

NO BUST 21st CENTURY BLACKJACK

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Patent Number 5,275,415, Patent Number 5,735,524, Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand.
- An Ace has a value of either **1** or **11**.
- Picture or face cards have a value of **10**.

VALUES OF CARDS

A Plural standard deck of cards with one Joker is added per deck is used to play of the game

- Two Jokers dealt as the first two cards are the best possible hand and is also known as a "Natural 22".
- One joker dealt with nay other card regardless of values is the second best hand

All cards from 2-9 have their face value.

- An Ace has a value of either 1 or **11**.
- Picture or face cards have a value of **10**.

Ranking Chart

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

RULES & STANDARDS FOR PLAYERS

The player receives two cards initially. All cards in the game are always dealt face up to all participants. All deals and draws start from the first player position to the right or clock-wise from the Player/Dealer position. After the players receive their first two cards, they may elect to receive additional cards to make their best hand. After all players have made and set their hands, then the Player/Dealer receives his/her second card. The chart provided below are the rules regarding what action a player may take when participating in the game:

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

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player /dealer will receive his/her second card.

- . Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

RULES & STANDARDS FOR THE PLAYER/DEALER POSITION

The Player/Dealer position occupies the "bank" position at the gaming table. The Player/Dealer places a set amount of money on the table and his/her hand plays against all the player's hands on the table. The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by a person for more than two consecutive hands. There must be an intervening Player/Dealer so that one person cannot continually occupy the Player/Dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code, relating to licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

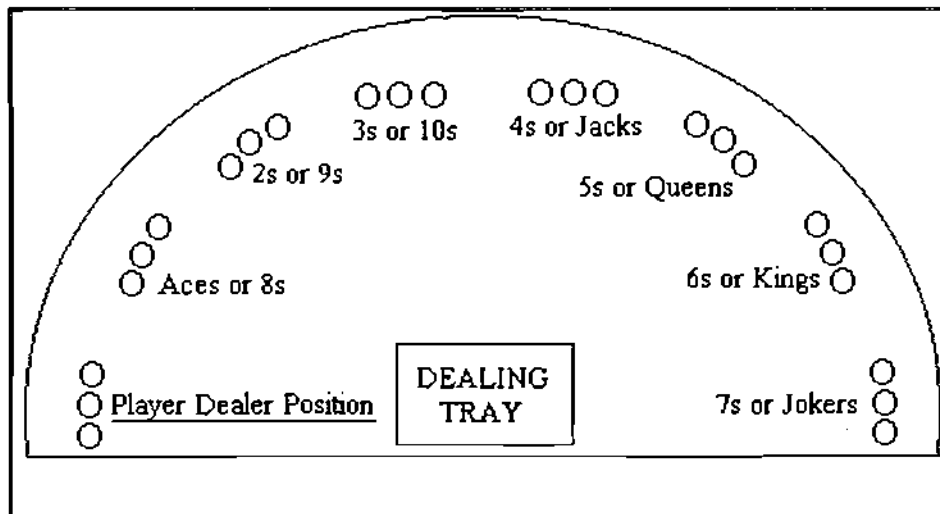
After all players have exercised their options in standing or drawing additional cards to make the best hand possible, the Player/Dealer receives their second card face up. Once that card is dealt, the casino dealer determines where the "action" button is placed based on the numerical value of the card. The Player/Dealer's hand is then played according to the chart provided below. A Player/Dealer has no options other than to hit on a Soft 17 or lower and stand on a Hard 17 or higher. All players' hands are compared against the Player/Dealer's to determine a winning or losing hand.

The house never participates as a Player/Dealer.

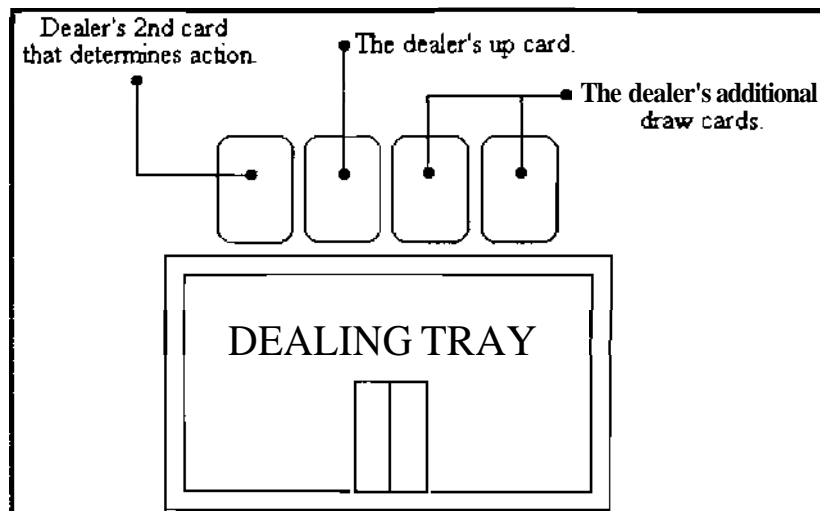
PLAYER DEALERS' HAND AND DRAW CARDS:

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

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player dealers.



GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22" the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's hand totals more than a "Natural 22" and the Player/Dealer's hand totals more than a "Natural 22" the Player/Dealer wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22" the player wins the hand.
5. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22" the hand closest to a "Natural 22" wins.
6. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
7. If a player's and the Player/Dealer's totals are more than a "Natural 22" the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22" the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
10. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.
11. Players with a non-Joker hand have the option to draw additional cards to make their best hand.

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12. A Joker with any card is a hard 21 and a player cannot draw an additional card.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
15. Backline betting is allowed; subject to local ordinance or code.
16. 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.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

1. Players can double-down on their first two cards 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. The player will only receive one card regardless of the total.
2. Players can split any pair of two cards with a value of 10 each, originally dealt to them. The exception is two Aces. 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 he/she desires per split card to make the best hand.
3. 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.
4. Players may double-down after a split if the value of the cards meets the requirements outlined in #1, above.
5. Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

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6. Players can surrender after their first two cards are dealt and half of the wager will be forfeited. Their play for that hand will cease.
7. Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.
8. Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.
9. All pay-offs 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 prior to the start of the hand.

ROUND OF PLAY

1. Players choose their spot on the table and place their wagers.
2. A Player/Dealer is identified by a "bank" button placed in front of their seat position. The Player/Dealer places money in front of him/her. This money will be used to pay any winners and the total will only be collected from the losers. The combination of both may not go over the total amount the Player/Dealer placed on the table.
3. After the wagers are made, the players and the Player/Dealer post a pre-determined collection fee in front of their wagers. The casino dealer then collects the collection fee and places them in a secured drop box affixed to the gaming table.
4. All wagering limits and collection fees are pre-determined and prominently displayed at each gaming table.
5. The casino dealer begins to deal cards one at a time, in a clock-wise fashion, starting at the first occupied position to the right of the Player/Dealer's seat position and the "bank" button. A single card is dealt to each player. The Player/Dealer receives their first card in turn but it is placed in front of the casino dealer instead of the actual Player/Dealer.

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6. The casino dealer then deals the second card to the players. The casino dealer does not deal a second card to the Player/Dealer. The casino dealer deals additional cards to the players as they request them. After all players are satisfied with their respective hands, the Player/Dealer is dealt their second card.
7. Once the Player/Dealer receives their second card, the casino dealer determines the numerical value of the card and determines where the "action" button is placed. This is accomplished by the casino dealer beginning his/her counting to the right of the Player/Dealer seat position and counting in a clock-wise manner until the number value of the card is reached.
8. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower.
9. Once the Player/Dealer's hand has been made, all winners and losers are determined when their cards are compared to the Player/Dealer's. Money is paid or collected on wagers starting at the seat position where the action button was placed and then continues in a clock-wise fashion. The Player/Dealer cannot win or lose (aggregate) more money than they originally placed on the table. If there is not enough money to pay all winning wagers, no refunds, free collection, or other action will be taken on those wagers.
10. After all wagers are settled; the cards are collected and discarded. The bank button is changed and after every two hands, and the Player/Dealer position is rotated in a clock-wise fashion around the table. If there is no person that intervenes on the Player/Dealer position, the game will be "broken."

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OPTIONS & VARIATIONS

Please note that the options and variations listed below are for the sole purpose of documentation and protection of variations of the game and are listed due to additional Patents pending application and review with the United States Trademark and Patent Office. These options and variations are not available for play within a licensed gambling establishment in California.

- Option # 1 The Player/Dealer can win all pushes or ties on a Hard 17.
- Option #2 The Joker's value can be 2 or 12.
- Option #3 Multiple Jokers can be placed in each 52 card deck.
- Option #4 Two Aces can be considered a "Natural" and pays 2 to 1
- Option #5 All pushes or ties over a "Natural 22" are a push or tie.

