player/dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their ante wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the Tie wager, the ranks of the player and the player/dealer's cards must be equal.

The player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive rounds before it is rotated in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

Number of players in the game:

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. More players may participate in the game via backline betting.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Casino War shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Casino War shall be played with at least twelve (12) decks of cards in accordance with the following requirements:



- a. The cards shall be separated into two batches with an equal number of decks included in each batch.
- b. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch.
- c. One batch of the cards will be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
- d. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
- e. The cards from only one batch shall be placed in the discard rack at any given time.

Ranking of Hands:

1. The rank of the cards used in Casino 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.

Betting scheme:

1. All wagers at Casino War shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place a primary wager.
4. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.
5. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.
2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.
3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.
4. No player shall touch any card used in the game of Casino War other than the cutting card.



5. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:
 - a. One card face up to each player who has placed on primary wager; and
 - b. One card face up to the player/dealer.

Round of Play

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.
 - a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
 - b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
 - c. If the player's card and the player/dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager.
2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.
3. If a player has a tie hand, the player shall be offered one of the following options:
 - a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
 - b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player's primary wager.
4. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.
5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.
6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.



7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.
 - a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
 - b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
 - c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.
8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rack in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.
9. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Payout Odds

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1
- A tie wager shall be paid at odds of 10 to 1.
- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager.

Glossary of Terms

Definitions

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

Burn card means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.



- Primary wager** means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.
- Original deal** means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.
- Player/Dealer** means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.
- Round of play** means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.
- Suit** means one of the four categories of cards: club, diamond, heart or spade.
- Tie hand** means the rank of a player's card and the rank of the dealer's card are equal.
- Tie wager** means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.
- War** means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.
- War deal** means the deal of the cards that follows the placement of a war wager.
- War wager** means a wager, equal in amount to the player's primary wager,that is required to be made if the player elects to go to war.

Collection Fees

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total aggregate value of all players' Primary and Tie wagers on the table, known as the total table action. A collection fee shall also be taken from each player based on the total aggregate value of their Primary and Tie wager. There will be no additional collection fee required from a player when placing a War wager. The Tie wager may be less than or equal to, but not greater than the Primary wager. The War wager must be equal to the Primary wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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 Casino War are as shown below:

Lucky Chances Casino
Casino War



Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$10 - \$500	\$10 - \$100	\$1	\$10 - \$100	\$1
		\$101 - \$200	\$2	\$101 - \$200	\$2
		\$201 - 4300	\$3	\$201 - \$300	\$3
		\$301 - \$400	\$4	\$301 - \$500	\$4
		\$401 - \$500	\$5	\$501 +	\$5
2	\$20 - \$500	\$20 - \$100	\$1	\$20 - \$100	\$1
		\$101 - \$200	\$2	\$101 - \$200	\$2
		\$201 - 4300	\$3	\$201 - \$300	\$3
		\$301 - \$400	\$4	\$301 - \$500	\$4
		\$401 - \$500	\$5	\$501 +	\$5

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

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

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

RANKING CHART

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

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

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

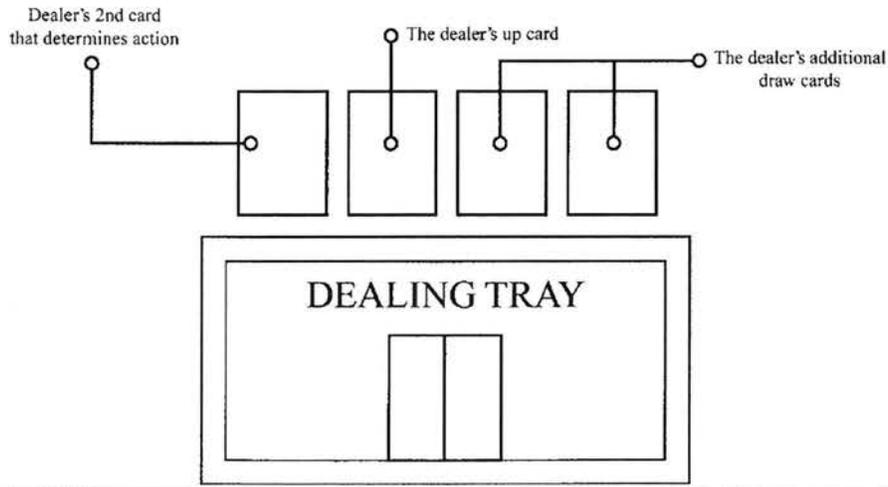
will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The 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 or 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/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

DIAGRAM #2



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

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

CHART 1A PLAYER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
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 an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

WAGERING LIMITS AND COLLECTIONS

The following wagering limits and collection will apply to this game as played at Lucky Chances Casino. Wagers above \$10.00 will be in no less than \$5.00 increments.

Amount of Wager	Collection Fee
\$10-\$100	\$ 1.00

\$105-\$200	\$ 2.00
\$ 205-\$300	\$3.00
Player Dealer	\$ 1.00

As of January 1, 2007 Lucky Chances Casino has been authorized by the Gambling Control Commission to allow wagers exceeding \$200 per wager. It is anticipated that this game will not be approved for use at Lucky Chances until after January 1, 2007. If approval is issued prior to that date and Lucky Chances decides to offer the game prior to January 1, 2007 the \$205-\$300 wagering bracket will not be offered until January 1, 2007.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. Surrender is not allowed.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

This game involves a Player Dealer position and is authorized by Penal Code Section 330.11. Consistent with Penal Code Section 330.11 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 one person cannot continually occupy the position and the "bank" hand within the meaning of OLIVER V. COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th 1397, 1408-1409

This game has been approved by the Division of Gambling Control.
(Attachment E)

