HOLD'EM

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

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

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

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

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

RULES OF HOLD'EM

Blinds

1. In Hold'Em, all blinds are "live". If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'Em game has the following options:
a. To wait for the big blind;
b. To post an amount equal to the big blind and immediately be dealt a hand;
c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. A new player cannot be dealt in when between the small blind and the button. The new player must wait until the button passes.
5. If a player chooses to post the big blind, the blind serves as the opening bet. When it becomes that player's turn to act, he/she may either call the action or raise.
6. In multiple-blind games, players must meet their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game, or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes that player's turn to act, he may either call the action or raise.
8. Blinds may not be made up between the big blind and the button. Except, 20/40 Limit and above, a player can post both small & big blind and receive a hand
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty, provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he misses a blind.
10. No live "straddle" bets are allowed. All games above 20/40 Limit can live straddle.

Irregularities
11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a down card is flashed or exposed due to dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of

the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that he is playing the board and show your hand. Otherwise, you relinquish all claims to the pot.

16. In non-post games, new players can receive a hand without posting a blind.

$20-$40 Hold'em Rules, Regulations and Etiquette

- Orange $3 chips are prohibited in the $20-$40 game.
- One short buy is allowed per session.
- No dead button rule.
- Once called to the table, player has 10 minutes to respond and be seated.
- Players leaving the table for more than 30 minutes should be picked up, unless there is no board.
- Players are allowed a bet and 3 raises. When players are heads-up, there are unlimited raises.
- New players must post to come in.
- If a player leaves the table, a friend, spouse, etc., may play his chips with his approval, provided there are no objections from other players (20 minute limit).
- There are no "play overs" at any time.
- English is the only language to be spoken during a hand, whether or not a player is in the hand.
- Forward motion towards the pot with chips in hand that may result in action behind it represents a bet.
- $100 bills are the only cash currency allowed.
- Dealers should immediately make change for a $100 bill that is played.
- Dealers cannot make rulings. Call a floorperson.
- Dealers should never be involved with playing a hand.
- Dealer should never start splitting the pot until the hand is over.
- Players using abusive language directed toward dealers or other players should immediately be reported to a floorperson. This behavior will be severely reprimanded and could result in a suspension.
- When a card falls on the floor, a new deck must be brought in to play.
- "Live Straddle" is not allowed.
- The "kill" button is not allowed in the $20-$40 game.
- A hand hitting the muck face down is a dead hand and cannot be retrieved.
- A hand turned face up is live. Cards speak.
- Dealers cannot kill the hand.
- Dealers should push the pot to the winning hand after all other hands are dead.
- Dealers must announce the winning hand.
- Dealer should not expose a hand once it hits the muck.
- If a player asks to see all hands while the hand is in action, the dealer must protect the muck.
- Players who go broke can post and come in again for large blind only.
- A player can change his seat and post behind the button.

- If a player leaves without taking the small blind, the player can come in again for $10 dead or $20 live.
- A verbal announcement in turn of a raise is binding.
- One player per hand.
- Dealers should not deal cards to an empty seat, except on the button.
- If a player objects to a particular procedure (and he is right) and no action has been taken, then it is a misdeal. However, if action has been taken, the hand stands.
- Once a player locks up a seat, it is his.
- A deck must be dealt at least a full round before a player can request a deck change.
- One set-up change per half hour.
- Dealers must keep bets in front of players until action is complete, then gather it into the pot.
- A dealer cannot all a string raise; a player must do so.

Must Move Procedures

- A player must move immediately unless he is in the blind or on the button.
- When a player moves to the main game, he can take a hand immediately or post behind the button.
- If a player refuses to move, he must quit (or be picked up) and cannot return to a $20-$40 game for one hour.
- Four-handed or less is considered a broken table.
- When "must move" table breaks, the main game can become 10-handed and remain so until all players from broken game have been accommodated.
- Players from broken game have priority over all call-ins.
- The 10th seat can only be placed to the right or left of Seat 5.
- The same seat that was added must be removed when the game goes back to nine-handed.
- Players moving to main game must take chips with them. "Must move" game is an extension of the main game.

