

California Blackjack ('22')

California Blackjack is played with a standard deck of cards(52) with 4 jokers added for a total of 56 cards.

The object of the game is to have cards whose face value is closer to 22 than the face value of the Designated Player/IBanker's ultimate cards. If the face value of a player's cards is closer to 22 than the Designated Player/IBanker's total, he/she wins. Otherwise he/she loses.

You cannot bust in California Blackjack. It is possible to win with 23 or more. If the face value of both hands are equal distance to 22, but one is under and one is over 22, the other hand wins. Example: Player's hand is 24 and the Designated Player/IBanker's hand is 20. Although both hands are two away from 22, the Designated Player/IBanker wins because that hand is under.

Values for the cards are:

Aces = 1 or 11

Face Cards = 10

All Others = Their Face Value

Jokers = 1 or 11

Players make a bet, and post the proper collection.

All active players are dealt two cards face-down, one at a time, in turn, in rotation. The Designated Player/IBanker is dealt one card face-down and one card face-up.

Any player who is dealt a natural 22 (two aces, two jokers, or one of each) in the first two cards must immediately open their cards. The wagers are paid immediately, to the extent that the Designated Player/IBanker's money covers, regardless of their position in action.

Each player, in turn, can elect to draw additional face-up card(s) in attempt to improve their total. They may not draw past a hard 22.

After all players have exercised their option to additional card(s) the Designated Player/IBanker's cards are exposed, and the same option is available to him/her.

Starting with the ACTION hand, each player's hand is exposed in turn and compared to the Designated Player/IBanker's hand total to determine the winner based on the above criteria.

If Designated Player/IBanker has a natural and does not let house dealer know and players draw to their hands, the hand can now only be played as a two or twelve and Designated Player/IBanker must now draw to make a higher hand.

Mexican Stud Poker (5-card Stud-Mexican Style. 41 Card Deck)

Five Card Stud-Mexican Style is played with a "stripped" standard 53 card deck consisting of 52 cards and one joker. The 8's, 9's, and 10's are removed, leaving 41 cards.

To receive a hand each player places a collection in front of him/her in the table's playing area. The cards are dealt clockwise, beginning to the left of the dealer button.

Each player receives a total of five cards, of which one card must be face-down. After the first two cards are dealt, players must turn on card up. A betting round begins with the high card forced to check or make a minimum bet. After the betting is completed, players receive another card, dealt face-down. Players then turn over one of their cards, (leaving one card face-down. The betting round starts with high hand. The fourth and fifth cards are then dealt and played according to the same format. The player with the ranking hand wins the pot.

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

Aces may be used as a one for a small straight: "A,1,2,3,4,5" or after a King for a large straight: "10,J,Q,K,A".

All cards 8 through a 10 are removed from a regular 53 card deck(deck includes Joker, which remains). The Joker is wild in all cases.

The player with the highest card clockwise of the dealer button will either check or bet.

The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not on hand may include the Joker. The closest of such hands to the dealer acts first.

If any down card is exposed by the house dealer, that player will receive his/her next card face down and will be permitted to "all-in".

The game allows for the counting as a straight certain hands containing a non-contiguous progression of numbers due to cards 8-9-10 being removed. These hands are 4-5-6-7-J, 6-7-J-Q-K, 7-J-Q-K-A.

NOTE: Joker-J-Q-K-A is equal to 7-J-Q-K-A. Equal high hands split the pot accordingly with no suit ranking coming into play.

If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play.

Starting after the second card, a card will be burned on each round.

Check and raise is permitted. All raises must be at least equal to the size of the last bet.

English only will be permitted while hand is in play.

Cards speak – hold your hand until you are sure of what your opponent has.

Once a card touches the muck that hand is considered fouled. However, at the floorperson's discretion, it may be considered retrievable.

No string bets or raises.

One short buy is allowed for every full buy-on (1 Full, 1 short, 1 full, etc)

Only the player with the dealer button may ask for an additional shuffle.

If you show any cards to any player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

All players will act in turn. If a player checks, the player who checked first must show his/her hand first.

A player who indicates action toward betting or calling will be required to completed that action with a minimum bet. However, if a player is unaware of a raise he/she will not be held to that unless action has been taken behind this act.

Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

Asian Stud Poker

Asian Stud Poker is played with a "stripped" standard 52-card deck. The 2's, 3's, 4's, 5's, and 6's are removed. No Jokers are used. It is played similar to Five Card Stud. However because of the missing cards two significant variations apply, at the discretion of the card room's house rules.

An ace can be used as a six for a small straight (A-7-8-9-10) and also after a king for a large straight (10-J-Q-K-A).

A Flush is ranking than a full house.

The Asian Stud games may be structured limits. Example 2 & 4 & 8 & 12. They can also be spread limits such as \$10-\$200.

Each player is dealt a total of five cards, the first one face up and the second one down, then a betting round. Then three more up cards are dealt with a betting round after each.

The player with the highest card clockwise from the dealer will have a mandatory opening bet. It is live, therefore this player has the option to raise.

High hand starts the action on all following rounds. Two identical hands, the first one clockwise, in front of the dealer button acts first.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be "action only". Any player who has acted prior to an "action only" bet is not entitled to raise unless the bet has been completed.

In order to play "all in" at the start of a hand, players must have in their table stakes chips totaling at least the ante and force bet for that limit.

Any player receives his/her down card face up, will receive his/her next card down. He/she cannot be forced high. Two or more players dealt down cards face up, is a misdeal.

A dealer who burns two cards or fails to burn a card, should if possible, move the cards to the right position.

A Player must have five cards in order to win. Any other number cards constitutes a foul hand. The best five card hand is declared the winner.