PROPERTY OF TXB INDUSTRIES Inc.
PATENT PENDING
ALL RIGHTS RESERVED

Seven Handed Table

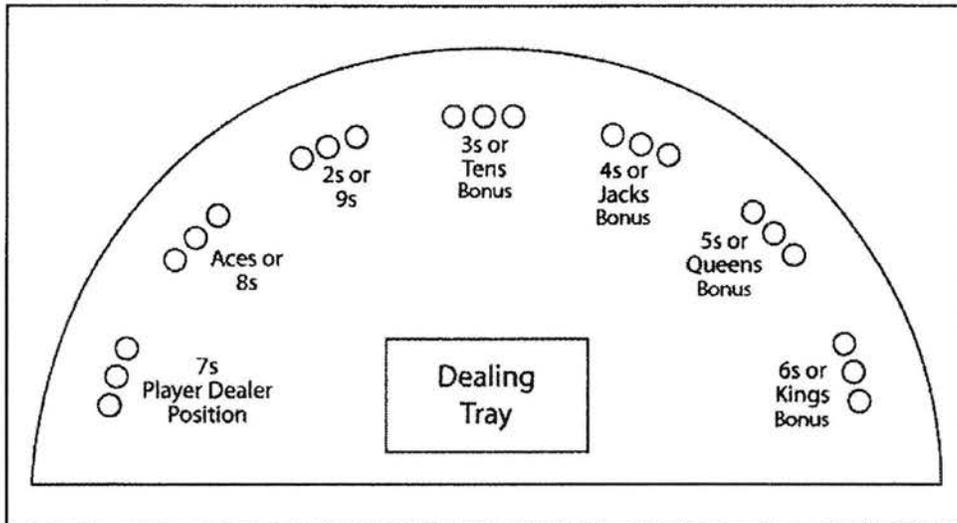


DIAGRAM #1A

Eight Handed Table

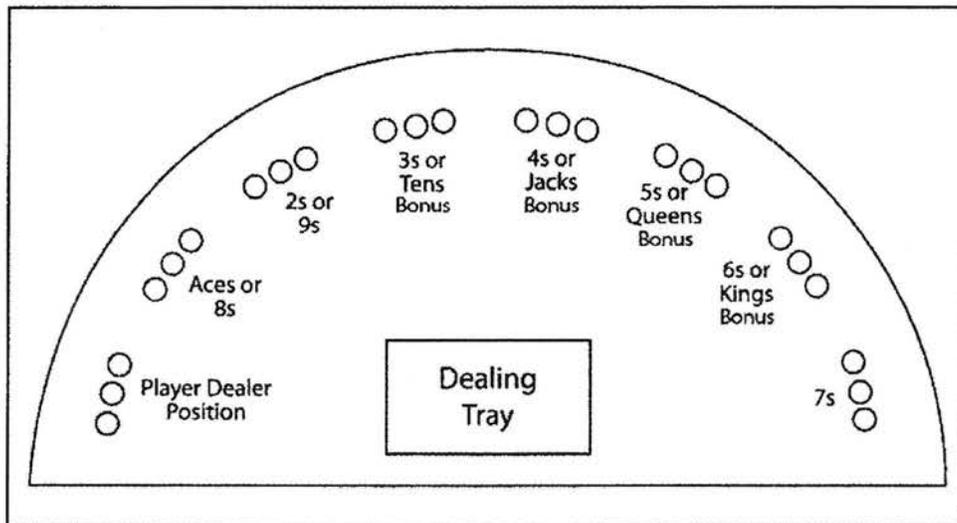
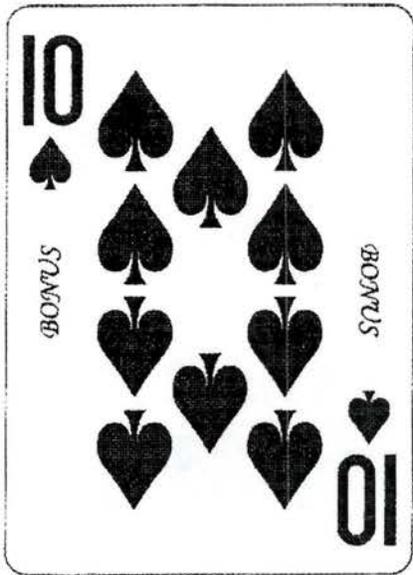
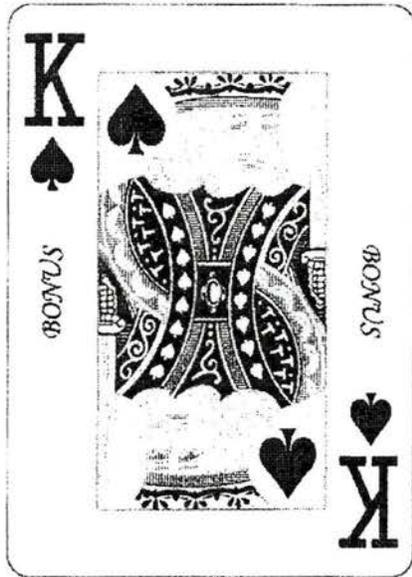


DIAGRAM #1B



California Games Collection Rates

Although the Bureau has approved this game, 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.

Double Hand Poker Games (Pai Gow Poker) (GEGA-001516)

For schedule options 1 through 78, a collection fee shall be taken per hand from the player-dealer position and from each player for each wager that they place based on the amount of each wager. The collection fees shall be collected and dropped by the casino dealer immediately after cards have been distributed to each player.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Player/Dealer Collection Fee
1	\$10 - \$200	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
2	\$10 - \$200	\$10 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
3	\$10 - \$300	\$10 - \$300	\$1.00	\$2.00
4	\$10 - \$300	\$10 - \$300	\$1.00	\$3.00
5	\$10 - \$300	\$10 - \$300	\$1.00	\$5.00
6	\$10 - \$300	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
7	\$10 - \$300	\$10 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
8	\$10 - \$300	\$10 - \$100	\$1.00	\$5.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
9	\$10 - \$500	\$10 - \$500	\$1.00	\$2.00
10	\$10 - \$500	\$10 - \$500	\$1.00	\$3.00
11	\$10 - \$500	\$10 - \$500	\$1.00	\$5.00
12	\$10 - \$500	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
13	\$10 - \$500	\$10 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
14	\$10 - \$500	\$10 - \$100	\$1.00	\$5.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	

California Games Collection Rates

15	\$20 - \$500	\$20 - \$500	\$1.00	\$3.00
16	\$20 - \$500	\$20 - \$500	\$1.00	\$5.00
17	\$20 - \$500	\$20 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
18	\$20 - \$500	\$20 - \$100	\$1.00	\$5.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
19	\$40 - \$600	\$40 - \$600	\$1.00	\$3.00
20	\$40 - \$600	\$40 - \$600	\$1.00	\$5.00
21	\$40 - \$600	\$40 - \$600	\$1.00	\$10.00
22	\$40 - \$600	\$40 - \$199	\$1.00	\$2.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
23	\$40 - \$600	\$40 - \$199	\$1.00	\$3.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
24	\$40 - \$600	\$40 - \$199	\$1.00	\$5.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
25	\$40 - \$600	\$40 - \$199	\$1.00	\$6.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
26	\$40 - \$600	\$40 - \$199	\$1.00	\$7.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
27	\$40 - \$600	\$40 - \$199	\$1.00	\$8.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
28	\$40 - \$600	\$40 - \$199	\$1.00	\$10.00
		\$200 - \$399	\$2.00	
		\$400 - \$600	\$3.00	
29	\$40 - \$600	\$40 - \$200	\$1.00	\$2.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
30	\$40 - \$600	\$40 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
31	\$40 - \$600	\$40 - \$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
32	\$40 - \$600	\$40 - \$200	\$1.00	\$6.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	

California Games Collection Rates

33	\$40 - \$600	\$40 - \$200	\$1.00	\$7.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
34	\$40 - \$600	\$40 - \$200	\$1.00	\$8.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
35	\$40 - \$600	\$40 - \$200	\$1.00	\$10.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
36	\$40 - \$800	\$40 - \$199	\$1.00	\$6.00
		\$200-\$399	\$2.00	
		\$400-\$599	\$3.00	
		\$600-\$800	\$4.00	
37	\$40 - \$800	\$40 - \$199	\$1.00	\$7.00
		\$200-\$399	\$2.00	
		\$400-\$599	\$3.00	
		\$600-\$800	\$4.00	
38	\$40 - \$800	\$40 - \$199	\$1.00	\$8.00
		\$200-\$399	\$2.00	
		\$400-\$599	\$3.00	
		\$600-\$800	\$4.00	
39	\$40 - \$800	\$40 - \$199	\$1.00	\$10.00
		\$200-\$399	\$2.00	
		\$400-\$599	\$3.00	
		\$600-\$800	\$4.00	
40	\$40 - \$800	\$40 - \$200	\$1.00	\$6.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
41	\$40 - \$800	\$40 - \$200	\$1.00	\$7.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
42	\$40 - \$800	\$40 - \$200	\$1.00	\$8.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
43	\$40 - \$800	\$40 - \$200	\$1.00	\$10.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	