Call In Rules

- Call ins are written on the board in RED with name and time phoned.
- Call ins are allowed 75 minutes.
- Once call ins are in the casino, the name on the board is rewritten in BLACK

Ocean's Eleven Casino

Dealing Procedures for Taking the Collection from the Pot

Follow all Poker game tag rates that are posted on the tables.

Hold'em Style

- In all Hold'em style Poker games, no collections are taken until there is a flop. **
- After the flop, the dealer will reach into the pot and take the corresponding amount of chips needed to cover the drop amount. The table tags indicate this amount.
- These chip(s) do not go into the dealer's rack.
- If a color change is needed, the entire transaction will be done on the table in front of the dealer's tray. For example, three (3) blue chips are taken from the pot and placed in front of the dealer's tray. The dealer then removes a three-dollar chip from their tray and places it on the table.
- Next, the dealer takes the chip(s) that they removed from the pot and places them on their tray.
- Then the dealer places the collection chip on the drop slot with their right hand; they will then open their hand and expose it to the cameras showing an empty hand.

** See collection sheet and/or Poker game tag for exceptions.

Stud Style

- All stud style Poker games collection procedures remain the same as are currently being done. (All collections and/or jackpot drops are taken from the antes.)

OMAHA

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

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

RULES OF OMAHA

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

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

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

SEVEN CARD STUD

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

Rules of Seven Card Stud

1. The first round of betting id initiated with a forced bet by the lowest value up card. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example, in $15-$30 Stud, the low card opens for $5. If the next player to act brings the bet to $15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example, in a $5-$10 game, if you have a pair showing and you are the high hand, you may bet either $5 or $10. If you bet $5, any succeeding player has the option to call $5, raise $5, or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of $10-$20 and higher, dealers do not announce possible straights or flushes.
6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low hand, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.

8. If you are all-in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.
9. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
10. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
11. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards.) If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.
12. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and deliveries the remaining down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
13. If you pick up your up cards, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
14. You must have seven cards to win at the showdown.
15. A card dealt off the table must play and it is treated as an exposed card.
16. If the dealer turns the last card face up to any player, the following rules apply:
a. If there are more than two players, all remaining players receive their last card face down. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all-in.
b. If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt face down, and the opponent's final card is dealt face up, the player

with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.

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

17. If you call a bet even though you are beaten by an opponent's up cards, you are not entitled to a refund.

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

Rules of Seven Card Stud High-Low Split (8-or-Better)

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

RAZZ

- Collection
- Wagering Conventions
- Cards Used
- Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

The lowest hand wins the pot. The format is similar to Seven 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. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

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

Lowball

- Collection
- Wagering Conventions
- Cards Used
- o Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

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

Rules of Lowball

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

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

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

o No cards have been dealt off the deck in response to your request (including the burn card).

o No player has acted on his or her hand based on the number of cards you have requested.

- If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond..
- In limit play, a bet and six raises are allowed in all multi-handed pots.
- In limit play, check-and-raise is not permitted.
- The minimum opening bet is the size of the large blind (unless otherwise posted). For example, in a $30-$60 limit game where the blinds are $10, $20, and $30, you may open for $30 or $60 before the draw.
- Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
- In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional call you make.

- In ace-to-five Lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his obligation by completing to a full bet, all subsequent betting action will stand.

Deuce-to-Seven Lowball (Kansas City Lowball)

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

Rules of Deuce-to-Seven Lowball

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

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

Rules of No-Limit and Pot-Limit Lowball

- All the rules for no-limit and pot-limit poker (See Poker section) apply. All other Lowball rules apply, except as noted.
- In no-limit ace-to-five Lowball, the player must take an exposed card of A, 2, 3, 4 or 5 before the draw and any other card must be replaced. In deuce-to-seven Lowball, a 2, 3, 4, 5 or 7 must be taken, and any other card including a 6 must be replaced. After the draw, any exposed card must be replaced.
- After the draw, a player may check any hand without penalty.
- Check-and-raise is permitted.