Rules of Play - Texas Hold'em

1. Object of the Game: The highest-ranking hand wins the pot. The dealer button rotates clockwise after each hand.
2. The game is played with a standard deck of 52 cards (no Joker).
3. The deck consists of four suits: Spades, Hearts, Diamonds, Clubs.
4. The suits are all of equal value. Each suit has 13 cards. Ranking from highest to lowest are: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and Ace = 1.
Note: An Ace may be played high or low for a 5-card straight.
Example: A-2-3-4-5 = Low Straight 10-J-Q-K-A = High Straight
5. Rank of Hands: Royal Flush, Straight Flush, Four of a Kind, Full House, Flush, Straight, Three of a Kind, Two Pair, One Pair, High Card.
6. The Play: Hold'em is played with a flat disc called the dealer button. The player with the button is last to receive cards on the deal.
7. The two players to the left of the dealer button post blinds before any cards are dealt. The blinds are live and count as part of the players' bets.
8. All players are dealt two down cards (hole cards) as their initial starting hands. There is a round of betting. The action starts with the first player in front of the big blind.
9. All players have the right to throw their hand away, call the big blind, or raise the pot. The action goes clockwise.
10. Three board cards (called the flop) are now turned face up at once in the center of the table, and another round of betting occurs.
11. The action now starts with the first active player in front of the button. The next two board cards are turned face up (the turn and the river) one at a time with a round of betting after each card.
12. The five board cards are community cards and shared by all active players at the table.
13. A player may choose any combination from the 7 total cards to make a 5-card hand.
Example: The players may play the 5 cards on the board or use 1 card from their hand and 4 cards on the board or use both cards from their hand and 3 cards from the board.
14. A bet and 3 raises are allowed.
15. Check and raise are permitted.

The winner of each game is determined by rating the hands using poker combinations; the player with the hand that, in combination with the common cards, has the highest value wins.

The size of the bets range from two to 12 dollars at each level of betting, with a maximum of four raises allowed at each level of play, except that if only two players are left in a game, the number of possible raises is unlimited.

Mortimer's Card Room provides house dealers for all games but 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 Mortimer's Card Room.

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 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "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 3 to 2.
- 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**

Seven Handed Table

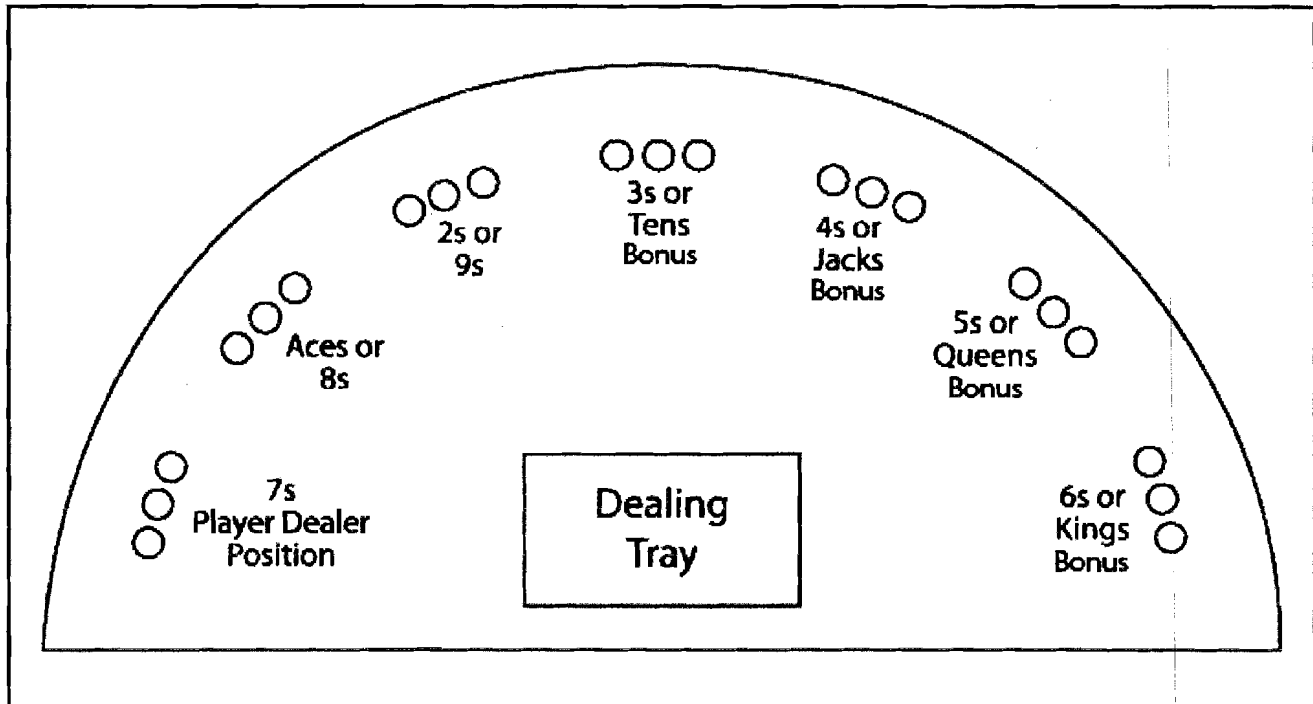


DIAGRAM #1A

Eight Handed Table

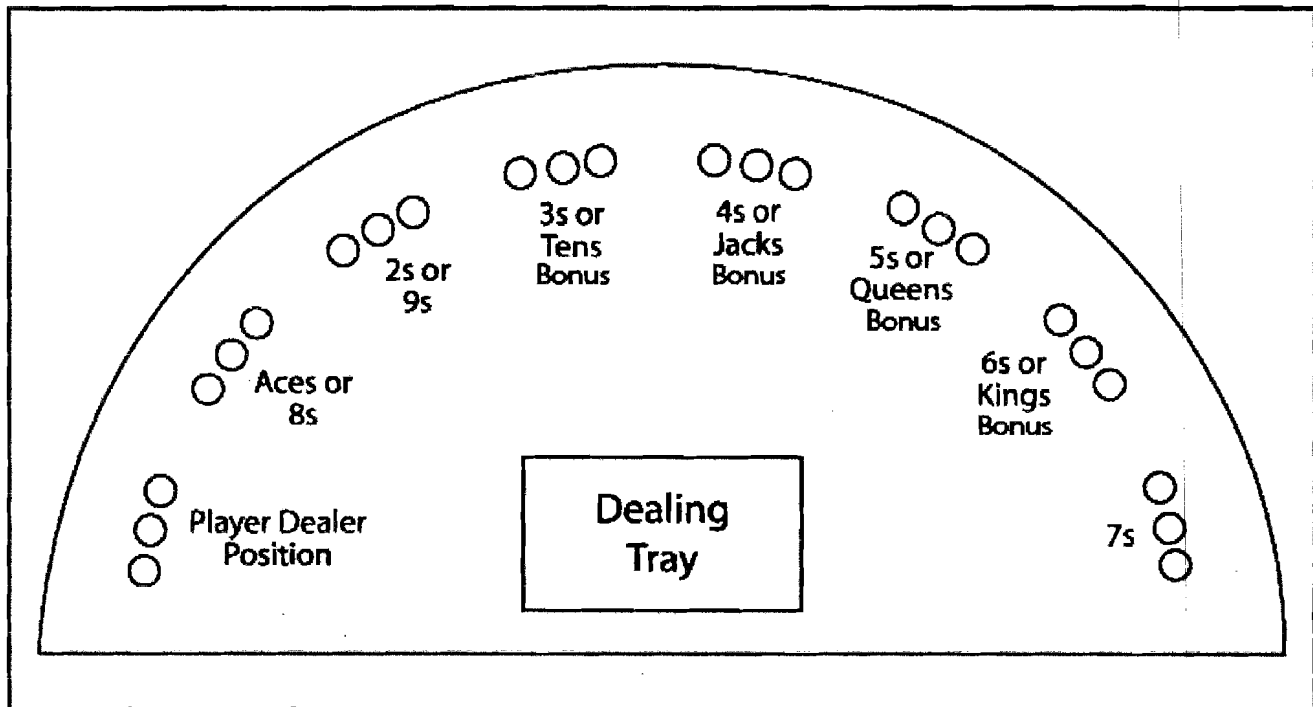
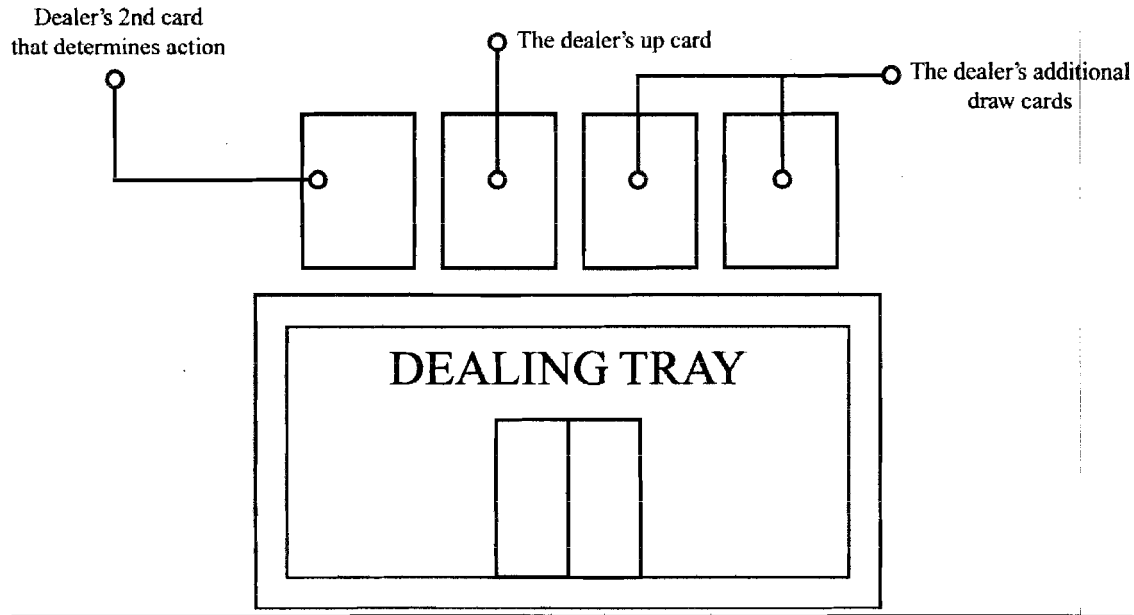