California Games Collection Rates

44	\$40 - \$1000	\$40 - \$1000	\$1.00	\$5.00
45	\$40 - \$1000	\$40 - \$1000	\$1.00	\$6.00
46	\$40 - \$1000	\$40 - \$1000	\$1.00	\$8.00
47	\$40 - \$1000	\$40 - \$1000	\$1.00	\$10.00
48	\$40 - \$1000	\$40 - \$1000	\$1.00	\$15.00
49	\$40 - \$1000	\$40 - \$199	\$1.00	\$2.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
50	\$40 - \$1000	\$40 - \$199	\$1.00	\$3.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
51	\$40 - \$1000	\$40 - \$199	\$1.00	\$5.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
52	\$40 - \$1000	\$40 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
53	\$40 - \$1000	\$40 - \$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
54	\$100 - \$800	\$100 - \$199	\$1.00	\$6.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$800	\$4.00	
55	\$100 - \$800	\$100 - \$199	\$1.00	\$7.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$800	\$4.00	
56	\$100 - \$800	\$100 - \$199	\$1.00	\$8.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$800	\$4.00	

California Games Collection Rates

57	\$100 - \$800	\$100 - \$199	\$1.00	\$10.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$800	\$4.00	
58	\$100 - \$800	\$100 - \$200	\$1.00	\$6.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
59	\$100 - \$800	\$100 - \$200	\$1.00	\$7.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
60	\$100 - \$800	\$100 - \$200	\$1.00	\$8.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
61	\$100 - \$800	\$100 - \$200	\$1.00	\$10.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
62	\$100 - \$1000	\$100 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
63	\$100 - \$1000	\$100 - \$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
64	\$100 - \$1000	\$100 - \$199	\$1.00	\$3.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
65	\$100 - \$1000	\$100 - \$199	\$1.00	\$5.00
		\$200 - \$399	\$2.00	
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	

California Games Collection Rates

66	\$200 - \$1000	\$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
67	\$200 - \$1000	\$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
68	\$200 - \$1000	\$200 - \$399	\$2.00	\$6.00
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
69	\$200 - \$1000	\$200 - \$399	\$2.00	\$7.00
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
70	\$200 - \$1000	\$200 - \$399	\$2.00	\$8.00
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
71	\$200 - \$1000	\$200 - \$399	\$2.00	\$10.00
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
72	\$200 - \$1000	\$200 - \$399	\$2.00	\$15.00
		\$400 - \$599	\$3.00	
		\$600 - \$799	\$4.00	
		\$800 - \$1000	\$5.00	
73	\$200 - \$1000	\$200 - \$400	\$2.00	\$5.00
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
74	\$200 - \$1000	\$200 - \$400	\$2.00	\$6.00
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
75	\$200 - \$1000	\$200 - \$400	\$2.00	\$7.00
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
76	\$200 - \$1000	\$200 - \$400	\$2.00	\$8.00
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	

California Games Collection Rates

77	\$200 - \$1000	\$200 - \$400	\$2.00	\$10.00
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
78	\$200 - \$1000	\$200 - \$400	\$2.00	\$15.00
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	

Pai Gow Tiles (GEGA-001515)

For schedule options 1 through 23, a collection fee shall be taken per hand from the player-dealer position and from each player for each wager that they place based on the amount of each wager. The collection fees shall be collected and dropped by the casino dealer immediately after tiles have been distributed to each player. The collection fees shall be collected and dropped by the casino dealer immediately after tiles have been distributed to each player.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Player/Dealer Collection Fee
1	\$10 - \$400	\$10 - \$200	\$1.00	\$2.00
		\$201 - \$400	\$2.00	
2	\$10 - \$1000	\$10 - \$1000	\$1.00	\$2.00
3	\$10 - \$1000	\$10 - \$1000	\$1.00	\$3.00
4	\$10 - \$1000	\$10 - \$499	\$1.00	\$3.00
		\$499 - \$1000	\$2.00	
5	\$20 - \$500	\$20 - \$500	\$1.00	\$2.00
6	\$20 - \$1000	\$10 - \$1000	\$1.00	\$2.00
7	\$20 - \$2000	\$20 - \$1000	\$1.00	\$3.00
		\$1001 - \$2000	\$2.00	
8	\$40 - \$500	\$40 - \$500	\$1.00	\$2.00
9	\$40 - \$4000	\$40 - \$1000	\$1.00	\$7.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
10	\$40 - \$4000	\$40 - \$1000	\$1.00	\$8.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
11	\$40 - \$4000	\$40 - \$1000	\$1.00	\$10.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
12	\$40 - \$4000	\$40 - \$1000	\$1.00	\$15.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	

California Games Collection Rates

13	\$40 - \$5000	\$40 - \$1000	\$1.00	\$5.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	
14	\$100 - \$4000	\$100 - \$1000	\$1.00	\$7.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
15	\$100 - \$4000	\$100 - \$1000	\$1.00	\$8.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
16	\$100 - \$4000	\$100 - \$1000	\$1.00	\$10.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
17	\$100 - \$4000	\$100 - \$1000	\$1.00	\$15.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
18	\$100 - \$5000	\$100 - \$1000	\$1.00	\$5.00
		\$1001 - \$2000	\$2.00	
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	
19	\$200 - \$6000	\$200 - \$2000	\$2.00	\$5.00
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	
		\$5001 - \$6000	\$6.00	
20	\$200 - \$5000	\$200 - \$2000	\$2.00	\$7.00
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	
21	\$200 - \$5000	\$200 - \$2000	\$2.00	\$8.00
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	
22	\$200 - \$5000	\$200 - \$2000	\$2.00	\$10.00
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	
23	\$200 - \$5000	\$200 - \$2000	\$2.00	\$15.00
		\$2001 - \$3000	\$3.00	
		\$3001 - \$4000	\$4.00	
		\$4001 - \$5000	\$5.00	

California Games Collection Rates

Pai Gow Tiles – Continued

For schedule options 24 through 30, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player for each wager that they place based on the amount of each wager. The collection fees shall be collected and dropped by the casino dealer immediately after tiles have been distributed to each player.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
24	\$40 - \$1000	\$40 - \$1000	\$1.00	\$40 - \$2000	\$3.00
				\$2001 +	\$5.00
25	\$40 - \$5000	\$40 - \$1000	\$1.00	\$40 - \$2000	\$3.00
		\$1001 - \$2000	\$2.00		
		\$2001 - \$3000	\$3.00	\$2001 +	\$5.00
		\$3001 - \$4000	\$4.00		
		\$4001 - \$5000	\$5.00		
26	\$100 - \$1000	\$100 - \$1000	\$1.00	\$100 - \$4000	\$3.00
				\$4001 +	\$5.00
27	\$100 - \$5000	\$100 - \$1000	\$1.00	\$100 - \$4000	\$3.00
		\$1001 - \$2000	\$2.00		
		\$2001 - \$3000	\$3.00	\$4001 +	\$5.00
		\$3001 - \$4000	\$4.00		
		\$4001 - \$5000	\$5.00		
28	\$200 - \$2000	\$200 - \$2000	\$2.00	\$100 - \$4000	\$3.00
				\$4001 +	\$6.00
29	\$200 - \$6000	\$200 - \$2000	\$2.00	\$100 - \$4000	\$3.00
		\$2001 - \$3000	\$3.00		
		\$3001 - \$4000	\$4.00	\$4001 +	\$6.00
		\$4001 - \$5000	\$5.00		
		\$5001 - \$6000	\$6.00		
30	No Limit	\$20 - \$1000	\$1.00	\$20 +	\$5.00
		\$1000 +	\$2.00		

21st Century Baccarat 8.3 (GEGA-002566)

For schedule options 1 through 35, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player for each player line and/or dealer line wager, early tie bet, late tie bet, player pair bet, dealer pair bet, and Dragon Bonus bet that they place based on the amount of each 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00

California Games Collection Rates

2	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
		\$301 - \$500	\$3.00	\$601 - \$800	\$4.00
\$801 +	\$5.00				
3	\$20 - \$1000	\$20 - \$300	\$1.00	\$20 - \$200	\$1.00
		\$301 - \$600	\$2.00	\$201 - \$500	\$2.00
				\$501 - \$1000	\$3.00
		\$601 - \$1000	\$3.00	\$1001 - \$1,500	\$6.00
\$1501 +	\$8.00				
4	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
5	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
6	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
7	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
8	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
9	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
10	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