KILL POTS

In a game that requires a player who wins two consecutive pots to kill the next pot (natural kill), a maker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. The pot size requirement for the first pot or "leg" of a kill is the same as the second leg to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.

1. In Lowball, the betting limits before and after the draw 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.
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 Lowball, players may look at their first two cards and then occasionally decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. 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. If it is a required kill pot with the kill button face up, you must complete the bet.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill 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 the game 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 killer raises, the action proceeds clockwise from the killer.

11. Broken game status is allowed only for players of the same limit and game type. For this purpose, a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

For Limits 10-20 and Higher:

12. Once called, player has 10 minutes to be seated

13. No "playovers"

14. One "live straddle" is allowed

15. Both blinds missed for any reason – player may:

a. Post both blinds (big-live, small-dead), or

b. Wait for the big blind

16. Overs:

a. True "overs" only (2x game limits) will be allowed.

b. 20-40 and higher only.

c. If a player mistakenly bets the "true" limit on an "overs" limit, and it is discovered before the round of betting is completed, all best must be increased.

17. Must mover procedures

a. Player may play to blind.

b. Player may post or wait for blind.

c. If a player declines to move, they must quit the game and will not be allowed to return until one hour has passed, then they will be added to the board.

d. Players moving within a "must move" game must take all chips.

18. Broken game (Post)

a. Players coming from broken game into main game may:

i. Take free hands in front of blinds, or

ii. Let button pass and then post.

19. All Collection Games

20. All players seated at the time of collection are required to pay collection in order to receive the next hand if there is a board, or if they have played a hand.

21. General

22. In 4-8 games and below, only $1 and $5 chips will play.

23. In 9-18 games, only $3, $25 or $100 chips. No cash.

24. In 10-20 and 20-40 games, $5, $25, $100 or $500 chips.

25. In 40-80 or higher games, $5, $10, $25, $100 or $500 chips.

26. In time collection games, if two players split the pot, they split collection. If one player is a new player, ½ is paid and ½ is carried over.

Draw Poker (Jacks-or-Better)

- Collection
- Wagering Conventions
- Cards Used
- Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

All five-card jacks-or-better Draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card Draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw. In all Draw Poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multi-handed pots.

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

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

Rules of Draw Poker (Jacks-or-Better)

- A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
- If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
- Any player who has legally declared the pot opened must prove openers in order to win the pot.
- In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.

- Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
- An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.
- Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.
- You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that your are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.
- You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).
- After the draw, if you call the openers bet and cannot beat openers, you will not get your bet back.
- The joker may only be used as an ace, or in straights, flushes, or straight flushes.
- If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
- Any player may draw up to five consecutive cards.
- Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if the action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five-card hand.
- If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
- You may change the number of cards you wish to draw, provided:
  - No cards have been dealt off the deck in response to your request.
  - No player has acted in any way on his hand based on the number of cards you have requested.
- Cards that are exposed face up by the dealer before the draw must be kept.
- Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
- Checking and raising is permitted.
- A maximum of a bet and six raises is permitted in multi-handed pots.
- You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

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

Jacks Back

- Collection
- Wagering Conventions
- Cards Used
- Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

Jacks Back is a five-card, jacks-or-better Draw game. The game converts to Lowball if no one with a pair of jacks or better opens the pot for high. In that case, the player immediately clockwise from the dealer button must automatically open the pot for the designated opening bet. A pot that is opened as high uses all jacks-or-better rules. A pot that is opened as low uses all Lowball rules.