DIAGRAM #1B

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Must Hit on

Have Option on

Hard 19 or more

Hard 11 or less

All other counts

(may split two Bonus Cards)

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 are more than a "Pure 21.5 Blackjack", the following will apply:
 - a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only

receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

OPTIONS

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

Pure 21.5 Blackjack Payoff Options

6 to 5 Option – Pure 21.5 Blackjack pays 6 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

7 to 5 Option – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

Insurance- If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than $\frac{1}{2}$ of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

Even Money- In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to $\frac{1}{2}$ of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to $\frac{1}{2}$ of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 3 to 2 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

Player/Dealer 888 Option- If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

Player/Dealer 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Same Color 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Player/Dealer Suited 888 Bonus or Jackpot- Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

Suited 777, Suited 678, and Unsuited 777- Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Same color 777 and same color 678- Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six, seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Seven Card Charlies- Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row- Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so 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. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

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PATENT PENDING
ALL RIGHTS RESERVED

No BUST BLACKJACK

6.0

No Bust -21st Century Blackjack[®] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>
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6,855,051	February 15, 2005
6,776,416	August 17, 2004
6,855,051	January 9, 2001
7,022,015	April 4, 2006

*Additional pending patent

<u>Patent Name</u>

No Bust 21 Blackjack
No Bust Blackjack Type Game
No Bust 21 Blackjack
No Bust 21 Blackjack

<u>Trademark</u>

21 st Century Blackjack Trademark Registration
No Bust Blackjack Trademark Registration

<u>Trademark Number</u>

2,485,604
2,404,922

6.0

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of “Natural” or “22”.
- A “Natural” beats all other hands.
- Winning “Natural” hands are paid odds of 6 to 5.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of special marked “No Bust ” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Has A Wild value	a) 12 - On first two cards when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8

Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats up to eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "No Bust" aces with 3 values. The aces are special cards with the value of:
 - a. 12 on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation 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 betting circle.
5. Players at a 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 or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards shall be dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the first seat on the casino Dealers left (excluding the Player/Dealer), in a clock-wise

fashion. In a face up game each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.

8. The casino Dealer will deal a second card to the players, again starting at the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 19 or more	5 Or Less	6 through 18

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer's hole (second) card.
11. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.
12. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

13. Once the Player/Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
14. Beginning with the player to the left of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner using the bottom card to determine where paying & collecting will begin. An Ace will result in starting from the first seat, 2 will result in starting with the 2nd seat. The Player/Banker position is skipped as if it didn't exist. For Jack, Queen and King, values will be 11, 12 and 13 respectfully. Paying and collecting will continue until all wagers have been acted upon, or until the Player/Banker funds are exhausted.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all 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 clock-wise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
 - b. Winning "Natural" hands are paid odds of 6 to 5.
2. If the value of a Player's hand is less than a "Natural" and the value of the Dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Dealer's hands both have a value of more than a "Natural", the following rules apply:
 - a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
 - b. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Dealer has one of the following hand occurs and then they will "PUSH" when the Player/dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suite.
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "natural," the Player/Dealer wins.
8. A two card "Natural" beats all other hands.
9. Double-Down:
 - a. Players can double-down on any two-cards. The Player must place a second wager up to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. Player may double down on two cards after they split. Doubling down for less than the original wager is permitted.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

10. Splits:
- a. 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.
 - b. Players may split any pair or ten-valued card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of three times for a total of four hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
 - c. 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 may only be split once and cannot qualify for a "Natural" hand after the split.
11. Insurance:
- a. Players may make an optional insurance wager.
 - b. When the Dealer has an Ace showing, Players can take insurance by betting any amount up to half (1/2) of their original wager. This amount may be less than or equal, but may not exceed half (1/2) of the original wager. If the Player/Dealer has 'Natural,' the insurance bet is paid 2 to 1.
12. Surrender :
- Surrender is allowed for the player's first two cards only. A player may surrender for ½ of their original wager.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All table fees are collected by the casino Dealer either prior to the start of play or after the first two cards are dealt. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is allowed.
16. 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.
17. All pay-offs are limited to the amount of the Player/Dealer's wager. A Player/Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must be offered to all seated players 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 that no single player can continually occupy the Player/Dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped.

Collection Rate Schedules and Rates**Pai Gow Poker (Double Hand Poker) (GEGA-001004)**

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$10 - \$100	\$1.00	\$0.00	\$0.00

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Jackpot Fee
2	\$10 - \$200	\$1.00	\$1.00	\$0.00

No Bust 21st Century Blackjack (GEGA-001003)

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$50	\$0.50	\$1.00	\$0.00

No Bust 21st Century Blackjack 6.0 (GEGA-002891)

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$25	\$0.25	\$5 - \$25	\$0.25	\$0.00
			\$26 - \$50	\$0.50	
			\$51 - \$200	\$1.00	
			\$201+	\$2.00	
2	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50	\$0.00
			\$51 - \$200	\$1.00	
			\$201+	\$2.00	
3	\$25 - \$100	\$1.00	\$25 - \$100	\$1.00	\$0.00
			\$101 - \$500	\$2.00	
			\$501+	\$3.00	
4	\$100 - \$200	\$1.00	\$100 - \$300	\$2.00	\$0.00
			\$301 - \$500	\$3.00	
			\$501+	\$5.00	

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
5	\$5 - \$200	\$0.00	\$5 - \$50	\$0.50	\$0.00
			\$51 - \$100	\$1.00	
			\$101 - \$200	\$2.00	
			\$201 - \$300	\$3.00	
			\$301+	\$5.00	

No Bust Blackjack Buster Bonus 6.0 (GEGA-003019)

Schedule Option	Table Limit	Player Fee	Bonus Bet Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$25	\$0.25	\$0.25	\$5 - \$25	\$0.25	\$0.00
				\$26 - \$50	\$0.50	
				\$51 - \$200	\$1.00	
2	\$5 - \$50	\$0.50	\$0.50	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$200	\$1.00	
				\$201+	\$2.00	
3	\$25 - \$100	\$1.00	\$1.00	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$500	\$2.00	
				\$501+	\$3.00	
4	\$100 - \$200	\$1.00	\$1.00	\$100 - \$300	\$2.00	\$0.00
				\$301 - \$500	\$3.00	
				\$501+	\$5.00	

Schedule Option	Table Limit	Player Fee	Bonus Bet Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
5	\$3 - \$200	\$0.00	\$0.00	\$3 - \$25	\$0.25	\$0.00
				\$26 - \$100	\$0.50	
				\$101 - \$200	\$1.00	
				\$201 - \$300	\$2.00	
				\$301+	\$3.00	
6	\$5 - \$200	\$0.00	\$0.00	\$5 - \$100	\$0.50	\$0.00
				\$101 - \$200	\$1.00	
				\$201 - \$300	\$2.00	
				\$301 - \$500	\$3.00	
				\$501+	\$5.00	
7	\$5 - \$300	\$0.00	\$0.00	\$5 - \$75	\$0.50	\$0.00
				\$76 - \$200	\$1.00	
				\$201 - \$300	\$2.00	
				\$301 - \$500	\$3.00	
				\$501+	\$5.00	
8	\$5 - \$500	\$0.00	\$0.00	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$300	\$2.00	
				\$301 - \$500	\$3.00	
				\$501+	\$5.00	
9	\$5 - \$750	\$0.00	\$0.00	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$300	\$3.00	
				\$301 - \$500	\$5.00	
				\$501+	\$8.00	

10	\$5 - \$1,000	\$0.00	\$0.00	\$5 - \$40	\$0.50	\$0.00
				\$41 - \$75	\$1.00	
				\$76 - \$200	\$2.00	
				\$201 - \$500	\$5.00	
				\$501+	\$10.00	
11	\$10 - \$500	\$0.00	\$0.00	\$10 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$300	\$2.00	
				\$301 - \$600	\$4.00	
				\$601+	\$6.00	
12	\$10 - \$750	\$0.00	\$0.00	\$10 - \$100	\$1.00	\$0.00
				\$101 - \$300	\$2.00	
				\$301 - \$700	\$5.00	
				\$701 - \$1,200	\$7.00	
				\$1,201+	\$10.00	
13	\$10 - \$1,000	\$0.00	\$0.00	\$10 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$3.00	
				\$201 - \$500	\$5.00	
				\$501 - \$1,000	\$8.00	
				\$1,001+	\$10.00	
14	\$25 - \$500	\$0.00	\$0.00	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$500	\$3.00	
				\$501 - \$1,000	\$5.00	
				\$1,001 - \$2,000	\$7.00	
				\$2,001+	\$10.00	
15	\$25 - \$750	\$0.00	\$0.00	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$400	\$3.00	
				\$401 - \$800	\$6.00	
				\$801 - \$1,200	\$10.00	
				\$1,201+	\$15.00	
16	\$25 - \$1,000	\$0.00	\$0.00	\$25 - \$200	\$2.00	\$0.00
				\$201 - \$500	\$5.00	
				\$501 - \$700	\$8.00	
				\$701 - \$1,000	\$10.00	
				\$1,001+	\$15.00	
17	\$100 - \$1,000	\$0.00	\$0.00	\$100 - \$300	\$2.00	\$0.00
				\$301 - \$700	\$5.00	
				\$701 - \$1,200	\$8.00	
				\$1,201 - \$2,000	\$10.00	
				\$2,001+	\$15.00	

18	\$100 - \$1,500	\$0.00	\$0.00	\$100 - \$300	\$2.00	\$0.00
				\$301 - \$700	\$5.00	
				\$701 - \$1,200	\$10.00	
				\$1,201 - \$2,000	\$15.00	
				\$2,001+	\$20.00	
19	\$100 - \$2,000	\$0.00	\$0.00	\$100 - \$300	\$2.00	\$0.00
				\$301 - \$500	\$5.00	
				\$501 - \$1,000	\$10.00	
				\$1,001 - \$2,000	\$20.00	
				\$2,001+	\$25.00	
20	\$5 - \$200	\$0.00	\$0.00	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301+	\$5.00	

Pure 21.5 Blackjack (GEGA-000309) – No Limit

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$2 - No Limit	\$0.00	\$2 - \$20	\$0.00	\$0.00
			\$21 - \$149	\$0.50	
			\$201+	\$2.00	
2	\$5 - No Limit	\$0.00	\$5 - \$99	\$0.50	\$0.00
			\$100 - \$399	\$2.00	
			\$400+	\$3.00	
3	\$10 - No Limit	\$0.00	\$10 - \$49	\$0.50	\$0.00
			\$50 - \$399	\$2.50	
			\$400+	\$4.00	
4	\$100 - No Limit	\$0.00	\$100 - \$499	\$2.00	\$0.00
			\$500 - \$999	\$5.00	
			\$1,000+	\$10.00	

Collection Procedures

California Games

California games utilize a Player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two hands. 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.