11	\$20 - \$1000	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$5.00	\$1001 - \$1,500	\$5.00
		\$801 - \$1000	\$7.00	\$1501 +	\$7.00
12	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
13	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
14	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
15	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
16	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
17	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
18	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		
19	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00

California Games Collection Rates

20	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
21	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
22	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
23	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
24	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
25	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
26	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		
27	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00
28	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$200	\$2.00
		\$401 - \$800	\$2.00	\$201 - \$400	\$3.00
		\$801 - \$1200	\$3.00	\$401 - \$600	\$4.00
		\$1201 - \$1600	\$4.00	\$601 +	\$5.00
		\$1601 - \$2000	\$5.00		

California Games Collection Rates

29	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$400	\$2.00
		\$401 - \$800	\$2.00	\$401 - \$600	\$3.00
		\$801 - \$1200	\$3.00	\$601 - \$800	\$4.00
		\$1201 - \$1600	\$4.00	\$801 +	\$5.00
		\$1601 - \$2000	\$5.00		
30	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$400	\$2.00
		\$401 - \$800	\$2.00	\$401 - \$600	\$3.00
		\$801 - \$1200	\$3.00	\$601 - \$1000	\$4.00
		\$1201 - \$1600	\$4.00	\$1001 +	\$5.00
		\$1601 - \$2000	\$5.00		
31	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$200	\$2.00
		\$401 - \$800	\$2.00	\$201 - \$500	\$3.00
		\$801 - \$1200	\$3.00	\$501 - \$1000	\$4.00
		\$1201 - \$1600	\$4.00	\$1001 +	\$5.00
		\$1601 - \$2000	\$5.00		
32	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$500	\$2.00
		\$401 - \$800	\$2.00	\$501 - \$1000	\$3.00
		\$801 - \$1200	\$3.00	\$1001 - \$1500	\$4.00
		\$1201 - \$1600	\$4.00	\$1501 +	\$5.00
		\$1601 - \$2000	\$5.00		
33	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$1000	\$2.00
		\$401 - \$800	\$2.00	\$1001 - \$2000	\$3.00
		\$801 - \$1200	\$3.00	\$2001 - \$3000	\$4.00
		\$1201 - \$1600	\$4.00	\$3001 +	\$5.00
		\$1601 - \$2000	\$5.00		
34	\$100 - \$2000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$4.00	\$601 - \$800	\$4.00
		\$1001 - \$2000	\$5.00	\$801 +	\$5.00
35	\$100 - \$2000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$1000	\$6.00	\$1001 - \$2000	\$6.00
		\$1001 - \$2000	\$10.00	\$2000 +	\$10.00

California Games Collection Rates

21st Century Baccarat – Continued

For schedule options 36 through 74, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player for each player line and/or dealer line wager that they place based on the amount of each wager. However, there shall be no collection fee for early tie bet, late tie bet, player pair bet, dealer pair bet or Dragon Bonus bet wagers. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
36	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
37	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
		\$301 - \$500	\$3.00	\$601 - \$800	\$4.00
			\$801 +	\$5.00	
38	\$20 - \$1000	\$20 - \$300	\$1.00	\$20 - \$200	\$1.00
		\$301 - \$600	\$2.00	\$201 - \$500	\$2.00
				\$501 - \$1000	\$3.00
		\$601 - \$1000	\$3.00	\$1001 - \$1,500	\$6.00
			\$1501 +	\$8.00	
39	\$20 - \$1000	\$20 - \$1000	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
				\$601 - \$800	\$4.00
				\$801 +	\$5.00
40	\$20 - \$1000	\$20 - \$1000	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$500	\$3.00
				\$501 - \$800	\$6.00
				\$801 - \$1000	\$8.00
				\$1001 +	\$10.00
41	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$8.00
42	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$10.00

California Games Collection Rates

43	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$15.00
44	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
45	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
46	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
47	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
48	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
49	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
50	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		
51	\$20 - \$1000	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$5.00	\$1001 - \$1,500	\$5.00
		\$801 - \$1000	\$7.00	\$1501 +	\$7.00

California Games Collection Rates

52	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$10.00
53	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$15.00
54	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
55	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
56	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
57	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
58	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
59	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
60	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

61	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00
62	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$10.00
63	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$15.00
64	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1,500	\$5.00
				\$1,501+	\$20.00
65	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
66	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
67	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$800	\$3.00
		\$401 - \$600	\$3.00	\$801 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
68	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
69	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

70	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00
71	\$100 - \$2000	\$100 - \$400	\$2.00	\$100 - \$200	\$2.00
		\$401 - \$800	\$4.00	\$201 - \$500	\$4.00
		\$801 - \$1200	\$6.00	\$501 - \$1000	\$6.00
		\$1201 - \$2000	\$10.00	\$1001 - \$2000	\$10.00
				\$2001+	\$15.00
72	\$100 - \$2000	\$100 - \$400	\$2.00	\$100 - \$200	\$2.00
		\$401 - \$800	\$4.00	\$201 - \$500	\$4.00
		\$801 - \$1200	\$6.00	\$501 - \$1000	\$6.00
		\$1201 - \$2000	\$10.00	\$1001 - \$2000	\$10.00
				\$2001+	\$20.00
73	\$100 - \$2000	\$100 - \$400	\$1.00	\$100 - \$200	\$1.00
		\$401 - \$800	\$2.00	\$201 - \$400	\$2.00
		\$801 - \$1200	\$3.00	\$401 - \$600	\$3.00
		\$1201 - \$1600	\$4.00	\$601 - \$800	\$4.00
		\$1601 - \$2000	\$5.00	\$801 +	\$5.00
74	\$100 - \$2000	\$100 - \$400	\$2.00	\$100 - \$200	\$2.00
		\$401 - \$800	\$4.00	\$201 - \$500	\$4.00
		\$801 - \$1200	\$6.00	\$501 - \$1000	\$6.00
		\$1201 - \$1600	\$8.00	\$1001 - \$2000	\$8.00
		\$1601 - \$2000	\$10.00	\$2000 +	\$10.00

21st Century Baccarat – Continued

For schedule options 75 through 82, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action. There shall be no collection fee taken from a player per wager placed.

Schedule Option	Table Limit	Total Bet	Player/Dealer Fee	Player Fee
75	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$500	\$3.00	
		\$501 - \$1000	\$6.00	
		\$1001 - \$2000	\$12.00	
		\$2001 - +	\$15.00	
76	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
77	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	

California Games Collection Rates

78	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
79	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
80	\$40 - \$1000	\$40 - \$500	\$4.00	\$0.00
		\$501 - \$800	\$8.00	
		\$801 - \$1200	\$10.00	
		\$1201 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
81	\$40 - \$1000	\$40 - \$500	\$5.00	\$0.00
		\$501 - \$1000	\$10.00	
		\$1001 - \$1500	\$15.00	
		\$1501 - \$2000	\$20.00	
		\$2001 - +	\$30.00	
82	\$100 - \$1000	\$100 - \$500	\$4.00	\$0.00
		\$501 - \$800	\$8.00	
		\$801 - \$1200	\$10.00	
		\$1201 - \$2000	\$15.00	
		\$2001 - +	\$25.00	

EZ Baccarat (GEGA-002963)