Rules of Jacks Back

- If the pot is not opened for high, the game becomes the same as single blind Lowball. That is, the person to the left of the dealer button is forced to open the pot at the lower limit, and all Lowball rules apply.
- If the opening forced bet is not raised, the player who made the forced bet has the option of raising after the dealer has acted. If no one opens for high and the player to the left of the button has less than half the blind, the next player is forced to make the blind bet. After the hand, if the all-in player wins the pot or buys in again, the button remains in the same position for the all-in player to take the blind, should no one open for high. The button then advances to its proper position.
- If the pot is opened falsely for high and no one calls, the opener loses the opening bet, and the bet remains in the pot. The button then freezes and the hand is redealt.
- A maximum of a bet and six raises is allowed in any multi-handed pot.

No Limit Rules

- All the rules for limit games apply to no limit and pot limit games, except as noted in this section.
- There are no maximum number of raises in any betting round.
- All bets must be at least equal to the minimum bring-in, unless the player is going all-in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
- All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all'in bet that is less than the amount of the last bet or raise. For example:

o Player A bets $100

o Player B raises $100 more, making the total bet $200.

o If Player C goes all-in for less than $300 total (not a full $200 raise), and Player A calls, then Player B has no option to raise again because he was not fully raised.

o Player A can, however, raise after Player C goes all-in because he was fully raised by Player B.

o If Player A does raise then the betting is reopened and Player B can raise again.

- A wager is not binding until the chips are actually released into the pot.
- If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
- Since no limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
- A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
- In all no limit and pot limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten second warning, after which your hand is dead if you have not acted.
- The casino does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.
- For those special rules that apply only to no limit and pot limit Lowball, see Lowball section rules.

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.
- 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.
- 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 the smallest chip used in the game.
- In pot limit play, if single dollars are used in the blind, the pot size will be rounded up to the next $5 increment. Other betting structures may be rounded upward as required.
- The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is $100 and a player makes a $50 bet, the next player can call $50 and raise the pot $200, for a total wager of $250.
- 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.
- 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 all other players just call the straddle.

Pot Limit – Summary

- Buy In
  - $1,000
- Blind Structures
  - Hold'Em $10-$25
  - Omaha $10-$15
- Bring In
  - 4x Big Blind
- Rabbit Hunting
  - Only allowed by players involved in pot
- Making Deals
  - Must be $3,000 in the pot, and at least 1 player all in.
- Playing another player's chips
  - Allowed if no objection by other players.
- Playing over
  - A player may play over another player for up to 1 hour, then absent player will be picked up and put up first on list for an additional 30 minutes
  - Absent player is responsible for collection.
  - The option to play over will be based on priority of board list.
- Short Buys
  - One short buy per session played

- Table Stakes
  - All cash and chips in play must be clearly visible
- Blind Procedures
  - Same rules apply as in all other games
- Time Collection
  - Any player that has taken a hand prior to collection time must pay full collection. Also, if there is a players' list on the board, any new player must pay full collection.
- Floor person's decision is final.

PAI-GOW POKER

OBJECT OF THE GAME:

To win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional poker hands.

THE DECK:

Pai-Gow Poker is played with a total of 53 cards consisting of 52 cards and the joker. The joker may be used as a Wild Card to complete any pair, straight/or flush.

HOW THE GAME IS PLAYED:

The card game is dealt on a poker-style table to Seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and takes collections on each wager. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat # 1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer: As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely. For each hand that you accept the Player/Dealer button, you must wager at least the minimum bet requirement of that table (with no maximum wager). The Player/Dealer position cannot remain with one player for more than 2 consecutive hands. An intervening player must accept the option before it can be returned to any player.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive action from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table limit.

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

THE OPENING OF THE DICE CUP:
Revealing the total of the dice signifies the BEGINNING OF THE HAND. The House Supervisor will announce "no more bets." Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "Player/Dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmination from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win: both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands." If both hands rank lower than both of the Player/Dealer's hands, the player loses to the Player/Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "Player/Dealer" wagers $100.00 and loses $50.00 to the action hand and wins $50.00 from the next hand he cannot win or lose any more money. No other wagers, win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the collection on his next wager. This button must be used on the very next hand by the same player.