- **Pai Gow Poker (GEGA-001004)** – for **schedule option 1**, a collection fee shall be taken from each player for each game wager that they place. There will be no collection fee required from the player in the player-dealer position when placing a wager. The collection fees shall be collected from the players and dropped by

the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.

- **Pai Gow Poker (GEGA-001004)** – for **schedule option 2**, a collection fee shall be taken per hand from the player in the player-dealer position. A collection fee shall be taken from each player for each game wager that they place. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **No Bust 21st Century Blackjack (GEGA-001003)** – for **schedule option 1**, a collection fee shall be taken per hand from the player in the player-dealer position. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, or surrendering their hand. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **No Bust 21st Century Blackjack 6.0 (GEGA-002891)** – for **schedule options 1 through 4**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. A collection fee shall also be taken from each player for each game wager that they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, surrendering their hand, or placing an insurance wager. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **No Bust 21st Century Blackjack 6.0 (GEGA-002891)** – for **schedule option 5**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager, doubling-down, splitting cards, surrendering their hand, or placing an insurance wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.

- **No Bust Blackjack Buster Bonus 6.0 (GEGA-003019)** – for **schedule options 1 through 4**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager, Buster Blackjack Side Wagers placed, or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. A collection fee shall also be taken from each player for each game wager and Buster Blackjack Side Wager that they place. There will be no additional collection fee required from a player when doubling-down, splitting cards, surrendering their hand, or placing an insurance wager. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **No Bust Blackjack Buster Bonus 6.0 (GEGA-003019)** – for **schedule options 5 through 20**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager, Buster Blackjack Side Wagers placed, or any additional wagers placed by players after cards are dealt, such as when player's double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no additional collection fee required from a player when placing a game wager, Buster Blackjack Side Wager, doubling-down, splitting cards, surrendering their hand, or placing an insurance wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- **Pure 21.5 Blackjack (GEGA-000309)** – for **schedule options 1 through 4**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down or split cards, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager, doubling-down, splitting cards, or surrendering their hand. The collection fees shall be collected from the player-dealer and dropped by the house dealer prior to any cards being dealt or any round of play being conducted. At this time, there is no jackpot collection fee as all approved gaming activities are house funded.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be

assessed at different collection rates; however, no more than five collection rates may be established per table limit.

- The Mortimer's Card Room 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.



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Standards of play:

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

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

Type of gaming table utilized for this game:

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

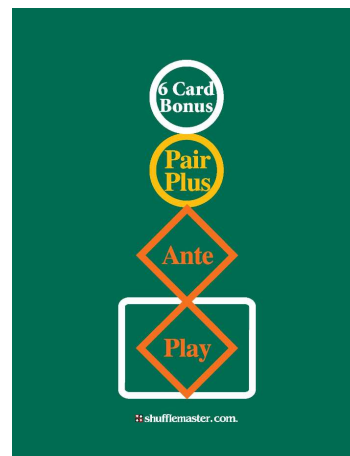
The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

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

Number of players in the game:

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



Type of card deck used:

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



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

Ranking of Hands:

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

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

Betting scheme:

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



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

5. Backline betting is permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.



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

Pair Plus:

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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wagers must be placed prior to the initial deal.

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

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

6 Card Bonus:

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

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



Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1
House Advantage	6.74%
Hit frequency	7.2798%

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.



Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

For **schedules options 1 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Pair Plus, the Tie Bet and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players when placing a wager on the Ante, Play, Pair Plus, and/or the 6 Card Bonus. All bonus wagers such as the Pair Plus, the Tie bet and the 6 Card Bonus bet can be less than, greater than or equal to the ante but must be within table limits. The collection fees are pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Three Card Poker – 6 Card Bonus are as shown below:

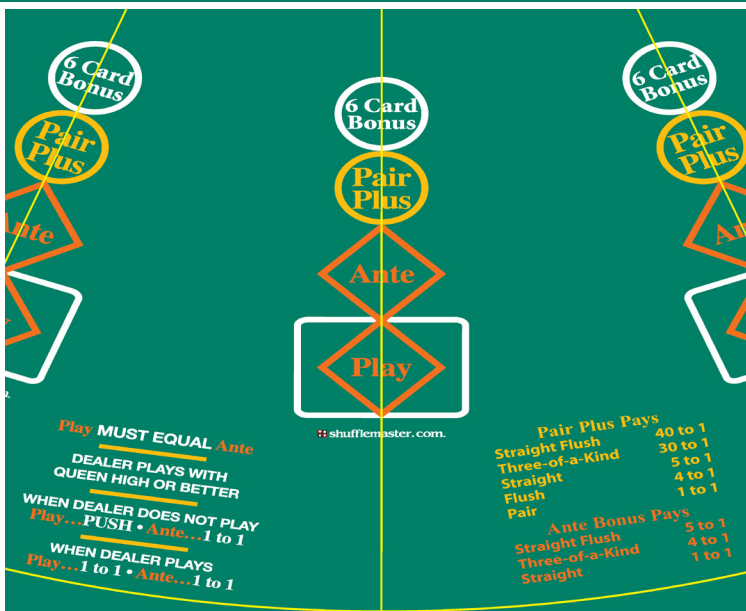
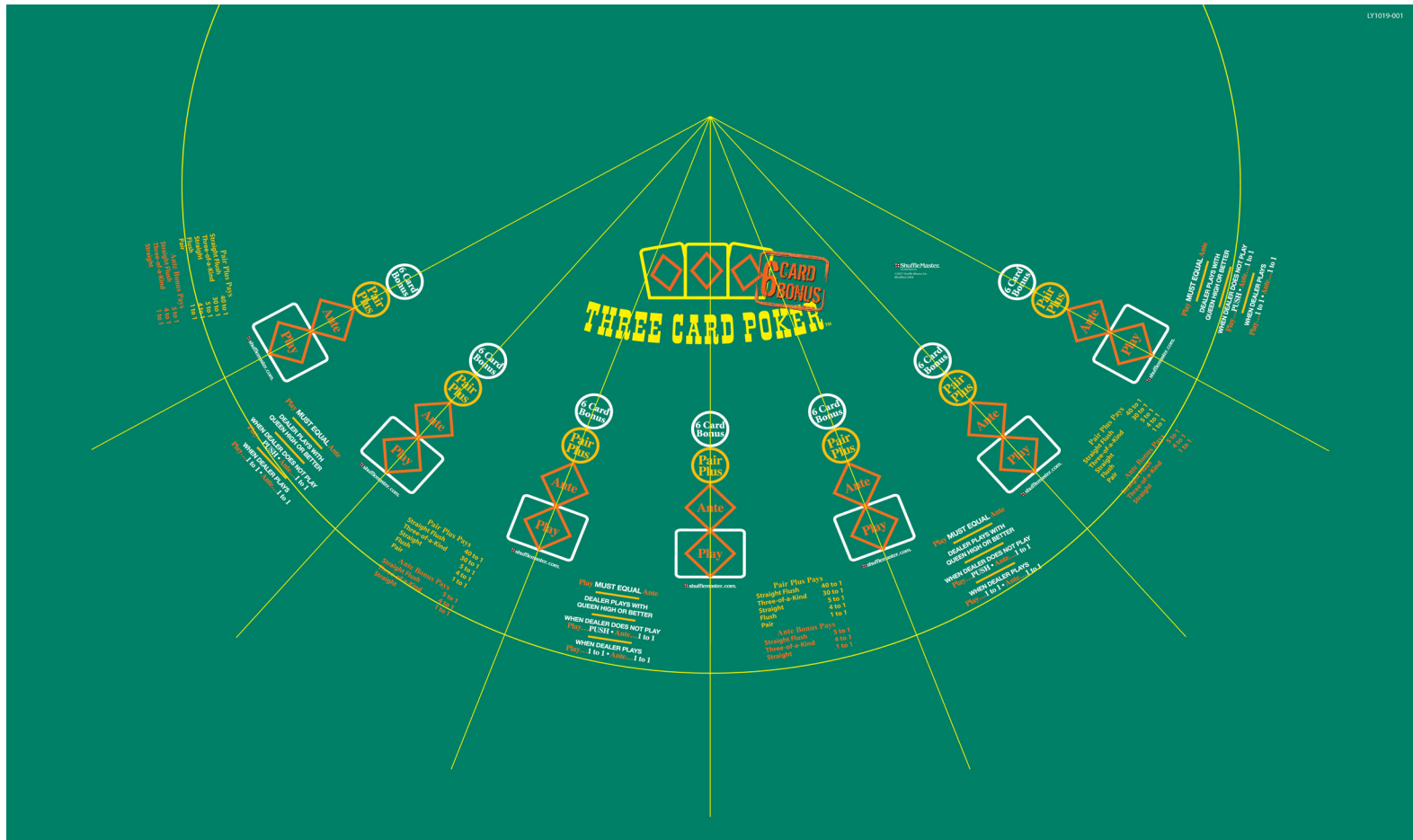
Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Collection Fee
1	\$5 - \$300	\$5 - \$50	\$0.50	\$0.00
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 or more	\$5.00	