For schedule options 1 through 30, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the player line, the dealer line, the tie bet, the Panda 8 bet, and the Dragon Bonus Bet. The combined amount of those wagers may not exceed the table limit. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
				\$601 - \$800	\$4.00
				\$801 +	\$5.00
2	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$500	\$3.00
				\$501 - \$800	\$6.00
				\$801 - \$1000	\$8.00
				\$1001 +	\$10.00

California Games Collection Rates

3	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
4	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$2.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$3.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$4.00
		\$301 - \$400	\$4.00	\$601 +	\$5.00
		\$401 - \$500	\$5.00		
5	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$400	\$2.00
		\$101 - \$200	\$2.00	\$401 - \$600	\$3.00
		\$201 - \$300	\$3.00	\$601 - \$800	\$4.00
		\$301 - \$400	\$4.00	\$801 +	\$5.00
		\$401 - \$500	\$5.00		
6	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$400	\$2.00
		\$101 - \$200	\$2.00	\$401 - \$800	\$3.00
		\$201 - \$300	\$3.00	\$801 - \$1000	\$4.00
		\$301 - \$400	\$4.00	\$1001 +	\$5.00
		\$401 - \$500	\$5.00		
7	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$400	\$2.00
		\$101 - \$200	\$2.00	\$401 - \$800	\$3.00
		\$201 - \$300	\$3.00	\$801 - \$1200	\$4.00
		\$301 - \$400	\$4.00	\$1201 +	\$5.00
		\$401 - \$500	\$5.00		
8	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
		\$301 - \$500	\$3.00	\$601 - \$800	\$4.00
				\$801 +	\$5.00
9	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
10	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
11	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

12	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
13	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
14	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1500	\$5.00
				\$1501+	\$8.00
15	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1500	\$5.00
				\$1501+	\$10.00
16	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1500	\$5.00
				\$1501+	\$15.00
17	\$20 - \$1000	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$5.00	\$1001 - \$1,500	\$5.00
		\$801 - \$1000	\$7.00	\$1501 +	\$7.00
18	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
19	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
20	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

21	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
22	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
23	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		
24	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00
25	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$1,000	\$4.00
		\$801 - \$1000	\$5.00	\$1001 +	\$5.00
26	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
27	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$800	\$3.00
		\$401 - \$600	\$3.00	\$801 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
28	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
29	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

30	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00

EZ Baccarat - Continued

For schedule options 31 through 61, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the value of the wagers placed on the dealer line and/or the player line. There shall be no collection fee for wagers that a player has placed on the tie bet, Dragon Bonus Bet, or Panda 8 Bet. The combined amount of those wagers may not exceed the table limit. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee		
31	\$10 - \$400			\$10 - \$100	\$1.00	\$10 - \$200	\$2.00
				\$101 - \$200	\$2.00	\$201 - \$400	\$3.00
				\$201 - \$300	\$3.00	\$401 - \$600	\$4.00
				\$301 - \$400	\$4.00	\$601+	\$5.00
32	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$200	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
				\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
				\$801 +	\$5.00	\$801 +	\$5.00
33	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$200	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$500	\$3.00	\$201 - \$500	\$3.00
				\$501 - \$800	\$6.00	\$501 - \$800	\$6.00
				\$801 - \$1000	\$8.00	\$801 - \$1000	\$8.00
				\$1001 +	\$10.00	\$1001 +	\$10.00
34	\$10 - \$500			\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
				\$301 - \$400	\$4.00	\$301 - \$400	\$4.00
				\$401 - \$500	\$5.00	\$401+	\$5.00
35	\$10 - \$500			\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
				\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
				\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
				\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
				\$401 - \$500	\$5.00	\$801 +	\$5.00
36	\$10 - \$500			\$10 - \$100	\$1.00	\$10 - \$200	\$2.00
				\$101 - \$200	\$2.00	\$201 - \$400	\$3.00
				\$201 - \$300	\$3.00	\$401 - \$600	\$4.00
				\$301 - \$400	\$4.00	\$601 +	\$5.00
				\$401 - \$500	\$5.00		

California Games Collection Rates

37	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$400	\$2.00
		\$101 - \$200	\$2.00	\$401 - \$600	\$3.00
		\$201 - \$300	\$3.00	\$601 - \$800	\$4.00
		\$301 - \$400	\$4.00	\$801 +	\$5.00
		\$401 - \$500	\$5.00		
38	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$400	\$2.00
		\$101 - \$200	\$2.00	\$401 - \$800	\$3.00
		\$201 - \$300	\$3.00	\$801 - \$1000	\$4.00
		\$301 - \$400	\$4.00	\$1001 +	\$5.00
		\$401 - \$500	\$5.00		
39	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$400	\$2.00
		\$101 - \$200	\$2.00	\$401 - \$800	\$3.00
		\$201 - \$300	\$3.00	\$801 - \$1200	\$4.00
		\$301 - \$400	\$4.00	\$1201 +	\$5.00
		\$401 - \$500	\$5.00		
40	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
		\$301 - \$500	\$3.00	\$601 - \$800	\$4.00
				\$801 +	\$5.00
41	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
42	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
43	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
44	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
45	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

46	\$20 - \$1000	\$20 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$5.00	\$1001 - \$1,500	\$5.00
		\$801 - \$1000	\$7.00	\$1501 +	\$7.00
47	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1500	\$5.00
				\$1501+	\$8.00
48	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1500	\$5.00
				\$1501+	\$10.00
49	\$20 - \$1000	\$20 - \$200	\$1.00	\$20 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$1000	\$5.00	\$601 - \$1500	\$5.00
				\$1501+	\$15.00
50	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
51	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$800	\$4.00
		\$601 - \$800	\$4.00	\$801 +	\$5.00
		\$801 - \$1000	\$5.00		
52	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$600	\$3.00
		\$401 - \$600	\$3.00	\$601 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
53	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$3.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
54	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		

California Games Collection Rates

55	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00
56	\$100 - \$1000	\$100 - \$200	\$1.00	\$10 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
57	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$2.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$3.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$4.00
		\$601 - \$800	\$4.00	\$601 +	\$5.00
		\$801 - \$1000	\$5.00		
58	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$400	\$2.00
		\$201 - \$400	\$2.00	\$401 - \$800	\$3.00
		\$401 - \$600	\$3.00	\$801 - \$1000	\$4.00
		\$601 - \$800	\$4.00	\$1001 +	\$5.00
		\$801 - \$1000	\$5.00		
59	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$500	\$2.00
		\$201 - \$400	\$2.00	\$501 - \$1000	\$3.00
		\$401 - \$600	\$3.00	\$1001 - \$1500	\$4.00
		\$601 - \$800	\$4.00	\$1501 +	\$5.00
		\$801 - \$1000	\$5.00		
60	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$1000	\$2.00
		\$201 - \$400	\$2.00	\$1001 - \$2000	\$3.00
		\$401 - \$600	\$3.00	\$2001 - \$3000	\$4.00
		\$601 - \$800	\$4.00	\$3001 +	\$5.00
		\$801 - \$1000	\$5.00		
61	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00

EZ Baccarat – Continued

For schedule options 62 through 69, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action. There shall be no collection fee taken from a player per wager placed. 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.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
62	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$500	\$3.00	
		\$501 - \$1000	\$6.00	
		\$1001 - \$2000	\$12.00	
		\$2001 - +	\$15.00	

California Games Collection Rates

63	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
64	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
65	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
66	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
67	\$40 - \$1000	\$40 - \$500	\$4.00	\$0.00
		\$501 - \$800	\$8.00	
		\$801 - \$1200	\$10.00	
		\$1201 - \$2000	\$15.00	
		\$2001 - +	\$25.00	
68	\$40 - \$1000	\$40 - \$500	\$5.00	\$0.00
		\$501 - \$1000	\$10.00	
		\$1001 - \$1500	\$15.00	
		\$1501 - \$2000	\$20.00	
		\$2001 - +	\$30.00	
69	\$100 - \$1000	\$100 - \$500	\$4.00	\$0.00
		\$501 - \$800	\$8.00	
		\$801 - \$1200	\$10.00	
		\$1201 - \$2000	\$15.00	
		\$2001 - +	\$25.00	