Ranking of hand:

- 1) Royal Flush**
- 2) Straight Flush**
- 3) Four of a Kind**
- 4) Flush**
- 5) Straight**
- 6) Three of a Kind**
- 7) Two Pair**
- 8) One Pair**
- 9) High Card**

No Bust 21st Century Blackjack

Advantage Chart (Hit Cards)







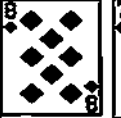
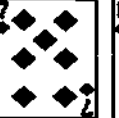










Total	Adv	DisAdv	Total	Adv	DisAdv
	%	%		%	%
11	100	0	16	40	60
12	70	30	17	32	68
13	62	38	18	25	75
14	55	45	19	17	83
15	17	83			

Double-Down Split & Surrender

1. Players may double-down on any two cards and receive one draw card.
2. Players cannot split, doubledown or surrender any hand with a Joker.
3. Players splitting:
 - a. Aces will receive one draw card only.
 - b. Any other pair or any two cards of 10 value will receive multiple draw cards
 - c. Players may doubledown after splits.
4. Re-splitting is permitted (up to 3x).
5. Players can surrender on their first two cards, and forfeit half of their wager.
6. If the player/dealer's second card is a Joker, doubledowns and splits only receive action on the initial bet.
7. All pay-offs are to the extent that the player/dealer money covers.
8. Additional rules may apply .

No Bust 21st Century Blackjack

Hand Rankings Examples

Natural Pays 2 to 1		
21		
21		
21		
20		
19		
18		
17		
Soft 17		

Rules for Player Dealer

Must Stand Must Hit

Hard 17 or More	Soft 17 or Less
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TEXAS HOLD-EM



In Texas Hold-Em each player receives two uninterrupted cards singly dealt face down as their initial hand. There is a round of betting after these cards have been delivered. Three board cards (called "the Flop") are now turned simultaneously face up in the center of the table and another round of betting occurs. The next two board cards are turned face up in the center of the table, one at a time with a round of betting after each card. These board-cards are community cards shared by all active players at the table. At the completion of each hand each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best high hand.

Hold-Em uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live and if there are no raises, blind may raise themselves when the action comes to them.

TEXAS HOLD-EM RULES

All house rules apply to Hold-Em, as well as other games. The following rules apply specifically to the Texas Hold-Em games.

- 1 Time collections are made in advance. Time will be taken either on a half-hour basis as stated in the General House Rules, or on a per hand fee taken prior to the play of each hand. 3 - 6 " \$4 Dollars
- 2 The winning hand must show all cards prior to the pot being awarded. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player initiating the action must turn their hand over first upon completion of all action and the best hand wins.
- 3 Blinds are considered to be live and if there are no raises, blinds may raise themselves when the action comes to them.
- 4 No rabbit hunting. No one other than the dealer is allowed to touch the discards.
- 5 Check and raise permitted.
- 6 A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise.

TEXAS HOLD-EM

There is no limit of raises with only 2 players remaining.

- 7 In all Hold-Em games, the lower limit will be used on the initial betting round and the flop. The higher limit will be used on the 4th and 5th cards.
- 8 String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
- 9 A player may get full action on his money, though only a full bet constitutes a bet or raise. Anything less than a full bet is considered to be action only.
Example: In a \$5 and \$10 game, on the last card, the first player bets \$10. The next player goes all-in for \$18. The next player may call the initial bet of \$10 and \$8 action (a total of \$18) or may raise the initial bet of \$10 to \$20. The \$8 is action only, not a raise.
- 10 A bet must be completed before it can be raised.
Example: In a \$5 and \$10 game, on fourth street, if the first player goes all-in for \$6, the next player may either call the \$6 or complete the bet to \$10. He may NOT call the \$6 and raise it \$10.
- 11 A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet unless he announces "raise".
- 12 It is suggested that players spread their hands in front of them. Any irregularities caused by a player throwing his hand onto the table shall be the responsibility of that player.
- 13 Any hand that remains intact is not dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owner's explicit request. A hand thrown away and turned face up by another player or is requested to be turned up by the dealer by another player is not a live hand and may be used for informational purposes only.
- 14 A card placed face up in the deck (boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. If the joker is dealt to a player as a down card, it will be replaced after that round of cards have been dealt from the middle of the deck. If a player does not call attention to the joker among his down cards before acting on his hand, he has a foul hand and forfeits all rights to the pot.
- 15 If a player's hole card is exposed due to a dealer error, he may not keep the card. It will be replaced from the bottom half of the deck after the deal has been completed. If two or more cards are exposed on the deal it is a misdeal.
- 16 If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the bum card if it

TEXAS HOLD-EM

can be identified. If it cannot be identified or if five or more cards are exposed on the flop, it will be taken back and reshuffled, except the bum card which will remain burned. The dealer will then bum a card and proceed with the flop.

- 17 If cards are accidentally dealt to a "dead" (non-playing) position, the hand is dead and play will continue. However, if a player gets involved in a pot with a dead hand, the hand will play. If that player wins the hand, he must post the proper blinds to be dealt in again. If he loses, he will continue to be dealt in.
- 18 If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 19 If the dealer turns up the 4th card on the board before the round of betting is complete, the card is not in play. After the betting is complete, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not bum cards or discards. The dealer will then bum a card and deal the 5th card.
- 20 If the 5th card is turned up before betting is completed it shall be reshuffled in the same manner as the previous rule.
- 21 A player must show all cards in order to win the pot. One card up and the other face down is not a valid hand. Even those who are playing the board must show their hole cards in order to win the pot.
- 22 If a player in action misses his blinds for any reason he may resume play by posting the total amount of blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live. A new player being seated from the rail may post the big blind **ONLY** and be dealt in.