2	\$5 - \$500	\$5 - \$50	\$0.50	\$0.00
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$3.00	
		\$301 - \$700	\$5.00	
		\$701 or more	\$10.00	
3	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 - \$700	\$10.00	
		\$701 or more	\$12.00	
4	\$5 - \$1,500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$8.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 or more	\$15.00	
5	\$5 - \$2,000	\$5 - \$75	\$1.00	\$0.00
		\$76 - \$300	\$3.00	
		\$301 - \$500	\$8.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 or more	\$20.00	
6	\$25 - \$500	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$3.00	
		\$401 - \$700	\$5.00	
		\$701 - \$1,000	\$8.00	
		\$1,001 or more	\$10.00	
7	\$25 - \$750	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$3.00	
		\$401 - \$700	\$7.00	
		\$701 - \$1,000	\$10.00	
		\$1,001 or more	\$15.00	
8	\$25 - \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$700	\$8.00	
		\$701 - \$1,000	\$12.00	
		\$1,001 or more	\$15.00	
9	\$25 - \$2,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$8.00	
		\$601 - \$900	\$12.00	
		\$901 or more	\$15.00	
10	\$25 - \$2,500	\$25 - \$75	\$1.00	\$0.00
		\$76 - \$300	\$3.00	
		\$301 - \$500	\$8.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 or more	\$20.00	

THREE CARD POKER™

TABLE LAYOUT



EZ BACCARAT™ PANDA 8



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Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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 for 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.

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:
 - o 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.
 - o 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.
 - o 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.
 - o 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

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.

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.

Equipment Used

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

Key Features

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

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 8** a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered "Total Table Action" on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. For **schedule options 1 and 2** the player collection fee is based off of the total amount each player has wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Dragon 7 and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be within a minimum of \$5 and a maximum of \$500. For **schedule option 3 through 8**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. Any position on the table would be allowed to wager in any spot where no one has placed a wager, the seated player would have first betting opportunity if they elect to wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player/Dealer Fee
1	\$5-\$1,000	\$5-\$50	\$0.50	\$5-\$50	\$0.50
		\$51-\$100	\$1.00	\$51-\$100	\$1.00
		\$101-\$300	\$2.00	\$101-\$300	\$2.00
		\$301-\$500	\$3.00	\$301-\$500	\$3.00
		\$501+	\$5.00	\$501+	\$5.00
2	\$10-\$2,000	\$10-\$100	\$0.50	\$10-\$100	\$0.50
		\$101-\$200	\$1.00	\$101-\$200	\$1.00
		\$201-\$300	\$2.00	\$201-\$500	\$3.00
		\$301-\$500	\$3.00	\$501-\$1,000	\$6.00
		\$501+	\$5.00	\$1,000+	\$8.00

Schedule Option	Table Limit	Player Fee	Total Table Action	Player/Dealer Fee
3	\$5-\$500	\$0	\$5-\$50	\$0.50
			\$51-\$100	\$1.00
			\$101-\$300	\$1.50
			\$301-\$500	\$3.00
			\$501+	\$4.00
4	\$10-\$1,000	\$0	\$10-\$100	\$0.50
			\$101-\$300	\$1.00
			\$301-\$500	\$3.00
			\$501-\$1,000	\$5.00
			\$1,000+	\$10.00
5	\$25-\$2,000	\$0	\$25-\$200	\$1.00
			\$201-\$500	\$3.00
			\$501-\$1,000	\$6.00
			\$1,001-\$2,000	\$12.00
			\$2,000+	\$20.00
6	\$50-\$5,000	\$0	\$50-\$200	\$1.00
			\$201-\$500	\$3.00
			\$501-\$1,000	\$5.00
			\$1,001-\$2,000	\$10.00
			\$2,001+	\$20.00
7	\$5-\$1,000	\$0	\$5-\$100	\$1.00
			\$101-\$300	\$2.00
			\$301-\$500	\$4.00
			\$501-\$1,000	\$7.00
			\$1,000+	\$10.00
8	\$10-\$2,000	\$0	\$50-\$200	\$1.00
			\$201-\$500	\$3.00
			\$501-\$1,000	\$5.00
			\$1,001-\$2,000	\$15.00
			\$2,001+	\$25.00



PLAYER | BANKER

DRAGON 7 BET pays 40 to 1
PANDA 8 BET pays 25 to 1
TIE pays 8 to 1

PLAYER

BANKER



PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

BANKER

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

6

PLAYER

5

BANKER

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

3

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

2



1

OMAHA HIGH/LOW SPLIT

Type of Game

The players of Omaha High/Low Split 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 and lowest ranking five-card poker hand, according to the rankings as shown below. When making a 5-card low poker hand and a 5-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

Five-Card High Card Values

The rank of each card used in Omaha High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

Five-Card Low Card Values

The rank of each card used in Omaha High/Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then Ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have an 8 high or better (lower), meaning that the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an Ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an Ace, even though the second hand has the lowest card.

The ranking of hands for Omaha High/Low Split, 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.

OMAHA HIGH/LOW SPLIT

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

Description of Table Used and Total Number of Seated Positions

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

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are 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,

OMAHA HIGH/LOW SPLIT

third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

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

- 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. However, when a raise or re-raise occurs, calling is not permitted;"
- 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 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

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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.

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

OMAHA HIGH/LOW SPLIT

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 and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

For **schedule options 1 through 24**, the collection fee shall be taken from the pot after the flop. 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 High/Low Split are as shown below:

OMAHA HIGH/LOW SPLIT

Omaha & Omaha Hi/Lo Split					
Schedule Option	Table Limit	Blinds (small/Big)	Number of Players	Player Fee	Designated Fee
1	\$3/\$6	\$1/\$3	7 or More	\$4	0
2	\$3/\$6	\$1/\$3	6 or 5	\$3	0
3	\$3/\$6	\$1/\$3	4 or less	\$2	0
4	\$4/\$8	\$2/\$4	8 or more	\$4	0
5	\$4/\$8	\$2/\$4	7 or 6	\$3	0
6	\$4/\$8	\$2/\$4	7 or More	\$2	0
7	\$6/\$12	\$2/\$6	6 or 5	\$4	0
8	\$6/\$12	\$2/\$6	4 or less	\$3	0
9	\$6/\$12	\$2/\$6	5 or less	\$2	0
10	\$8/\$16	\$4/\$8	8 or more	\$5	0
11	\$8/\$16	\$4/\$8	7 or 6	\$4	0
12	\$8/\$16	\$4/\$8	5 or less	\$3	0
13	\$15/\$30	\$10/\$15	8 or more	\$5	0
14	\$15/\$30	\$10/\$15	7 or 6	\$4	0
15	\$15/\$30	\$10/\$15	5 or less	\$3	0
16	\$20/\$40	\$10/\$20	8 or more	\$5	0
17	\$20/\$40	\$10/\$20	7 or 6	\$4	0
18	\$20/\$40	\$10/\$20	5 or less	\$3	0
19	\$30/\$60	\$15/\$30	8 or more	\$5	0
20	\$30/\$60	\$15/\$30	7 or 6	\$4	0
21	\$30/\$60	\$15/\$30	5 or less	\$3	0
22	\$40/\$80	\$20/\$40	8 or more	\$5	0
23	\$40/\$80	\$20/\$40	7 or 6	\$4	0
24	\$40/\$80	\$20/\$40	5 or less	\$3	0

Note: All schedules are available to the have the option of either "1/2 Kill" or "Full Kill".

OMAHA HIGH/LOW SPLIT

Game Variations

Pot-Limit Rules

The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.

1. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
2. In pot-limit Hold'em and pot-limit Omaha, a player can open for any amount up to four times the size of the big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of smallest chip used in the game.
3. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
4. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, including the most recent \$50 bet, when it's your turn to act, you can wager \$200 total -\$50 to call the bet, making the pot \$150, and \$150 to raise by the size of the pot following your call.
5. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
6. In pot-limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if even if all other players just call the straddle.

Rules of Kill Pots

1. In all Omaha variations, the betting limits are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if: a. It is the first hand of a new game. b. The winner of the previous pot has quit the game. c. The previous pot was split and neither player had the kill button.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.

OMAHA HIGH/LOW SPLIT

5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.
6. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.
7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action before the draw. If it is a required kill pot with the kill button faceup, you must complete the bet or forfeit any money you have put in the pot.
8. Only one kill is allowed per hand. In Omaha, a new player wanting to be dealt in an already killed pot may receive a hand by killing the next available pot, provided no one objects.
9. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.
10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the pot is raised, after the killer acts the action shall proceed clockwise from the killer.