California Games Collection Rates

Super Pan 9 (GEGA-001517)

For schedule options 1 through 4, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player for each wager that they place based on the amount of each 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
2	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
		\$301 - \$500	\$3.00	\$601 - \$800	\$4.00
				\$801 +	\$5.00
3	\$20 - \$1000	\$20 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$5.00	\$1001 - \$1,500	\$5.00
		\$801 - \$1000	\$7.00	\$1501 +	\$7.00
4	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$4.00	\$501 - \$1000	\$4.00
		\$601 - \$800	\$6.00	\$1001 - \$1,500	\$6.00
		\$801 - \$1000	\$8.00	\$1501 +	\$8.00

Pure 21.5 Blackjack (GEGA-003228)

For schedule options 1 through 17, a collection fee shall be taken per hand from the player-dealer position and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the game and bonus bet wagers. The combined amount of those wagers may not exceed the table limit. However, there shall be no additional collection fee when doubling-down or splitting. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Player/Dealer Collection Fee
1	\$5 - \$500	\$5 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	

California Games Collection Rates

2	\$5 - \$500	\$5 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
3	\$5 - \$500	\$5 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
4	\$10 - \$500	\$5 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
5	\$10 - \$500	\$5 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
6	\$10 - \$500	\$5 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
7	\$20 - \$1000	\$20 - \$200	\$1.00	\$2.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
8	\$20 - \$1000	\$20 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
9	\$20 - \$1000	\$20 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
10	\$40 - \$1000	\$40 - \$200	\$1.00	\$2.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	

California Games Collection Rates

11	\$40 - \$1000	\$40 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
12	\$40 - \$1000	\$40 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
13	\$100 - \$1000	\$100 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
14	\$100 - \$1000	\$100 - \$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
15	\$100 - \$1000	\$20 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
16	\$100 - \$1000	\$20 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
17	\$100 - \$1000	\$20 - \$100	\$1.00	\$4.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	

California Games Collection Rates

Pure 21.5 Blackjack – Continued

For schedule options 18 through 31, a collection fee shall be taken per hand from the player-dealer position and from each player for each game and bonus bet wager that they place based on the amount of each wager. However, there shall be no additional collection fee when doubling-down or splitting. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Bonus Bet Fee	Player-Dealer Fee
18	\$5 - \$500	\$10 - \$100	\$1.00	\$1.00	\$1.00
		\$101 - \$200	\$2.00	\$2.00	
		\$201 - \$300	\$3.00	\$3.00	
		\$301 - \$400	\$4.00	\$4.00	
		\$401 - \$500	\$5.00	\$5.00	
19	\$5 - \$500	\$10 - \$100	\$1.00	\$1.00	\$2.00
		\$101 - \$200	\$2.00	\$2.00	
		\$201 - \$300	\$3.00	\$3.00	
		\$301 - \$400	\$4.00	\$4.00	
		\$401 - \$500	\$5.00	\$5.00	
20	\$5 - \$500	\$10 - \$100	\$1.00	\$1.00	\$3.00
		\$101 - \$200	\$2.00	\$2.00	
		\$201 - \$300	\$3.00	\$3.00	
		\$301 - \$400	\$4.00	\$4.00	
		\$401 - \$500	\$5.00	\$5.00	
21	\$10 - \$500	\$10 - \$100	\$1.00	\$1.00	\$1.00
		\$101 - \$200	\$2.00	\$2.00	
		\$201 - \$300	\$3.00	\$3.00	
		\$301 - \$400	\$4.00	\$4.00	
		\$401 - \$500	\$5.00	\$5.00	
22	\$10 - \$500	\$10 - \$100	\$1.00	\$1.00	\$2.00
		\$101 - \$200	\$2.00	\$2.00	
		\$201 - \$300	\$3.00	\$3.00	
		\$301 - \$400	\$4.00	\$4.00	
		\$401 - \$500	\$5.00	\$5.00	
23	\$10 - \$500	\$10 - \$100	\$1.00	\$1.00	\$3.00
		\$101 - \$200	\$2.00	\$2.00	
		\$201 - \$300	\$3.00	\$3.00	
		\$301 - \$400	\$4.00	\$4.00	
		\$401 - \$500	\$5.00	\$5.00	
24	\$40 - \$1000	\$40 - \$200	\$1.00	\$1.00	\$2.00
		\$201 - \$400	\$2.00	\$2.00	
		\$401 - \$600	\$3.00	\$3.00	
		\$601 - \$800	\$4.00	\$4.00	
		\$801 - \$1000	\$5.00	\$5.00	
25	\$40 - \$1000	\$40 - \$100	\$1.00	\$1.00	\$2.00
		\$101 - \$300	\$2.00	\$2.00	
		\$301 - \$500	\$4.00	\$4.00	
		\$501 - \$700	\$6.00	\$6.00	
		\$701 - \$1000	\$7.00	\$7.00	

California Games Collection Rates

26	\$100 - \$1000	\$100 - \$200	\$1.00	\$1.00	\$2.00
		\$201 - \$400	\$2.00	\$2.00	
		\$401 - \$600	\$3.00	\$3.00	
		\$601 - \$800	\$4.00	\$4.00	
		\$801 - \$1000	\$5.00	\$5.00	
27	\$100 - \$1000	\$100 - \$200	\$1.00	\$1.00	\$3.00
		\$201 - \$400	\$2.00	\$2.00	
		\$401 - \$600	\$3.00	\$3.00	
		\$601 - \$800	\$4.00	\$4.00	
		\$801 - \$1000	\$5.00	\$5.00	
28	\$100 - \$1000	\$100 - \$200	\$1.00	\$1.00	\$5.00
		\$201 - \$400	\$2.00	\$2.00	
		\$401 - \$600	\$3.00	\$3.00	
		\$601 - \$800	\$4.00	\$4.00	
		\$801 - \$1000	\$5.00	\$5.00	
29	\$100 - \$1000	\$100 - \$100	\$1.00	\$1.00	\$2.00
		\$101 - \$300	\$2.00	\$2.00	
		\$301 - \$500	\$4.00	\$4.00	
		\$501 - \$700	\$6.00	\$6.00	
		\$701 - \$1000	\$7.00	\$7.00	
30	\$100 - \$1000	\$100 - \$100	\$1.00	\$1.00	\$2.00
		\$101 - \$300	\$2.00	\$2.00	
		\$301 - \$500	\$4.00	\$4.00	
		\$501 - \$700	\$6.00	\$6.00	
		\$701 - \$1000	\$7.00	\$7.00	
31	\$100 - \$1000	\$100 - \$100	\$1.00	\$1.00	\$4.00
		\$101 - \$300	\$2.00	\$2.00	
		\$301 - \$500	\$4.00	\$4.00	
		\$501 - \$700	\$6.00	\$6.00	
		\$701 - \$1000	\$7.00	\$7.00	

Pure 21.5 Blackjack – Continued

For schedule options 32 through 47, 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 is also a fee taken from each player based on the total combined aggregate value of all wagers that each player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the game and bonus bet wagers. The combined amount of those wagers may not exceed the table limit.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
32	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00