When all transactions are complete, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

BACKLINE WAGERS:
Each player's position has circles numbered 1, 2, and 3. The number 1 refers to player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2 or 3 locations will pay equal collections on each wager before each hand is played.

TRADITIONAL POKER RANKING HANDS:

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

RULES FOR PAI-GOW POKER:

1) Ocean's Eleven Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against or makes a wager against Ocean's Eleven Casino.
2) Collection is taken in advance for each wager. You must have a full minimum bet after paying the collection.

3) Each table has a spread limit defining the minimum and maxium amounts that may be wagered in each spot.
4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5) Any amount over the maximum table limit will receive no action.
6) There is "no maximum" on player/dealer wagers.
7) "Kum-Kum" bets will be paid off and or collected as one bet.
8) Players who choose to bet "kum-kum" must each wager at least the minimum bet permitted at the table.
9) Players who bet "kum-kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "kum-kum" bets.
10) All action goes clockwise, starting with the action button.
11) All cash will be changed to chips. All bets will be paid in cash.
12) The player who controls the seat is the only active player for that position but the player with the most money in action will handle the cards.
13) A maximum of two backline bets are allowed on each non-player/dealer spot. A third backline bet will receive no action.
14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the player/dealer position is moved to the next player.
15) Backline players may participate in the play of the hand, if the active player and backline player(s) disagree over the play of the hand, the player with largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
16) When the backline player(s) wishes to make a decision on the the hand and has the largest bet in action, he must verbally declare his intent to the house supervisor to stop the action before the active player acts.
17) In the player/dealer position, the largest wagering action makes the final decision on any disagreement on the play of the hand.
18) Only the active player/dealer may designate any person to shake the dice, except an Oceans Eleven Casino employee on duty.
19) Once the house supervisor has released the dice and announced "no more bets" no one may change his wager.
Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

20) The player/dealer's hand will not be opened until all hands have been set.
21) All players must put the entire wager in the spot before the dice are released by the house supervisor. Only money in the spot plays. Stating "money covers" or other call bets is not acceptable.
22) Any active player is entitled to ask the house supervisor the amount of the player/dealer's wager, to the extent that it affects the play of his hand.
23) No side bets or proposition bets are allowed.
24) The active player has the first option of being the player/dealer on his spot. If there was no wager the previous hand, no one may be the player/dealer on that spot.
25) Any player involved in the first player/dealer hand has the right to take the second player/dealer hand if the active player passes his second consecutive hand option.
26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
27) Any player removing a losing bet may be barred and/or subject to prosecution.
28) A player who removes a winning wager from the betting circle before being paid will be paid the minimum bet (to the extent that money covers), if the correct amount of the wager cannot be determined.
29) A player has a foul hand if:
(A) The two-card hand is stronger than the five-card behind hand, or
(B) The player does not have exactly two cards in the front hand, or
(C) The player does not have exactly five cards in the back hand.
30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to logical.
31) A player may see one hand only, regardless of the number of hands on which he has wagered.
32) The joker may be used as a wild card to complete any pair, straight, or flush.
33) A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
34) A misdeal will be declared if (a) a joker or ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
35) Players are responsible for the final setting of their hands.
36) No wager can be removed until all hands are opened.
37) Any "logical way" hand improperly set by the house super-

visor will be reset by the management.

38) The house supervisor cannot allow the player/dealer to set his hand foul. If the house supervisor mistakenly allows a foul hand to be played, it will be reset the "logical way" by management and play will continue.

39) The player/dealer's hand is not set until he has signified his final decision in any obvious manner to the house supervisor.

40) If it is discovered that the house supervisor did not show all options to the player/dealer, the hand will be reset the "logical way" before the third hand is exposed.

41) New set-ups may be requested after two rounds.

42) Player/dealer may ask the house supervisor for an extra shuffle.

43) Only the player/dealer may request a change of deck.

44) When two identical cards are turned up, the hand will be declared a misdeal.

45) A hand that has been misread by the house supervisor will play at true value if it can be retrieved intact.

46) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

SUPER PAN NINE

Object of the game:

To win bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

The Deck:

Super Pan 9 is dealt using twelve (12) decks totaling 432 cards. Starting with a regular 52 card deck, the 7', 8's, 9's and 10's are removed.

Structure of the game:

1) Each player, including the Player/Dealer places their wagers before the cards are dealt. This is the only chance to place a bet.

2) The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to Determine the order in which the player's hand will be compared to his. In Super Pan 9, the Player/Dealer's position is always 1, 9, or 17; numbers count clockwise.

3) Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have a numerical value corresponding to their face value except for face cards which have a value of zero (see below). An Ace has a value of one.

4) There are eight hands dealt. After the three (3) cards are added together, the last digit of the total determines the value of that hand.

FOR EXAMPLE:

A, A, Q, 5 = 7
6, 5, J, 3, = 4 (14)
2, K, Q, 6 = 8
5, 5, K, 6 = 6 (16)
3, 4, 2 = 9
5, 5, K, K = 0 (10)

5) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his or her hand as is, or drawing one (1) additional card. In turn, the player tables his or her three cards in front of his or her bet in the box (in the horizontal box if a player wants to draw a card, in the vertical box if the player does not want to draw a card). Players must place their three hand in either the "card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.

6) The Player/ Dealer's cards are opened last and he or she is given the option to draw.

7) Each player's cards are revealed starting from the action button and compared, in turn, to the Player/ Dealer's hand.

8) In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/ Dealer's hand are the same total, no money is exchanged. This is considered a "push".

BETTING LIMIT:
Players must bet within the table limits. There is no maximum for the Player/Dealer. The designated Player/Dealer can only receive "action" on the total amount he or she has wagered.

BACKLINE BETS:
Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that that another player may wager on. If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 or 3 locations will pay equal time collection before each hand is played.

RULES FOR SUPER PAN 9

1) Oceans eleven casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against oceans eleven casino.
2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3) Each table has a spread limit defining the minimum and maximum amount that may be wagered in each spot.
4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5) Any amount over the maximum table limit will receive no action.
6) There is "no maximum" on player/dealer wahers.
7) Kum-kum bets will be paid off and/or collected as one bet.
8) Players who choose to bet "kum-kum" must each wager at least the minimum bet permitted at the table.
9) Players who choose to bet "kum-kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "kum-kum" bets.
10) All action goes clockwise, starting with the action button.
11) All cash will be changed to chips. All bets will be paid off with chips.
12) The player who controls the seat is the only active player for that position, but, the player with the most money in action will handle the cards.
13) A maximum of two backline bets are allowed on each non-player/dealer spot. A third backline bet will not receive action.
14) The active player cannot refuse backline bets. He may not proohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the player/dealer position is moved to the next player.
15) Backline players may participate in the play of the hand. If the active player and the backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active plauer makes the decision.
16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the house supervisor to stop the action before the active player acts.
17) In the player/dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
18) Only the active player/dealer may designate any person to shake the dice, except an oceans eleven casino employee on duty.
19) Once the house supervisor has released the dice and announced "no more bets", no one may change his or her wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

20) The player/dealer's hand will not be opened until all hands have been set, with the exception of a "logical way" hand. (see rule #42).
21) All players must put the entire wager on the spot before the dice are released by the house supervisor. Only money in the spot plays. Stating "money covers" or other call bets is "not" acceptable.
22) Any active player is entitled to ask the house supervisor the amount of the player/dealer's wager, to the extent that it affects the play of his game.
23) No side bets or proposition bets are allowed.
24) The active player has the first option being the player/dealer on his spot. If there was no on the previous hand, no one may be the player/dealer on that spot.
25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
26) Any attempts to switch, pass and/or hold out cards will cause a hand to be foul amd the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
27) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
28) Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand, the fouled hand may be used to pay off winning players (to th extent that money covers).
29) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "logical way".
30) A player may see one hand only, regardless of the number of hands on which he or she has wagered.
31) When the player/dealer's three caed hand totals a 3 or less the house supervisor will automatically draw a card. When the player/dealer's three-card hand totals 7, 8, or 9, the hand stands.
32) When the player's three-card hand totals three or less and he does not draw a card, he will be given a verbal warning. If repeated, the player may be dealt out.
33) A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the house supervisor deals a card off the table, the card is dead and player will receive the next card.
34) No wager can be removed until all hands are opened.
35) All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the player/dealer has acted on his or her hand and before the players hands are read. (note: an exposed card is defined as one that lands face up on the table).
36) The player/dealer's hand is not set until he or she has signified his final decision in an obvious manner to the house supervisor.
37) A misdeal will be declared if:
A) It has been determined before the deal is complete, that cards have gone to the wrong spot.