**Mortimer's Casino
21st Century Blackjack**

No Bust -21st Century Blackjack[®] is a patented and trademark protected game under the following:

Patent Number* **Patent Date**

6,855,051	February 15, 2005
6,776,416	August 17, 2004
6,855,051	January 9, 2001
7,022,015	April 4, 2006

*Additional pending patent

Patent Name

No Bust 21 Blackjack
No Bust Blackjack Type Game
No Bust 21 Blackjack
No Bust 21 Blackjack

Trademark

21 st Century Blackjack Trademark Registration
No Bust Blackjack Trademark Registration

Trademark Number

2,485,604
2,404,922

**Mortimer's Casino
21st Century Blackjack**

OBJECT OF THE GAME

The object of the 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of “Natural” or “22”.
- A “Natural” beats all other hands.
- Winning “Natural” hands are paid odds of 6 to 5.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of an ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 otherwise.
 - 2 or 12 if two aces are dealt as the first two cards.
- All cards from 2-10 have their face value.
- Face cards have a value of 10.

Card Values

Card	Value
Ace has a Wild value	a) 12 - On first two cards when paired with Another card with the value of 10. b) 1 or 11 otherwise c) 2 or 12 if two aces are the first two cards
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

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Hand Ranking Chart

Hand Dealt	Hand Requirements
Suited Natural	A suited two-card hand that has a value of 22. A "Natural" shall only be achieved when the first two cards dealt to either the player or player-dealer's hand has an ace as well as either a King, Queen, Jack, or 10.
Non-Suited Natural	A non-suited two-card hand that has a value of 22. A "Natural" shall only be achieved when the first two cards dealt to either the player or player-dealer's hand has an ace as well as either a King, Queen, Jack, or 10.
21	A hand that contains three or more cards with a value of 21.
20 - 3	A hand that contains two or more cards that have a value of 20 through 2.
2	A hand that contains two cards that have a value of 2.

ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table has up to ten betting positions/players that face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck. The aces are special cards with the value of:
 - a. 12 on first two cards with all cards with the value of 10.
 - b. 1 or 11 otherwise.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of their betting spot. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer as a designation 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 betting spot.
5. Each player at a table then places their wagers in designated betting spot or other unoccupied betting spot. Each Player must pay a posted collection for their wager(s) in any betting spot where they have placed a wager.
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards shall be dealt face up. In a face up game the casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will

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be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the first seat on the casino Dealers left (excluding the Player/Dealer), in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.

8. The casino Dealer will deal a second card to the players, again starting at the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
"Naturals" Soft 20 & 21	5 Or Less	6 Thru 19

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer's hole (second) card.
11. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.
12. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

13. Once the Player/Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
14. Beginning with the player to the left of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner using the card that was dealt face down to the player/dealer to determine where paying & collecting will begin. An Ace will result in starting from the first seat, 2 will result in starting with the 2nd seat. The Player/Banker position is skipped as if it didn't exist. For Jack, Queen and King, values will be 11, 12 and 13 respectfully. Paying and collecting will

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continue until all wagers have been acted upon, or until the Player/Banker funds are exhausted.

15. After all wagers are settled, the cards are collected and discarded. The bank button is rotated after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button; (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 "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
 - A player's winning "Natural" hand pays 6 to 5.
2. If the value of a Player's hand is less than a "Natural" and the value of the Dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If the value of the player's hand and the value of the player-dealer's hand are more than a Natural, the following shall apply:
 - The game wager shall lose if the player's hand contains four or more cards.
 - The game wager shall push if the player has a three-card hand with a value of 22, 23, 24, or 25 and the value of the player-dealer's hand is higher than 25. In this case, neither the player nor the player-dealer wins or loses; the game wager shall push, no action shall be taken on the game wager, and it shall be returned to the player.
 - The game wager shall lose if the value of the player's hand and the value of the player-dealer's hands are the same value. The player-dealer shall collect the losing game wager.
6. The Player/Dealer wins all ties over a "Natural."
7. A two card "Natural" beats all other hands.

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8. Double-Down:
 - Players may double-down on any two-cards. 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 card regardless of the total. Player may double down on two cards after they split.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
9. Splits:
 - Players may split any two cards with the same value or rank originally dealt to them. The player must place a second wager equal to their original wager placed prior to the start of the game. A player may draw as many cards as they desire per split card, unless splitting Aces, split Aces will only receive one (1) card per split Ace, to make their best hand. Players splitting two aces originally dealt to them cannot qualify for a Natural. If the draw card is a card with a value of 10, the player will be paid even money. A maximum of three splits is allowed per hand, including hands containing an ace. Furthermore, players may double-down or surrender after each split. A player may not split for less than their original wager.
10. Insurance:
 - If the player-dealer's up-card is an ace, all players will have the option to place separate an insurance wager. Insurance wagers may be in an amount less than or equal to half of a player's original wager. However, the insurance wager shall not exceed half of the original wager. When placing this wager, a player is wagering that the player-dealer's face down card is a card with a value of 10, which would give the player-dealer a Natural. If the player-dealer does have a Natural, the insurance wager shall be paid 2 to 1. If the player-dealer does not have a Natural, the insurance wager shall lose.
11. Surrender :
 - Players may surrender only if the player-dealer's face-up card has a value of 10 or is an ace and the face-down card does not have a value of 10. If the player-dealer does not have a "Natural," each play has the option to surrender. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
12. The game is played on an industry standard Blackjack table where up to ten (10) primary players can be seated.
13. All table fees are collected by the casino Dealer after the first two cards are dealt. Table fees are pre-determined by the casino and can be up to five

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separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

14. Backline betting is allowed.
15. 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.
16. All pay-offs are limited to the amount of the Player/Dealer's wager. A Player/Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.
17. Buster Bonus shall be offered.

Buster Blackjack Bonus Bet

Buster Blackjack is an optional wager attached to 21st Century Blackjack (hereafter **NB21**). It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand the higher the payoff.

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

Rules of Play

18. The Buster Blackjack Bonus Bet is an optional bet offered to all players who place an NB21 wager. A player must participate in the base game in order to make the additional wager.
19. Buster Blackjack Bonus Bets must be placed prior to the initial deal. The buster Blackjack wager can be less than, equal to, or more than the game wager.
20. The Buster Blackjack Bonus Bet cannot exceed the posted Bonus wager limit. The wagering limit for the Buster Bonus Wager for all limits shall be \$1 minimum and shall not exceed \$100 maximum.
21. If the Player-Dealer does not or cannot have a Natural and the player has a Natural,
22. The NB21 wager is paid and the player's cards are put away. The Buster Blackjack
23. Wager remains in action whether or not the player busts or is dealt a Natural.
24. All Player/Dealer hands will be dealt to completion.
25. Once all players have made the decisions concerning their hands according to the rules for NB21, the Player-Dealer will reveal his hole card and play out his hand.
26. The payoff odds vary with the number of cards in the Player-Dealer's busted hand.

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27. The more cards in his busted hand, the higher the payoff. To the extent the money covers.
- If the Player-Dealer hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
 - If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
 - The Player-Dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack 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: **NB21** wager, Buster Blackjack Bonus Bet.

BUSTER BLACKJACK PAY TABLE

NUMBER OF CARDS IN PLAYER/DEALER BUST HAND	
3	1 to 1
4	3 to 1
5	6 to 1
6	25 to 1
7	120 to 1
8 or More	280 to 1

Collection Rates

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

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as "total table action." The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. A collection fee shall also be taken from each player for each game wager and Buster Blackjack Bonus Bet that he or she places. There will be no additional collection fee required from a player when doubling-down, splitting cards, surrendering his or her hand, or placing an insurance wager. The Buster Blackjack Bonus Bet must be made in an amount of at least \$1 and a maximum of \$100 and may be less than,

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equal to, or more than the game wager. The collection fees shall be collected from the players and the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand.

For **schedule options 5 through 20**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no additional collection fee required from a player when placing a game wager, Buster Blackjack Bonus Bet, doubling-down, splitting cards, surrendering their hand, or placing an insurance wager. The Buster Blackjack Bonus Bet must be made in an amount of at least \$1 and a maximum of \$100 and may be less than, equal to, or more than the game wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand.

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Schedule Option	Table Limit	Player Fee	Bonus Bet Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$25	\$0.25	\$0.25	\$5 - \$25	\$0.25
				\$26 - \$50	\$0.50
				\$51 - \$200	\$1.00
				\$201+	\$2.00
2	\$5 - \$50	\$0.50	\$0.50	\$5 - \$50	\$0.50
				\$51 - \$200	\$1.00
				\$201+	\$2.00
3	\$25 - \$100	\$1.00	\$1.00	\$25 - \$100	\$1.00
				\$101 - \$500	\$2.00
				\$501+	\$3.00
4	\$100 - \$200	\$1.00	\$1.00	\$100 - \$300	\$2.00
				\$301 - \$500	\$3.00
				\$501+	\$5.00

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Schedule Option	Table Limit	Player Fee	Bonus Bet Fee	Total Table Action	Player-Dealer Fee
5	\$3 - \$200	\$0.00	\$0.00	\$3 - \$25	\$0.25
				\$26 - \$100	\$0.50
				\$101 - \$200	\$1.00
				\$201 - \$300	\$2.00
				\$301+	\$3.00
6	\$5 - \$200	\$0.00	\$0.00	\$5 - \$100	\$0.50
				\$101 - \$200	\$1.00
				\$201 - \$300	\$2.00
				\$301 - \$500	\$3.00
				\$501+	\$5.00
7	\$5 - \$300	\$0.00	\$0.00	\$5 - \$75	\$0.50
				\$76 - \$200	\$1.00
				\$201 - \$300	\$2.00
				\$301 - \$500	\$3.00
				\$501+	\$5.00
8	\$5 - \$500	\$0.00	\$0.00	\$5 - \$50	\$0.50
				\$51 - \$100	\$1.00
				\$101 - \$300	\$2.00
				\$301 - \$500	\$3.00
				\$501+	\$5.00
9	\$5 - \$750	\$0.00	\$0.00	\$5 - \$50	\$0.50
				\$51 - \$100	\$1.00
				\$101 - \$300	\$3.00
				\$301 - \$500	\$5.00
				\$501+	\$8.00
10	\$5 - \$1,000	\$0.00	\$0.00	\$5 - \$40	\$0.50
				\$41 - \$75	\$1.00
				\$76 - \$200	\$2.00
				\$201 - \$500	\$5.00
				\$501+	\$10.00
11	\$10 - \$500	\$0.00	\$0.00	\$10 - \$50	\$0.50
				\$51 - \$100	\$1.00
				\$101 - \$300	\$2.00
				\$301 - \$600	\$4.00
				\$601+	\$6.00
12	\$10 - \$750	\$0.00	\$0.00	\$10 - \$100	\$1.00
				\$101 - \$300	\$2.00
				\$301 - \$700	\$5.00
				\$701 - \$1,200	\$7.00
				\$1,201+	\$10.00