California Games Collection Rates

33	\$5 - \$500	\$5 - \$100	\$1.00	\$5 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
34	\$5 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
35	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
36	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
37	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
38	\$10 - \$500	\$10 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$500	\$2.00
		\$201 - \$300	\$3.00	\$501 - \$1000	\$3.00
		\$301 - \$400	\$4.00	\$1001 - \$1,500	\$4.00
		\$401 - \$500	\$5.00	\$1501 +	\$5.00
39	\$40 - \$1000	\$40 - \$1000	\$1.00	\$40 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
40	\$40 - \$1000	\$40 - \$1000	\$1.00	\$40 - \$200	\$1.00
				\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
				\$601 - \$800	\$4.00
				\$801 +	\$5.00
41	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00

California Games Collection Rates

42	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$4.00	\$1001 - \$1,500	\$4.00
		\$801 - \$1000	\$5.00	\$1501 +	\$5.00
43	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00
44	\$100 - \$1000	\$100 - \$1000	\$1.00	\$100 - \$200	\$1.00
				\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
				\$601 - \$800	\$4.00
				\$801 +	\$5.00
45	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
46	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$4.00	\$1001 - \$1,500	\$4.00
		\$801 - \$1000	\$5.00	\$1501 +	\$5.00
47	\$100 - \$1000	\$100 - \$100	\$1.00	\$100 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Pure 21.5 Blackjack - Continued

For schedule options 48 through 62, 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 is also a fee taken from each player based on their base line wager. No additional collection fee will be taken on any bonus bet wagers and there shall be no additional collection fee when doubling-down or splitting. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
48	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00

California Games Collection Rates

49	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
50	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
51	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
52	\$10 - \$500	\$10 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$500	\$2.00
		\$201 - \$300	\$3.00	\$501 - \$1000	\$3.00
		\$301 - \$400	\$4.00	\$1001 - \$1,500	\$4.00
		\$401 - \$500	\$5.00	\$1501 +	\$5.00
53	\$40 - \$1000	\$40 - \$1000	\$1.00	\$40 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
54	\$40 - \$1000	\$40 - \$1000	\$1.00	\$40 - \$200	\$1.00
				\$201 - \$400	\$2.00
				\$401 - \$600	\$3.00
				\$601 - \$800	\$4.00
				\$801 +	\$5.00
55	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
56	\$40 - \$1000	\$40 - \$200	\$1.00	\$40 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$4.00	\$1001 - \$1,500	\$4.00
		\$801 - \$1000	\$5.00	\$1501 +	\$5.00
57	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

California Games Collection Rates

58	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
59	\$100 - \$1000	\$100 - \$200	\$1.00	\$100 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$500	\$2.00
		\$401 - \$600	\$3.00	\$501 - \$1000	\$3.00
		\$601 - \$800	\$4.00	\$1001 - \$1,500	\$4.00
		\$801 - \$1000	\$5.00	\$1501 +	\$5.00
62	\$100 - \$1000	\$100 - \$100	\$1.00	\$100 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Pure 21.5 Blackjack – Continued

For schedule options 63 through 79, a collection fee shall be taken per hand from the player-dealer position and from each player for each base game wager that they place based on the amount of each wager. No additional collection fee will be taken on any bonus bet wagers and there shall be no additional collection fee when doubling-down or splitting. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Fee
63	\$5 - \$500	\$5 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
64	\$5 - \$500	\$5 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
65	\$5 - \$500	\$5 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
66	\$10 - \$500	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	

California Games Collection Rates

67	\$10 - \$500	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
68	\$10 - \$500	\$10 - \$100	\$1.00	\$3.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$500	\$5.00	
69	\$40 - \$1000	\$40 - \$200	\$1.00	\$2.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
70	\$40 - \$1000	\$40 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
71	\$40 - \$1000	\$40 - \$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
72	\$40 - \$1000	\$40 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
73	\$100 - \$1000	\$100 - \$200	\$1.00	\$3.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
74	\$100 - \$1000	\$100 - \$200	\$1.00	\$4.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	
75	\$100 - \$1000	\$100 - \$200	\$1.00	\$5.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	
		\$601 - \$800	\$4.00	
		\$801 - \$1000	\$5.00	

California Games Collection Rates

76	\$100 - \$1000	\$100 - \$100	\$1.00	\$2.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
77	\$100 - \$1000	\$100 - \$100	\$1.00	\$4.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
78	\$100 - \$1000	\$100 - \$100	\$1.00	\$6.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	
79	\$100 - \$1000	\$100 - \$100	\$1.00	\$7.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 - \$1000	\$7.00	

Pure 21.5 Blackjack – Continued

For schedule options 80 through 90, a collection fee shall be taken per hand from the player-dealer position, based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no fee taken from a player for each wager placed. The combined amount of those wagers may not exceed the table limit.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
80	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401+	\$5.00	
81	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$800	\$4.00	
		\$801+	\$5.00	
82	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801+	\$8.00	
83	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801+	\$10.00	

California Games Collection Rates

84	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$800	\$8.00	
		\$801+	\$10.00	
85	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001+	\$20.00	
86	\$20 - \$1000	\$20 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001+	\$20.00	
87	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001+	\$25.00	
88	\$40 - \$1000	\$40 - \$500	\$4.00	\$0.00
		\$501 - \$800	\$8.00	
		\$801 - \$1200	\$10.00	
		\$1201 - \$2000	\$15.00	
		\$2001+	\$25.00	
89	\$40 - \$1000	\$40 - \$500	\$5.00	\$0.00
		\$501 - \$1000	\$10.00	
		\$1001 - \$1500	\$15.00	
		\$1501 - \$2000	\$20.00	
		\$2001+	\$30.00	
90	\$100 - \$1000	\$100 - \$500	\$4.00	\$0.00
		\$501 - \$800	\$8.00	
		\$801 - \$1200	\$10.00	
		\$1201 - \$2000	\$15.00	
		\$2001+	\$25.00	

California Games Collection Rates

Three Card Poker (GEGA-000920)

For schedule options 1 through 3, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the ante and the Bonus Bet. The combined amount of those wagers may not exceed the table limit. However, there shall be no additional collection fee when placing a play 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
2	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
3	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Three Card Poker Six Card Bonus (GEGA-003242)

For schedule options 1 through 3, a collection fee shall be taken per hand, per player based on the total aggregate value of a player's wager including the Ante, Pair Plus and 6 Card Bonus Bet wagers. A collection fee shall also 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, Pair Plus, and 6 Card Bonus, referred to as total table action.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
2	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00

California Games Collection Rates

3	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Three Card Poker Six Card Bonus (Continued)

For schedule options 4 through 13, a collection fee shall be taken per hand, per player based on the amount of a player's base wager. There shall be no additional collection fees for any bonus wagers, including Paid Plus and Six Card Bonus wagers. A collection fee shall also 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, Pair Plus, and 6 Card Bonus, referred to as total table action.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
4	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
5	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$200	\$1.00
				\$201 - \$500	\$3.00
				\$501 - \$800	\$6.00
				\$801 - \$1000	\$8.00
				\$1001 +	\$10.00
6	\$5 - \$500	\$5 - \$100	\$1.00	\$5 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$400	\$4.00
				\$401 - \$500	\$5.00
7	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
8	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$200	\$1.00
				\$201 - \$500	\$3.00
				\$501 - \$800	\$6.00
				\$801 - \$1000	\$8.00
				\$1001 +	\$10.00
9	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$400	\$4.00
				\$401 - \$500	\$5.00

California Games Collection Rates

10	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
11	\$10 - \$1000	\$10 - \$200	\$1.00	\$10 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
12	\$20 - \$1000	\$100 - \$200	\$1.00	\$10 - \$200	\$1.00
		\$201 - \$400	\$2.00	\$201 - \$400	\$2.00
		\$401 - \$600	\$3.00	\$401 - \$600	\$3.00
		\$601 - \$800	\$4.00	\$601 - \$800	\$4.00
		\$801 - \$1000	\$5.00	\$801 +	\$5.00
13	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Three Card Poker Six Card Bonus (Continued)