B) If the player/dealer has the wrong number of cards.

C) If the logical way hand has the wrong number of cards.

38) A hand that has been misread by the house supervisor will play at true value if it can be retrieved intact.

39) Each player in turn (starting to the immediate left Of the player) is given the option of playing his or her hand as is or drawing one (1) additional card. In turn, the player tables his or her three cards in front of his or her bet in the box (in the hotizontal box if a player wants to draw a card, in the vertical box if a player does not want a draw card). Players must place their three-card hand in either the "card" or "no card" position. The house supervisor will check with each player in turn.

40) If a player is passed over without protecting his or her right to draw and the subsequent player has drawn a card, the passed player may not get a card.

41) When a player requests assistance on the play of a hand, in turn the house supervisor will play the hand according to ocean's eleven casino guidelines:

Draw on (5) or less
stand on six (6) or more
any "logical way" hand incorrectly played by the house
supervisor will be reset by the management. .

42) Management reserves the right to make decisions which are in the best interest of the game. Therefore,, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules,

CHINESE POKER (13 CARD POKER)

How the game is played:

- Each player receives 13 cards
- The hand must be placed with 3 cards in front, 5 cards in back, the back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. Please note that straights and flushes do not count in the three card hand. An exception to this is an automatic win.
- Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game.
- Hands are then compared with the other players hands. The player with the higher ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with the higher ranking back hand wins 1 point.
- A hand is dealt to all four seats regardless of the number of players at the table.
- An a,2,3,4,5, straight is always the lowest straight possible.

COLLECTIONS:

GAME LIMIT	COLLECTION
$ 2 per point	$2 per hand
$ 5 per point	$ 3 per hand
$ 10 per point	$4 per hand
$20 per point	$20 per hand
$50 per point	$30 per hand
$100 per point	$40 per hand
Above $100	$50 per hand

IMPROPERLY SET HANDS:

A hand is improperly set in each of the following situations:

- Any part of the three segment hands has the wrong number of cards.
- Any part of the three segment hands are set out of ranking order.
- Any player that sets his or her hand improperly must pay 6 points to all the other players.
- If one or more player(s) sets the hand "foul" all bonus hands (if there are any) will count against the player(s) who set the foul hand including super bonus hands.

Misdeals:

a misdeal can occur in the following situations:

- A dealer has exposed five or more cards of one player's hand.
- Any one hand is dealt the wrong number of cards.

Buy-in:
The buy-in for any game is 20 times the value of one poiny in chips.
Pay-offs:

- In an all-out situation, pay-offs start clockwise from the button.
- You can only win up to the amount of money in your stack at the start of the hand.
- Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands.