TEXAS HOLD-EM

Buy-In	Limit	Blinds
10	1 6 2	50-1.00
20	2 & 4	1.00 - 2.00
30	3 6 6	1.00 - 3.00
60	6 6 12	4.00 - 6.00
200	10 & 20	5.00 - 10.00
300	15 & 30	10.00 - 15.00
400	20 & 40	10.00 - 20.00
600	30 & 60	15.00 - 30.00

In games of 3-6 limit or lower, less than 5 bets of the lower limit will be considered a short buy.

In games of 5-10 limit or larger, less than 5 bets of the higher limit will be considered a short buy.

DOUBLE HAND POKER



PAICOW POKER

DOUBLE HAND POKER

Double Hand Poker is played with a standard 52 card deck plus one joker. The value of the joker is the same as draw poker. The joker counts as an ace, or may be used to complete a straight, or a flush. It must make the hand in which it is placed as high as possible.

Double Hand Poker is dealt on a poker table to a maximum of 7 (seven) positions. The house dealer controls the shuffling and the dealing of the cards, controls the orderliness of the game, and collects time charges based on a fixed fee schedule. At no time does the house dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the designated player will select the hand to be distributed first. The dice cup will then be shaken by the designated player to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards' face down with the 2-card hand in front and the five-card hand in back. The 5-card hand must be of a higher rank than the 2-hand card.

The ranking of hands is the same as in Draw Poker. In order to win, both hands must beat both hands of your opponent. The designated player position moves clockwise around the table.

DOUBLE HAND POKER RULES

- 1 Each table has a limit defining the minimum and maximum amounts that may be wagered on each betting position. There is no maximum on the designated player's wager.
- 2 The house charges time based on a fixed fee schedule. Each betting circle pays the same fee regardless of the size of the wager. Time is charged for the use of the facilities, services, and personnel of the house. At no time does the house place bets collect winnings or pay losses. No player ever plays against or makes a wager against the house.
- 3 Chips should only be sold at the table by the dealer or floorman.
- 4 All action goes clockwise, starting with the action button.
- 5 All cards must stay on or above the table surface and remain in clear sight of the house dealer.

DOUBLE HAND POKER

PAI COW POKER

- 6 A non-seated player may bet in association with a seated player. If the seated player and the non-seated player disagree over the play of the hand, the player with the largest wager in action makes the final decision. If two or more players have equal bets on a spot and disagree on the play of the hand, the seated player will have the final say. The smaller bettor may check the hand only with the larger bettor's permission. If the larger bettor refuses, the smaller bettor may have the dealer check to make sure the hand is not foul.
- 7 In the designated player position, the player who is the primary player (the player who shakes the dice cup) shall make the decision on how the hand is to be set, even if his wager is not the largest.
- 8 A player has a foul hand, if:
 - a) the 2-card hand is stronger than the 5-card hand.
 - b) the player does not have exactly 2 cards in the front hand.
 - c) the player does not have exactly 5 cards in the back hand.
 - d) the player does not protect his hand and it comes in contact with other cards. The player with the fouled hand may lose his wager to the extent that the designated player's wager covers.
- 9 If two or more are dealt the wrong number of cards it is a misdeal. If one player receives only 6 cards, he may take the top card off the deck and play will continue (providing that the stub of the deck is correct). If one player is dealt 8 cards, his hand is dead. His time will be returned and play will continue.
- 10 A player may wager in more than one position. However, a player may see and/or participate in the setting of only one hand regardless of the number of positions on which he has wagered.
- 11 Any active player is entitled to ask the house dealer the amount of the designated player's bet, to the extent that it affects the asking player's wager.
- 12 A player cannot be the designated player in a given position unless that player had a wager on that position the previous hand.
- 13 If the designated player does not take the second bank for any reason (goes broke, leaves the table, etc.), any other player who had wagered at that position may exercise the option to take the second bank.
- 14 A boxed or exposed card on the deal will be replaced after the completion of the deal by the first card off the stub. Two or more boxed or exposed cards is a misdeal. If the joker or an ace is boxed or exposed it is a misdeal. A card can only be exposed by the house dealer.

DOUBLE HAND POKER

PAI COW POKER

- 15 All bets are final when the dice cup is opened. Any player touching his bet after the dice cup has been opened risks possible forfeiture of his wager to the extent that the designated player's money covers.
- 16 All bets must be placed with the largest denomination chips on the bottom and the smallest denomination chip on the top. Bets must be in increments of \$5.00.
- 17 The house will not hold up action or be responsible for settling disputes that arise from "cum-cum" (partnership) bets. "Cum-cum" bets will be paid off and/or collected as one bet.
- 18 All conversation during play of a hand should be in English.
- 19 Players may not show or discuss their hands with other active players before the final setting of the designated player's hand.
- 20 When the designated player's hand has been opened, no one may touch his cards or wager. This may cause the player's wager to be forfeited to the extent that the designated player's money covers.
- 21 All players are responsible for protecting their own hands. If a player's hand is declared foul, the wager is forfeited to the extent that the designated player's money covers.
- 22 The designated player's hand is not set until he has had a chance to consider the options. The designated player must signify his or her final decision in an obvious manner to the house dealer.
- 23 If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The copy rule is also applied to the back hand.
- 24 A player cannot surrender his hand. All hands must be shown by the house dealer.
- 25 No side bets or proposition bets of any kind will be allowed.
- 26 Players are responsible for the final setting of their hands. The house dealer or supervisor may assist and/or offer advice upon request, but is not responsible for the final decision.
- 27 If the house dealer or supervisor mistakenly sets a hand foul, it will be set the most logical way by the Floor manager and play will continue.
- 28 All floorman's decisions are final.
- 29 Management reserves the right to make decisions that are in the best interest of the game, even if a strict technical interpretation of the rules might indicate a contrary decision.