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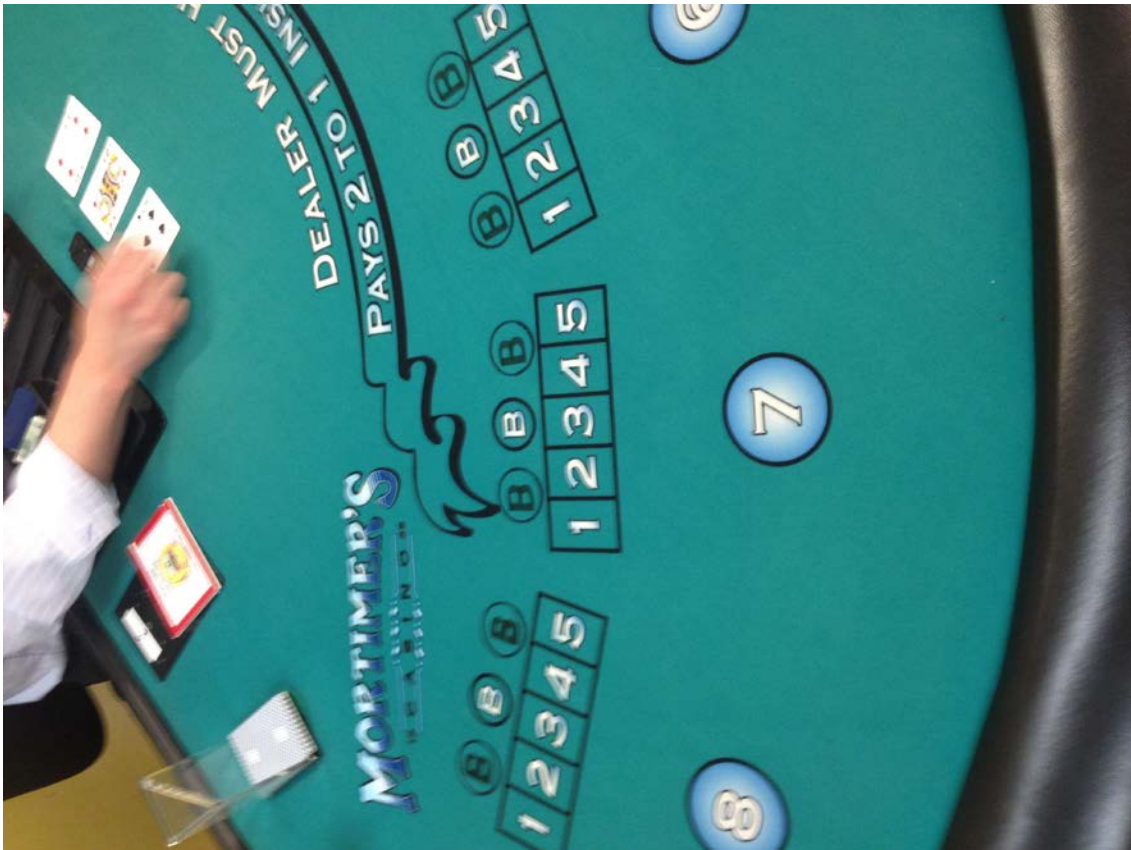
13	\$10 - \$1,000	\$0.00	\$0.00	\$10 - \$100	\$1.00
				\$101 - \$200	\$3.00
				\$201 - \$500	\$5.00
				\$501 - \$1,000	\$8.00
				\$1,001+	\$10.00
14	\$25 - \$500	\$0.00	\$0.00	\$25 - \$100	\$1.00
				\$101 - \$500	\$3.00
				\$501 - \$1,000	\$5.00
				\$1,001 - \$2,000	\$7.00
				\$2,001+	\$10.00
15	\$25 - \$750	\$0.00	\$0.00	\$25 - \$100	\$1.00
				\$101 - \$400	\$3.00
				\$401 - \$800	\$6.00
				\$801 - \$1,200	\$10.00
				\$1,201+	\$15.00
16	\$25 - \$1,000	\$0.00	\$0.00	\$25 - \$200	\$2.00
				\$201 - \$500	\$5.00
				\$501 - \$700	\$8.00
				\$701 - \$1,000	\$10.00
				\$1,001+	\$15.00
17	\$100 - \$1,000	\$0.00	\$0.00	\$100 - \$300	\$2.00
				\$301 - \$700	\$5.00
				\$701 - \$1,200	\$8.00
				\$1,201 - \$2,000	\$10.00
				\$2,001+	\$15.00
18	\$100 - \$1,500	\$0.00	\$0.00	\$100 - \$300	\$2.00
				\$301 - \$700	\$5.00
				\$701 - \$1,200	\$10.00
				\$1,201 - \$2,000	\$15.00
				\$2,001+	\$20.00
19	\$100 - \$2,000	\$0.00	\$0.00	\$100 - \$300	\$2.00
				\$301 - \$500	\$5.00
				\$501 - \$1,000	\$10.00
				\$1,001 - \$2,000	\$20.00
				\$2,001+	\$25.00
20	\$5 - \$200	\$0.00	\$0.00	\$5 - \$50	\$0.50
				\$51 - \$100	\$1.00
				\$101 - \$200	\$2.00
				\$201 - \$300	\$3.00
				\$301+	\$5.00

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LEGAL

The Player/Dealer position must be offered to all seated players 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 that no single player can continually occupy the Player/Dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped.

Table Layout



Poker Games Collection Rates

Texas Hold'em (GEGA- 001005): For **schedule options 1 through 43**, for the game of Texas Hold'em, the collection shall be taken by the house dealer from the pot after the cards have been dealt and the first round of betting has been completed, immediately following the flop. If there is no flop the collection will not be taken. The appropriate fees are dependent on the number of players as shown.

Texas Hold'em – Limit

Schedule Options	Table Limit	Small Blind/Big Blind	7 or more players	5 – 6 players	4 or less players
1	\$1 / \$2	\$1 / \$1	\$3	\$2	\$1
2	\$2 / \$4	\$1 / \$2	\$3	\$2	\$1
3	\$3 / \$6	\$2 / \$3	\$3	\$2	\$1
4	\$4 / \$8	\$2 / \$4	\$3	\$2	\$1
5	\$5 / \$10	\$3 / \$5	\$3	\$2	\$1
6	\$6 / \$12	\$3 / \$6	\$3	\$2	\$1
7	\$8 / \$16	\$4 / \$8	\$3	\$2	\$1
8	\$9 / \$18	\$6 / \$9	\$3	\$2	\$1
9	\$10 / \$20	\$5 / \$10	\$4	\$3	\$2
10	\$12 / \$24	\$6 / \$12	\$4	\$3	\$2
11	\$15 / \$30	\$10 / \$15	\$4	\$3	\$2

Schedule Options	Table Limit	Small Blind/Big Blind	7 or more players	5 – 6 players	4 players or lesss
12	\$20 / \$40	\$10 / \$20	\$4	\$3	\$2
13	\$30 / \$60	\$15 / \$30	\$4	\$3	\$2
14	\$40 / \$80	\$20 / \$40	\$4	\$3	\$2
15	\$50 / \$100	\$25 / \$50	\$4	\$3	\$2
16	\$60 / \$120	\$30 / \$60	\$4	\$3	\$2
17	\$75 / \$150	\$50 / \$75	\$4	\$3	\$2
18	\$80 / \$160	\$40 / \$80	\$4	\$3	\$2
19	\$100 / \$200	\$50 / \$100	\$4	\$3	\$2
20	\$300 / \$600	\$100 / \$200	\$4	\$3	\$2
21	\$400 / \$800	\$150 / \$300	\$4	\$3	\$2

Poker Games Collection Rates

Texas Hold'em - Pot Limit / No Limit

Schedule Options	Small/Big Blind	7 or more players	5 – 6 players	4 or less players
22	\$.50 / \$1	\$3	\$2	\$1
23	\$1 / \$1	\$3	\$2	\$1
24	\$1 / \$2	\$3	\$2	\$1
25	\$1 / \$3	\$3	\$2	\$1
26	\$2 / \$3	\$3	\$2	\$1
27	\$2 / \$4	\$3	\$2	\$1

Schedule Options	Small/Big Blind	7 or more players	5 – 6 players	4 or less players
28	\$2 / \$5	\$3	\$2	\$1
29	\$3 / \$5	\$3	\$2	\$1
30	\$5 / \$5	\$3	\$2	\$1
31	\$5 / \$10	\$4	\$3	\$2
32	\$5 / \$15	\$4	\$3	\$2
33	\$10 / \$15	\$4	\$3	\$2
34	\$10 / \$20	\$4	\$3	\$2
35	\$25 / \$50	\$4	\$3	\$2
36	\$50 / \$100	\$4	\$3	\$2
37	\$75 / \$150	\$4	\$3	\$2
38	\$100 / \$200	\$4	\$3	\$2