For schedule options 14 through 21, a collection fee shall also 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, Pair Plus, and 6 Card Bonus, referred to as total table action. There shall be no collection fee taken from a player per wager placed.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
14	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$400 - +	\$5.00	
15	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$800	\$4.00	
		\$801 - +	\$5.00	
16	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$8.00	
17	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$10.00	

California Games Collection Rates

18	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$800	\$8.00	
		\$801 - +	\$10.00	
19	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
20	\$20 - \$1000	\$20 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
21	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	

Four Card Poker (GEGA-002548)

For schedule options 1 through 3, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the ante, Aces Up Bonus Bet, and Bad Beat Bonus Bet. The combined amount of those wagers may not exceed the table limit. However, there shall be no additional collection fee when placing a play 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
2	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00

California Games Collection Rates

3	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Fortune Pai Gow Poker (GEGA-002538)

For schedule options 1 through 6, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the game and the Fortune Side Bet. The combined amount of those wagers may not exceed the table limit. However, there shall be no additional collection fee when receiving an Envy Bonus. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$199	\$1.00
				\$200 - \$299	\$2.00
				\$300 - \$399	\$3.00
				\$400 - \$499	\$4.00
				\$500 +	\$5.00
2	\$5 - \$500	\$5 - \$100	\$1.00	\$5 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$400	\$4.00
		\$401 - \$500	\$5.00	\$401 +	\$5.00
3	\$5 - \$500	\$5 - \$100	\$1.00	\$5 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
4	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
5	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
6	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00

California Games Collection Rates

Fortune Pai Gow Poker (Continued)

For schedule options 7 through 13, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total value of the base wager that a player has placed on the table, known as the player wager. However, there shall be no additional collection fee for the Fortune Side Bet. The combined amount of those wagers may not exceed the table limit. There shall be no additional collection fee when receiving an Envy Bonus. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
7	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$199	\$1.00
				\$200 - \$299	\$2.00
				\$300 - \$399	\$3.00
				\$400 - \$499	\$4.00
				\$500 +	\$5.00
8	\$5 - \$500	\$5 - \$100	\$1.00	\$5 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$400	\$4.00
		\$401 - \$500	\$5.00	\$401 +	\$5.00
9	\$5 - \$500	\$5 - \$100	\$1.00	\$5 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
10	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
11	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$200	\$1.00
		\$101 - \$200	\$2.00	\$201 - \$400	\$2.00
		\$201 - \$300	\$3.00	\$401 - \$600	\$3.00
		\$301 - \$400	\$4.00	\$601 - \$800	\$4.00
		\$401 - \$500	\$5.00	\$801 +	\$5.00
12	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
13	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

California Games Collection Rates

Fortune Pai Gow Poker (Continued)

For schedule options 14 through 21, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action. There shall be no collection fee taken from a player per wager placed.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
14	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$400 - +	\$5.00	
15	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$800	\$4.00	
		\$801 - +	\$5.00	
16	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$8.00	
17	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$10.00	
18	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$800	\$8.00	
		\$801 - +	\$10.00	
19	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
20	\$20 - \$1000	\$20 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
21	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	

California Games Collection Rates

Ultimate Texas Hold'em (GEGA-002543)

For schedule options 1 through 4, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on the ante, the Trips Bonus, and the Bad Beat Bonus. The combined amount of those wagers may not exceed the table limit. However, there shall be no additional collection fee when placing the blind bet and the play bet. 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$500	\$1.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
2	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
3	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
4	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Ultimate Texas Hold'em (Continued)

For schedule options 5 through 12, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action. There shall be no collection fee taken from a player per wager placed.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
5	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$400 - +	\$5.00	

California Games Collection Rates

6	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$800	\$4.00	
		\$801 - +	\$5.00	
7	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$8.00	
8	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$10.00	
9	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$800	\$8.00	
		\$801 - +	\$10.00	
10	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
11	\$20 - \$1000	\$20 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	
12	\$20 - \$1000	\$20 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$25.00	

California Games Collection Rates

Casino War (GEGA-003669)

For schedule options 1 and 2, a collection fee shall be taken per hand from the player-dealer based on the total aggregate value of all players' Primary and Tie wagers on the table, known as the total table action. A collection fee shall also be taken from each player based on the total aggregate value of their Primary and Tie wager. There will be no additional collection fee required from a player when placing a War wager. The Tie wager may be less than or equal to, but not greater than the Primary wager. The War wager must be equal to the Primary wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
2	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00

Casino War – Continued

For schedule options 3 through 8, a collection fee shall be taken per hand from the player-dealer based on the total aggregate value of all players' Primary and Tie wagers on the table, known as the total table action. There shall be no collection fee taken from a player per wager placed.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
3	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401+	\$5.00	
4	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$800	\$4.00	
		\$801+	\$5.00	
5	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801+	\$8.00	

California Games Collection Rates

6	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801+	\$10.00	
7	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$800	\$8.00	
		\$801+	\$10.00	
8	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001+	\$20.00	

Let it Ride Bonus (GEGA-002544)

For schedule options 1 through 4, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action, and from each player based on the total combined aggregate value of all wagers that a player has placed on the table, known as the player wager. This is determined by adding up the amount of each wager that a player has placed on 'Bet #1' and the Three Card Bonus Bet. The combined amount of those wagers may not exceed the table limit. However, there shall be no additional collection fee when placing 'Bet #2' and 'Bet #3.' 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.

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Table Action	Player/Dealer Collection Fee
1	\$5 - \$500	\$5 - \$500	\$1.00	\$5 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301 - \$500	\$4.00
				\$501 +	\$5.00
2	\$10 - \$500	\$10 - \$100	\$1.00	\$10 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00
3	\$20 - \$500	\$20 - \$100	\$1.00	\$20 - \$100	\$1.00
		\$101 - \$200	\$2.00	\$101 - \$200	\$2.00
		\$201 - \$300	\$3.00	\$201 - \$300	\$3.00
		\$301 - \$400	\$4.00	\$301 - \$500	\$4.00
		\$401 - \$500	\$5.00	\$501 +	\$5.00

California Games Collection Rates

4	\$40 - \$1000	\$40 - \$100	\$1.00	\$40 - \$200	\$1.00
		\$101 - \$300	\$2.00	\$201 - \$500	\$2.00
		\$301 - \$500	\$4.00	\$501 - \$1000	\$4.00
		\$501 - \$700	\$6.00	\$1001 - \$1,500	\$6.00
		\$701 - \$1000	\$7.00	\$1501 +	\$7.00

Let it Ride Bonus – Continued

For schedule options 5 through 10, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all player wagers on the table, referred to as table action. There shall be no collection fee taken from a player per wager placed.

Schedule Option	Table Limit	Table Action	Player/Dealer Fee	Player Fee
5	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$400 - +	\$5.00	
6	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$800	\$4.00	
		\$801 - +	\$5.00	
7	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$8.00	
8	\$10 - \$500	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$800	\$6.00	
		\$801 - +	\$10.00	
9	\$10 - \$500	\$10 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$800	\$8.00	
		\$801 - +	\$10.00	
10	\$10 - \$500	\$10 - \$200	\$3.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1000	\$10.00	
		\$1001 - \$2000	\$15.00	
		\$2001 - +	\$20.00	

California Games Collection Rates

Collection Procedures

California Games

- California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two (2) hands. No person or entity may occupy the player-dealer position for more than two (2) consecutive hands. Additionally, the player-dealer position is identified with a 'bank' tile and is placed in front of that player's seat position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- The Lucky Chances 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.