PAN RULES



Pan or Panquingue is a rummy-type game played with eight decks of regular cards with 8's 9's and 10's taken out. There is NO Joker. The sequence of cards is A, 2, 3, 4, 5, 6, 7, J, Q, K. Each player is dealt 10 cards. The object is to make enough melds or spreads to win or "pan" the hand.

- ♣ The buy-in foreach game is 20 chips of equal denominations.
- ♣ We play straight condition PAN. The house does not bank the games.
- ♣ Protect your hand at all times.
- ♣ Count your cards after each deal.
- ♣ Splitting is allowed (dividing of the Tops without playing for them).
- ♣ A player may not continue to play of the Tops when out of chips.
- ♣ A knock in turn means play. A player may change his declaration until the next player has acted. The last player may not change his declaration after the first card has been drawn and exposed.

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- 1 No decision can be rendered by the floorman once the hand is out of play. The hand is out of play when all players have paid the outs and thrown their hands in.
- 2 When players are waiting, the player who has panned the previous hand may play ONE more hand in that seat before changing seats.
- 3 The dealer is never permitted to assist or advise a player in action. The dealer will speak up only when asked by a player in action to identify cards, say how much a spread is worth, or call the outs. The dealer will call the outs as the hand lays. He may not rearrange cards so as to accrue greater value on the outs.
- 4 The dealer is responsible for directing action at a reasonable pace. The players' cooperation is expected.
- 5 No player shall touch another player's Chips (fooling or otherwise). Players shall not criticize another's play.
- 6 Floorman's decision is final in all cases.

FOUL HANDS AND CARDS

A foul hand is one which has been successfully called foul by an active player as a result of one or more violations.

- 1 The penalty for a foul hand shall be as follows:
 - A. Player must throw his hand into the discards and repay all active hands any collections he has received, commensurate with chips on the table (see Pays and Collections).
 - B. Player is not liable for pay earned during the remainder of

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the hand by active players, but must pay the winner the value of the hand as it lies, plus 2 chips. Player with a foul hand will not pay a "bust-out".

- 2 No player may call his own hand foul. Any player doing so and discarding his hand must pay all collections during the remainder of play, including "bust-outs".
- 3 A hand may be declared foul by any active player whenever:
 - A. A player is found to have more or less than ten cards after touching the deck in the normal rotation of the draw.
 - B. A player is caught either discarding two cards or failing to discard, in order to correct the preceding situation.
 - C. A player is caught throwing a card on the floor in order to correct the number of cards in his hand.
 - D. A player has spread an invalid meld as follows:
 - a. "Primary Meld" (one which uses a card from the deck) may still be corrected as it lays after the player has discarded.
 - b. "Secondary Meld" (one which came from the hand, without using a card from the deck)-player may correct the situation by replacing the meld in his hand until he has touched the deck for his next draw. There is no penalty except the return of pay which may have been collected.
 - E. A player puts a card from the deck in his hand. The exception to this rule is when the player is going out (No-discards).
 - F. A player incorrectly declares himself to be out, causing another player's hand to be fouled. The player making the incorrect declaration must repay his collections, other players fouling their hands do not. Both must pay the outs. A player who has gathered his cards in anticipation of throwing in his hand (as a result of the above) may, when action resumes, rearrange his hand into melds, keeping the non-melded cards in his hand.
- 4 Any active player may call a hand foul for cause, without regard for the source of his information.
- 5 Whenever there is only one player left in the hand as a result of one or more fouled hands, that player has two options:
 - A. He may negotiate a mutually satisfactory settlement with the players whose hands are foul.
 - B. He may opt to play the hand to completion. If so, he must play the hand face up, under the supervision of the dealer, using any and all cards which may be used in the quickest way to put the hand out.
- 6 If one player causes all other active players to foul their hands, the Tops remain and the hand is redealt.
- 7 cards or hands may be declared "foul" under extraordinary circumstances by the floorman.
- 8 Before a player takes action (example-touchesthe deck):

PAN RULES

- A. Eight or less and twelve or more cards is a dead hand. The ante will be returned.
- B. Nine cards will have one card added from the top of the deck. The player may not change his declaration. A card will be added from the middle of the deck only if the total number of cards dealt out are correct. **Ex:** One player has eleven cards, another player has nine cards and all the others have ten cards.
- C. Eleven cards will be corrected by the dealer. The hand will be spread face down on the table and the dealer will select one card at random. Should the player discover eleven cards before picking up his second five cards, the dealer may remove one card from them. The player may change his declaration. If a spread for pay has been put down by a player drawing in front of him he must pay that collection, but may still change his declaration after the dealer draws a card from his hand.
- 9 Players are required to declare play or pass in order. Players should request "time" to study the hand. Players who continually act out of turn or create disturbances will be denied playing privileges
- 10 Any card drawn off the deck will be turned face up. **Any** player in action has the right to ask for identification of all cards drawn.
- 11 A drawn card is discarded when it is released in the direction of the discards. Offering and reclaiming a card is not considered good sportsmanship. Once the player discards a card that fits on the next person's board spread, he has lost his right to force the card.
- 12 A player overlooking or ignoring a usable card on a board spread, who touches the deck to draw may, at the option of any active player, either be forced to use the card, or be forced to continue to draw. Once the player has touched the deck, he has lost his right to the "option card" and should not call attention to it. It is up to the other players to force it back.
- 13 A card off the deck that can be used on an exposed spread may be forced back by any active player until two players have drawn behind. A player drawing a card has lost his right to force back a board play (unless it is head-up). A card discarded from the hand which may be used on one of that player's melds may be forced back by any active player at any time until the player that discarded it has touched the deck.
- 14 An "out card" may be forced back in only three cases:
- A. When a player is discarding in an attempt to "pyramid chips" - gambling that another card will put him out for more chips than he could receive at the moment. In that case, any active player may choose to end the hand for the lower pay rate.
- B. If the same card puts two players out, the card may be forced back if the player on whom it is forced will go out for a lower pay rate than the other player.
- C. When the hand is head up.
- 15 A player removing or discarding a card from a board spread

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has a foul hand. The dealer will enforce this rule.