Texas Hold'em – Spread Limit

Schedule Options	Table Limit	7 or more players	5 – 6 players	4 or less players
39	\$2 / \$6	\$3	\$2	\$1
40	\$4 / \$12	\$3	\$2	\$1

Poker Games Collection Rates

Schedule Options	Table Limit	7 or more players	5 – 6 players	4 players	2 - 3 players
41	\$5 / \$40	\$5	\$4	\$3	\$2
42	\$10 / \$100	\$5	\$4	\$3	\$2
43	\$10 / \$200	\$5	\$4	\$3	\$2

Omaha High/Low Split (GEGA-003713) for **schedule options 1 through 24**, the collection shall be taken from the pot after the flop. The collection 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 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 collections and schedules for the game of Omaha High/Low Split are as shown below:

Schedule Option	Table Limit	Blinds (small/Big)	Number of Players	Player Fee	Designated Fee
1	\$3/\$6	\$1/\$3	7 or More	\$4	0
2	\$3/\$6	\$1/\$3	6 or 5	\$3	0
3	\$3/\$6	\$1/\$3	4 or less	\$2	0
4	\$4/\$8	\$2/\$4	8 or more	\$4	0
5	\$4/\$8	\$2/\$4	7 or 6	\$3	0
6	\$4/\$8	\$2/\$4	7 or More	\$2	0
7	\$6/\$12	\$2/\$6	6 or 5	\$4	0
8	\$6/\$12	\$2/\$6	4 or less	\$3	0
9	\$6/\$12	\$2/\$6	5 or less	\$2	0
10	\$8/\$16	\$4/\$8	8 or more	\$5	0
11	\$8/\$16	\$4/\$8	7 or 6	\$4	0
12	\$8/\$16	\$4/\$8	5 or less	\$3	0
13	\$15/\$30	\$10/\$15	8 or more	\$5	0

Poker Games Collection Rates

14	\$15/\$30	\$10/\$15	7 or 6	\$4	0
15	\$15/\$30	\$10/\$15	5 or less	\$3	0
16	\$20/\$40	\$10/\$20	8 or more	\$5	0
17	\$20/\$40	\$10/\$20	7 or 6	\$4	0
18	\$20/\$40	\$10/\$20	5 or less	\$3	0
19	\$30/\$60	\$15/\$30	8 or more	\$5	0
20	\$30/\$60	\$15/\$30	7 or 6	\$4	0
21	\$30/\$60	\$15/\$30	5 or less	\$3	0
22	\$40/\$80	\$20/\$40	8 or more	\$5	0
23	\$40/\$80	\$20/\$40	7 or 6	\$4	0
24	\$40/\$80	\$20/\$40	5 or less	\$3	0



Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is used as Aces, or to complete Straights and Flushes only.

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

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

<i>Hand Dealt</i>	<i>Hand Requirements</i>
<i>7 Card Straight Flush (No Joker)</i>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.</i>
<i>Royal Flush + Royal Match</i>	<i>A hand that consists of ace, king, queen, jack, 10 and king, queen suited.</i>

7 Card Straight Flush (With Joker)	<i>A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.</i>
Five Aces	<i>A hand that consists of five cards containing all aces.</i>
Royal Flush	<i>A hand that consists of an ace, king, queen, jack and 10 of the same suit.</i>
Straight Flush	<i>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.</i>
Four of a Kind	<i>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.</i>
Full House	<i>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.</i>
Full House	<i>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.</i>
Flush	<i>A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.</i>
Straight	<i>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.</i>
Three of a Kind	<i>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.</i>
Two Pairs	<i>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.</i>
One Pair	<i>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.</i>
High Card	<i>A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.</i>

Dealing procedures:

- ❖ The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
- ❖ Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
- ❖ To determine the placement of the "Action" button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Type of gaming table utilized for this game:

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

Number of players in the game:

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

How and when are house fees collected:

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

Betting scheme:

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

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

Round of Play

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown in Attachment A.
- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.

- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
 - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
 - b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.
 - c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the player's other hand ranks lower than the Player-dealer's corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a "push" and is returned to the player.
 - d. If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy hands."
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ The Player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
 - In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own hand or for the Player-dealer's hand.

- ❖ The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.
- ❖ The Player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the Player-dealer for more than two consecutive hands. The Player-dealer position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.
- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- ❖ The Joker can be used as an ace or to complete a straight or flush on the Fortune Bonus Bet.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once

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

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

Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Seated players as well as back-line bettors are eligible to receive an "Envy" button.
- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.
- ❖ The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- ❖ **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all "Envy" buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Fortune Bonus Bet and Envy Bonus Paytable –FPG-01

Hand Dealt	Fortune Bonus Bet	Envy Bonus
7 Card Straight Flush (No Joker)	8,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

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 Copy	The player position where the settling of bets begins. When a players hand is ranked equally to the Player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least \$25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the 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.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the Player-dealer wins the other.

Collection Fees and Wagering Limits

For **schedule option 1**, the collection fees shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the base game wager and the Fortune Bonus Bet, prior to cards being dealt or any round of play being conducted. A collection fee shall be taken per bet from each player, based on the total amount that a player has wagered on the base game wager and the Fortune Bonus Bet, prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously

Mortimer's Card Room
Fortune Pai Gow Poker

posted on each table prior to any cards being dealt or a round of play commencing. The Fortune Bonus Bet may be less than, equal too, or more than the game wager as long as it is within the table limits. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee Collection
1	\$10 - \$200	\$10 - \$100	\$1	\$10 - \$100	\$1
		\$101 - \$200	\$2	\$101 - \$200	\$2

Commission-Free



Baccarat Dragon Bonus

***Commission Free Baccarat is NOT owned, patented and/or copyrighted.**

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

Commission-Free Baccarat Dragon Bonus

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The value of each card used in Commission Free Baccarat Dragon Bonus shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Commission Free Baccarat Dragon Bonus, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Player Dragon Bonus Bet, and the Banker Dragon 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 hand determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the second card dealt to the banker hand. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

Commission-Free Baccarat Dragon Bonus

Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Player Dragon Bonus Bet wagers, then all Banker Dragon Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except 6, which shall pay 1 to 2;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.

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

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

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

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

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How Wagers are Paid, Collected and Pushed

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

- The player-dealer shall pay all winning Player line wagers made by players when the player's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a total of six, the wager shall only receive half pay (1 to 2).
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.
- If the first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Seated players as well as back-line bettors may place a Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- Seated players as well as back-line bettors may place a Player Dragon Bonus Bet or Banker Dragon Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet and any collection fees that may be taken.
- The Player Dragon Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Dragon Bonus Bet and the player's

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hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.

- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.
- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

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

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Wagering Limits and Collection Fees

For **schedule options 1-12**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, tie bet, Player Dragon Bonus Bet, and Dealer Dragon Bonus Bet, prior to cards being dealt or any round of play being conducted. Players shall not be required to pay an additional collection fee for placing a wager on the player line, banker line, tie bet, the Player Dragon Bonus Bet, or the Dealer Dragon Bonus Bet. The maximum amount a player may wager on the tie bet, Player Dragon Bonus Bet and Dealer Dragon Bonus Bet is \$150. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Commission Fee Baccarat are as shown below:

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Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Collection Fee
1	\$5 - \$500	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$200	\$1.00	
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 +	\$5.00	
2	\$5 - \$750	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$4.00	
		\$1,001 +	\$7.00	
3	\$5 - \$1,000	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$5.00	
		\$1,001 +	\$10.00	
4	\$5 - \$1,000	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 +	\$12.00	
5	\$10 - \$1,000	\$10 - \$100	\$0.50	\$0.00
		\$101 - \$200	\$1.00	
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 +	\$7.00	
6	\$10 - \$1,500	\$10 - \$200	\$1.00	\$0.00
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$4.00	
		\$1,001 +	\$7.00	

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7	\$10 - \$2,000	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$5.00	
		\$1,001 +	\$10.00	
8	\$10 - \$2,500	\$10 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 +	\$12.00	
9	\$25 - \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$500	\$4.00	
		\$501 +	\$7.00	
10	\$25 - \$1,500	\$25 - \$200	\$1.00	\$0.00
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$4.00	
		\$1,001 +	\$7.00	
11	\$25 - \$2,000	\$25 - \$200	\$1.00	\$0.00
		\$201 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$1,000	\$5.00	
		\$1,001 +	\$10.00	
12	\$25 - \$2,500	\$25 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 +	\$12.00	

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Options Sheet

Cardrooms that would like to offer Commission Free Baccarat Dragon Bonus must fill out and submit this sheet along with all other requirements as stated in the BGC Standard Game Rules Instruction Sheet. The following options are available for individual casinos to cater to the needs of their customers:

Backline Betting Options: If a cardroom wishes to offer backline betting please check the appropriate box below. **Please check only one box.**

☒ **YES** - If yes, please include a table layout applicable to backline betting. In addition, please check the appropriate boxes for which backline betting is allowed. **More than one box may be checked.**

☒ Base Game Wager ☒ Tie Bet Wager ☒ Player Dragon Bonus Bet Wager and Banker Dragon Bonus Bet Wager

☐ **NO**

Tie Bet Pay Options: Please check only one box.

☐ Pays 8 to 1

☒ Pays 9 to 1

Action Button Options – Please check only one box.

☐ **No Action Button Utilized** – Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.

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

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ACTUAL TABLE LAYOUT WILL NOT HAVE CIRCLES FOR BACKLINE BETTING