- 16 No player may deliberately foul his own hand in order to prevent a player from going out. In this situation the card drawn shall be a live card. Repeated violations of this rule will result in denial of playing privileges.
- 17 A player may not give an out card to a player with ten cards spread on the board if the card can be used in the first hand. Any player in action may see the hand and may force back a card that can be used in any way. The dealer will enforce this rule.

PAYS AND COLLECTIONS

- All collections must be called for before discarding.
- Two players remaining in action may agree at any time to split the Tops. If one player refuses, regardless of precedent, action continues. When a doubles and singles player split, only the single Tops are split. Two doubles players may split the entire Tops.
- The house does not allow players to save "outs" or to ante other players.
- Any active player may ask the dealer the value of a spread.
- We play table stakes at all times. This means:
 - No playing behind. (NO Exceptions!)
 - No one is allowed to ask for pay in excess of chips he has on the table. When a player unknowingly runs out of chips the dealer will to the best of his ability request that the hand be thrown in.
 - "Pyrimiding" of chips is not allowed - Tops may not be used to build up a player's chips so as to justify higher pay on the outs.
 - If a player is "owed" chips because of insufficient stakes, he may ask for the balance (commensurate with chips in front of him at the time) each time his hand is hit.
 - All played chips in action must be left on the table in front of them.

DOUBLE CONDITION PLAY

- ♣ Players desiring to play double condition must have twice the minimum buy-in.
- ♣ All doubles players must ante double. Double antes will be kept separate and awarded to winning doubles players only.
- ♣ A doubles player may collect a single unit condition (if down to one chip), then build up to doubles again on subsequent hits to the hand, in a mixed condition game.
- ♣ If all players are playing doubles, at the discretion of the floorman, the game may be changed to the next higher condition.
- ♣ No Progressive Tops.
- ♣ No condition bigger than Double condition is allowed.

LO BALL RULES



LOBALL is a form of five card draw poker, in which low hands are the objective. Aces count as low, with straights and flushes ignored. The BEST hand is 1, 2, 3, 4, 5, with the joker being wild and counting as the lowest missing card in the hand.

- 1 No splitting blinds.
- 2 Any player, excluding the dealer, may draw five cards. At the discretion of the floorman, where there has been bonafide action and a hand is fouled by another player, the player fouled may draw five cards or have the number of cards replaced. The dealer can only draw three cards.
- 3 Before the draw, exposed cards of five and under must be taken. After the draw, exposed cards cannot be taken. The player will receive a substitute card after the deal is completed. When the pot in play is heads-up between the dealer and another player, the player may accept or reject an exposed card on the draw.
- 4 After the draw, a player cannot check and raise.
- 5 If a seven or less has been checked, the player checking same cannot win an additional bet. If a seven is checked, provided it is the best seven, all other action is void.
- 6 A player who bets a pair after the draw and is called must verbally declare the pair before spreading the hand.
- 7 Before the draw a player going "all in" with a short bet may be raised. The player raising the pot must put in two full bets. After the draw a short bet may be called, or called and raised a full bet. Before the draw a player must have a full bet to raise (unless it is head-up). After the draw a player can get full action on his money, though a short bet does not constitute a raise.
- 8 Only one short buy is permitted after each full buy-in. When you have less than five bets in front of you after purchasing chips, it is a short buy.

SEVEN CARD STUD



STUD HIGH

The highest ranking hand wins the pot. The game is normally played with an ante of 10% to 25% of the initial bet, though certain games may have no ante at all. To start the hand each player is dealt two downcards and one upcard. The low card determined by suit in alphabetical order (club, diamond, heart, spade), begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player to the left of the dealer position will act first. All active players will receive three more upcards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards - three cards face down and four cards face up. A player may use any combination of 5 cards to make their best high hand.

Seven card stud is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used on the early rounds and the higher limit (which is usually double the lower limit) on the later rounds. The lower limit is used initially, and the upper limit after the fifth card or an open pair. On the showdown a player uses his best five-card poker hand selected from the seven cards he possesses.

7-CARD STUD LOW (RAZZ)

The lowest hand wins the pot. Aces are low in all cases. Straights or flushes do not impair the low card value of a hand, so the best possible hand is 5-4-3-2-Ace. The format is similar to 7-Card Stud High except the high card (aces are low) is required to make the forced bet on the first round and the low hand acts first on all subsequent rounds. The lower betting limit will be used on the third and fourth cards and the higher limit thereafter. The presence of an open pair does not effect the betting limit on the fourth card. All Seven Card Stud Rules apply equally to RAZZ, unless otherwise noted.

SEVEN CARD STUD RULES

- 1 The winning hand must show all cards prior to the pot being awarded. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instituting the action must turn their hand over first upon completion of all action and the best hand wins.
- 2 When a bettor miscalls his hand causing another player to discard a possible winning hand, he forfeits his rights to the

SEVEN CARD STUD

pot. In RAZZ, a bettor must verbally declare a pair before spreading the hand.

- 3 No rabbit hunting. No one other than the dealer is allowed to touch the discards.
- 4 Check and raise is permitted.
- 5 A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only two players remaining. The player who puts in the forced bet may open for the full limit if he chooses.
- 6 String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
- 7 A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet unless he announces "raise."
- 8 A player may get full action on his money, though only a full bet constitutes a bet or raise. Anything less than a full bet is considered to be action only.

Example: In a \$5 and \$10 game, on the last card, the first player bets \$10. The next player goes All-in for \$18. The next player may call the initial bet of \$10 and \$8 action (a total of \$18) or may raise the initial bet of \$10 to \$20. The \$8 is action only, not a raise.
- 9 Suits do not count in the ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet.
- 10 A card placed face up in the deck (a boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. The joker shall be treated as a boxed card. If it is dealt to a player as a down card it will be replaced after that round of cards have been dealt. If a player does not call attention to the joker among his down cards before acting on his hand, he has a foul hand and forfeits all rights to the pot.
- 11 A player must be at the table to receive a hand. If a player antes or asked to be dealt in, but is unable to make it back to the table in time to **act in** his hand, he forfeits his ante and has a dead hand. The forced bet will be put in for the player, if that obligation applies.
- 12 If a player does not have the correct number of cards on the deal, he receives his ante back and is out of the hand. If it is not discovered before there has been an opening bet the player has a foul hand and forfeits all rights to the pot and all monies involved.

SEVEN CARD STUD

- 13 A misdeal is not called because an ineligible player is dealt a starting hand. A misdeal occurs when a player who has anted is dealt out, provided attention is called to the error before there is action.
- 14 Any hand that remains intact is not dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owner's explicit request. A hand thrown away and turned face up by another player or is requested to be turned up by the dealer by another player is not a live hand and may be used for informational purposes only.
- 15 If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
- 16 When a player turns any of his upcards over after a bet has been made, he concedes all rights to the pot.
- 17 A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hand at all times.
- 18 If a player's first or second hole card is accidentally turned up, the third card is dealt down. If both cards are dealt up, the player has a dead hand and receives his ante back. If a card is accidentally dealt off the table and:
 - a) it is an upcard, it must play
 - b) it is a downcard, it will be treated as an exposed card.
- 19 If a dealer deals a dead seat a down card (the first or second card) and the error cannot be corrected, it is a misdeal, providing there has been no action. If it occurs on an upcard, it will be corrected by moving the card to the proper position. If it occurs on the final down card and cannot be corrected, the hands will play.
- 20 If a dealer bums and deals a card before a round of betting has been completed that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded play then resumes in a normal fashion.
- 21 If a dealer bums two cards or fails to bum a card, if possible move the cards to the right positions to rectify the error. If it happens on a down card, and there is no way to tell which card was received then the player must accept that card.

SEVEN CARD STUD

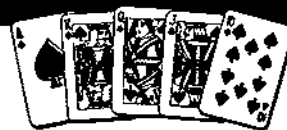
- 22 If a dealer turns the last card face up to the first player all remaining players will receive their last card face up. The player who was high on the sixth card remains high and betting continues as normal. If players have already received down cards before a card is accidentally turned up, any remaining players will continue to receive their final card down. The exposed card or cards will be replaced after the last player has received his final card.
- 23 If a player makes an open pair on the fourth card, that player has the option of betting either the higher or lower limit for the hand; i.e., in a \$5 & \$10 game, if the player makes an open pair on the fourth card that player has the option of betting either \$5 or \$10. If he bets \$5, the next player or players may raise in increments of \$5 or \$10. If that player checks all other players in turn have the option to bet either \$5 or \$10. An open pair on the fourth card does not affect the betting in RAZZ.
- 24 If the dealer is going to run out of cards before all will deal down to the last card in the deck. Scramble that card along with the bum cards, cut, bum a card, and continue to deal the final card to the remaining players. In the event that there is not enough cards using this method to give the remaining players a complete hand the dealer will mix the last card and the bum cards, cut the deck, bum a card, and turn the top card face up. This card will act as a community card for the players that do not have a complete hand.
- 25 The splitting of pots among players will not be allowed under any circumstances. All hands must be played to completion.

Buy-In	Limit	Ante	Forced Bet
\$10.00	1-2	0	\$ 1.00
\$ 20.00	2-4	\$.25	\$ 1.00
\$ 30.00	3-6	\$.50	\$ 1.00
\$ 60.00	6-12	\$1.00	\$ 2.00
\$200.00	10-20	\$2.00	\$ 5.00
\$300.00	15-30	\$2.00	\$ 5.00
\$400.00	20-40	\$3.00	\$10.00
\$600.00	30-60	\$5.00	\$10.00

• in games of 3 * 6 or lower, less than 5 bets of the lower limit is a short buy.

** in games larger than 3 * 6, less than 5 bets of the higher limit is a short buy.

DRAW POKER



A general house rules apply to Draw poker, with the following rules applying to Draw Poker ONLY.

- 1 Value of hands in sequence:

1) 5 ACES	6) FLUSH
2) ROYAL FLUSH	7) STRAIGHT
3) STRAIGHT FLUSH	8) THREE OF A KIND
4) FOUR OF A KIND	9) 2 PAIR
5) FULL HOUSE	10) 1 PAIR

JOKER used only for ACES, STRAIGHTS and FLUSHES

*NO DOUBLE ACE FLUSH

- 2 A spread limit game at the Oaks Club is played with a blind. A pass before the draw and the player passes out. Check and raise is permitted after the draw. In an ante game, check and raise is permitted before and after the draw.
- 3 Five cards constitute a playing hand. More or less than five cards after the draw is a foul hand. Before the draw more than five cards is a foul hand if the player picks them up.
- 4 Players must discard before receiving their cards on the draw. The dealer must discard before picking up the deck and should make sure the other players have discarded before dealing the first card.
- 5 The dealer should VERBALLY declare how many cards he intends to draw before picking up the deck.
- 6 The dealer may draw no more than three cards. Any other player may draw four cards.
- 7 If a player describes his hand as being better than it is and in doing so causes another player to discard his hand, he forfeits his right to the pot. If any hands are discarded, the pot is split among the remaining players.
- 8 Before the draw players take up to two exposed cards. On the draw exposed cards are not taken (except the dealer's cards). The player must accept a replacement card after the deal is completed.
- 9 The cards should be shuffled facing away from the dealer, preferably flat on the table. ENFORCEMENT OF THIS RULE IS THE RESPONSIBILITY OF ALL PLAYERS. No one is allowed to look into the deck or discards after the deal is completed.

DRAW POKER

- 10 If the dealer deals the bum card to a player who puts it into his hand, the card plays and the action goes, but the dealer's hand is dead.
- 11 A raise must equal or exceed the opening bet. A reraise must equal or exceed the previous raise. A player must have half a bet or more to constitute a raise. In a spread limit game, such as \$4 to \$40, a player has the option of betting within a specified range before or after the draw. **Ex:** A player bets \$20 in a \$4 to \$40 spread limit game. You must put in at least \$40 to raise unless you go all in.
- 12 Chips in the pot denote a player's action. Chips must be **RELEASED** with a forward motion of the hand into the pot to be considered a bet or a call.
- 13 In draw poker only one short buy per player is permitted during a playing session.

JACKPOT GAMES



A "Jackpot Game" is a game in which a bonus is paid to a player if he or she has a specific hand beat during play. **ALL HOUSE RULES APPLY TO JACKPOT GAMES WITH THESE EXCEPTIONS:**

- 1 The Jackpot is void if the deck is not correct. Ex: Too many cards, Too few cards, two cards of same suit or denomination; the **JACKPOT WILL NOT BE PAID**. Any conversation among players that could lead to a jackpot being hit may, at the discretion of the floorman, cause the **JACKPOT TO BE VOID**.
- 2 After the deck has been deemed to be correct, the jackpot will be paid.
- 3 A player in a jackpot game has the right to set aside his discards if the dealer should run out of cards in the stub and is required to reshuffle.
- 4 No one may play another player's chips in a jackpot game.

LO-BALL JACKPOT

- 1 Lo-Ball jackpot is paid if a player has a 6-4-3-2-A beaten.
- 2 Any player in a jackpot Lo-Ball game may draw 5 cards if they so desire.
- 3 An exposed card of six or under will be kept before the draw.
- 4 No exposed cards may be kept after the draw.

DRAW JACKPOT

- 1 Draw jackpot is paid if a player has an Ace-High, Full House or hand of greater value beaten. In the case of two jackpot hands being beaten in the same hand, the one of higher value will be awarded the jackpot.
- 2 Any player in a Jackpot Draw game may draw 4 cards.
- 3 Before the draw, a player will take up to two exposed cards.
- 4 No exposed cards are taken after the draw.

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The game of PAIGOW, which originated in Ancient China, is played in most oriental countries. "PAI GOW" is a game of Chinese dominoes. Literally translated, it means "Cards-Nine." The game is played with dominoe like tiles and is the forerunner of American Dominoes.

There are 32 tiles used in PAI GOW which are mixed or shuffled by the house dealer. The tiles are placed in eight (8) stacks of four (4) each. The dealer and up to seven (7) players are dealt one stack (four tiles). The object of the game is to set the tiles into two pairs for the best "ranking" combinations. If they are lower, the dealer wins. When the dealer and players have the same ranking combinations, the dealer is the winner.

RANKING COMBINATIONS

It is necessary to memorize or refer to the chart for the first sixteen(16) rankings. The highest is the "Supreme" combinations, which is called, in Chinese "lee Joon" tile three(red 1, white 2) and tile six(white 2, red 4). The pairs do not follow a number sequence from highest to lowest of vice versa. The pairs are actually symbols to the Chinese. For example, the second highest ranking is the pair of twelves called "**Double Heaven.**" The third ranking is the pair of twos called "**Double Earth.**" The fourth ranking is the pair of red eights or "**Double People.**" (See Chart)

The thirteenth to sixteenth ranking pairs are not identical tiles; they are known as **mixed (chop) pairs.**

After the pair rankings, the best combinations are the "**Wong**" (King) which is the twelve (Heaven) and any nine. This ranking followed by the tiles two (Earth) and the nine. Next is the "**Gong**" (Steel) which is the twelve (Heaven) and any eight followed by the two (Earth) and any eight.

When Bo(pairs)Wong, or Gong combinations cannot be made, the next combinations are ranked from nine to zero. **These are the most common rankings and they represent the basis of the game of Pai Gow** (Cards-Nine). For example, the two tiles 10 and 9 make 9. The 11 and 4 make 5. The 11 and 9 make zero.

With the four tiles you are dealt, you make two combinations which will both total closest to nine. **The object in setting both combinations is to have them both higher than the two combinations of the hand you are playing against.**

When a player and dealer have two tiles totaling the same number, the combination with the higher "**single ranking**" is the winner.

PAI GOW

THE DEAL

The unique feature about **PAI GOW** is that the "**dealer**" is rotated counter-clockwise among the players. **Each player has the opportunity to deal against other players.** The dealer can win, lose or push on each of the players' individual bets. A dealer cannot win or lose more than he wagers. A dealer may "**pass**" the deal to the next player if he does not wish to be the dealer.

After the bets are placed, the dealer casts three(3) dice which determine which player will receive the first stack of tiles. The players will rank their tiles and set the two combinations side by side in front of their bets. **The dealer's hand will be shown first** and the house dealer will then open the hands of the players to determine the losers and winners. Amount lost by players are collected in the center of the table by the house dealer. The winning bets are paid off with the losing bets and dealer's money.

WILD DOMINOES

The 3 and 6 tiles that make the "**Supreme**" combinations (Jeeloon) are "**wild tiles.**" The 3 can be used as a 3 or 6. The 6 can be used as 6 or 3. For example, tiles 6 and 4 make zero, however, this six can be used as a 3, which makes 7, which is a better combination.

PROPER ORDER OF WINNING COMBINATIONS

- 1 Play the pairs (combinations 1 through 16)
- 2 Play a 2 or 12 with a 7, 8 or 9 (combinations 17 through 20)
- 3 Play two small cards that equal 7, 8 or 9
- 4 Play the biggest card with the smallest card

PAI GOW RULES

- 1 NO CASH - only chips are acceptable for betting
- 2 Each player has a maximum of 2 banks per rotation. Each betting square may have a maximum of 4 banks per rotation.
- 3 No one is allowed to bank unless they have previously bet as a player or banker.
- 4 The setting of the Banker's hand is decided by the player who shakes the dice cup.
- 5 Before the Banker shakes the dice cup, the cup must first be shaken by the player behind him or the house dealer. No one else may shake the dice cup.
- 6 The bank must rotate counter clockwise. Every player has the right to bank.

PAI GOW

PAI GOW RANKING CHART # 1

- 7 A Banker may refuse a "front" or a "cum-cum" bet. A banker may not refuse a behind-the-bank bet.
- 8 The Banker's tiles may be handled by no more than 2 players at a time.
- 9 Players' tiles may be handled by only 1 player at a time.
- 10 The player with the largest bet has the right to decide the setting of the tiles. Smaller bettors may check the tiles only with the largest bettor's permission.
- 11 All bets must be set prior to the opening of the dice cup. Bets may not be changed after the opening of the dice cup.
- 12 All tiles must be handled within the boundary of the table.
- 13 No player is allowed to set more than 1 hand in a game. All players should refrain from exposing tiles to other players or the banker.
- 14 Once all the tiles are dealt, there can be no objections to a misdeal. An objection to a misdeal can only be made by a player/banker who has not picked up his tiles and before the completion of dealing all tiles.
- 15 If the dealer exposes more than 1 tile, all tiles must be reshuffled.
- 16 Once a payoff is made and taken by a player or banker, it is final.
- 17 Players cannot touch their chips in the betting square after the dice cup has been opened. The chips may not be removed until the house dealer announces a push or completes the payoff.
- 18 Chips in the betting square must be arranged in the order of their denomination - smallest denomination on top.
- 19 At the request of a player or Banker, the house dealer may set the tiles without any responsibility.
- 20 Interpretation of the rules by an on duty Floorman is final.

(Pair Rank)

"BO"

1st Gee loon (Supreme)		2nd Teen		3rd Day	
	4th Yun		5th Cor		
6th Mooy		7th Chong		8th Bon	
9th Foo		10th Ping		11th Tit	
	12th Look		13th Gow		
14th Bot		15th Chit		16th NG	

"WONG"

17th Teen Cow Wong			18th Day Cow Wong		or		or	
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"GONG"

19th Teen Gong		or		or		or	
20th Day Gong		or		or		or	

PAI GOW RANKING CHART #2

(Single Rankings)

1st Teen		2nd Day		3rd Yun		4th Gor	
5th Mooy		6th Chang		7th Bon		8th	
9th Ping		10th Tit		11th Look		12th Gow ixed (Mnes) Ni	
13th Bot (Mixed Eights!)			14th Chit (Mixed Sevens)			15th Low Six	
16th NG (Mixed Fives)			17th Low Three		<p>Note Low Six can be used as 3. Low three can be used as 6.</p>		

PROPER ORDER OF WINNING COMBINATIONS

1. Play the pairs (combinations 1 thru 16)
2. Play a 2 or 12 with a 7,8 or 9 (combinations 17 thru 20)
3. Play two small cards that equal 7,8 or 9
4. Play the biggest card with the smallest card



19TH HOLE CASINO AND LOUNGE

2746 W. Tregallas Rd.
Antioch, CA 94509
(925) 757-6545

CENTURY 21 BLACKJACK (Approved Rules)

The game is played using eight (8) standard decks of cards with one (1) joker added per deck dealt out of a shoe.

The first player to the dealer's left is given the first option to be the Designated Player/Banker. Each player has the option; (1) to be Designated Player/Banker for two consecutive hands; (2) for only one hand, then pass that privilege on; (3) Pass the option, in which case it is offered to the next qualified player. If the option returns to the previous Player/Banker without having intervening Player/Banker, the game will be stopped.

Each player receives two (2) cards and has the option of drawing more. The Designated Player/Banker receives one (1) card down.

The Joker is wild and any card with a Joker equals 22. All cards have a face value. Aces have a value of one (1) or eleven (11). All face cards have a value of ten (10). The value of each hand is the sum of its cards.

All player's hands are compared with the Designated Player/Banker's hand.

The Designated Player/Banker must stand on 22, hard 19,20, soft or hard 21 and 22.

The Designated Player/Banker must hit any 16 or less and has the option of hitting 17,18, soft 19, and 20. The Designated Player/