Clock option:

- Management reserves the right to introduce the clock option at their discretion. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

AUTOMATIC WIN HAND
TOP (3 CARDS) = STRAIGHT
MIDDLE = STRAIGHT
BOTTOM = STRAIGHT

TOP = FLUSH
MIDDLE = FLUSH
BOTTOM = FLUSH

ANY 13 CARD THAT HAS 6 PAIRS

DRAGON HAND:
ACE THRU KING
OF ANY SUIT = 13 POINTS

PAY-OFF/BONUS
WIN 2 OUT OF 3 = 1 POINT
WIN 3 OUT OF 3 = 6 POINTS
HOME RUN WIN
3 AGAINST 3 PLAYERS = 9 POINTS
EACH PLAYER
SURRENDER HAND
AUTOMATIC WIN = 3 POINTS

BONUSES
BOTTOM
FOUR OF A KIND = 4 POINTS

STRAIGHT FLUSH = 5 POINTS
MIDDLE
FULL HOUSE = 2 POINTS
FOUR OF A KIND = 8 POINTS
STRAIGHT FLUSH = 10 POINTS
TOP
TRIPS = 3 POINTS

- THE DRAGON HAND IS WORTH 13 POINTS, THIS HAND BEATS ALL OTHER AUTOMATIC WIN HANDS.
- AUTOMATIC WIN HANDS MUST BE DECLARED BEFORE THE HANDS ARE OPEN, OTHERWISE THE HANDS WILL PLAY THE WAY THE PLAYER SETS.

GAME INFORMATION:

Game Structure:

LIMIT	BUY-IN	COLLECTION *
$2 to $20	$40	$2.50 per hand
$4 to $40	$80	$3.00 per hand
$5 to $50	$100	$4.00 per hand
$10 to $100	$200	$4.00 per hand
No Limit	$100	$4.00 per hand
No Limit	$500	$5.00 per hand

Game Structure:

LIMIT	OPENING BET	PLAYER MAY	3RD CARD	4TH CARD	5TH CARD
$2 to $20	$2	$2	$2 to $8	$2 to $12	$2 to $20
$4 to $40	$4	$4	$4 to $16	$4 to $24	$4 to $40
$5 to $50	$5	$5 to $10	$5 to $20	$5 to $30	$5 to $50
$10 to $100	$10	$10 to $20	$10 to $40	$10 to $60	$10 to $100
No Limit	$5	No limit	No limit	No limit	No limit
No Limit	$10	No limit	No limit	No limit	No limit

* Collection is taken on the button, before the cards are dealt

21st Century Blackjack
No Bust w/Double Down, Split, 3/2 Odds & Surrender

21st Century Blackjack is a variation of standard Blackjack. It is a player-banked game with the similar objectives and strategy as standard Blackjack. The main differences are:

1. The best hand is a "Natural 22.
• A "Natural 22" is any combination of Aces and Jokers on the first two cards. A "Natural 22" pays 3 to 2. Two suited Aces on the first 2 cards pays 2 to 1.
2. A player may "bust" and not lose.
• The player does not lose his bet if the Player/Banker "busts" higher. (See Game Rules)
3. All cards have face value. Aces have a value of 1 or 11. Face cards have a value of 10.
4. The value of each hand is the sum of its cards.
5. All players' hands are compared with the Player/Banker's hand.
6. Two Jokers are added to the "shoe" on each table.
7. Each "shoe" consists of 5 (with the automatic shuffler) or 6 standard 52-card decks.
8. The Joker is considered a "wild" card and automatically makes the hand a 21 unless it is received in combination with an Ace or a Joker on the first 2 cards, then it is considered a "Natural 22".

PLAYER OBJECTIVE:

a. Receive a "Natural 22" on the first 2 cards.
b. Form a hand whose sum does not exceed 21 points.
c. Form a hand whose value is greater than the Player/Banker's hand.

PLAYER/BANKER:

1. Each player has the option of banking on a betting spot for 2 consecutive hands.
2. The option starts from seat number 1 in a new game, if the player denies tbe banking option the option will be given to the next player moving clockwise.
3. There must be an intervening Player/Banker before the bank position may return to the previous player.
4. The Player/Banker must bank for the minimum table limit. There is no maximum amount on the Player/Banker's wager.
5. The Player/Banker will receive action only on the amount of his wager.
6. Player/Banker will receive one UP card and one DOWN card. The Player/Banker must draw additional cards until his hand totals a hard 17 or better.

7. The Player/Banker receives his additional "hit" cards after all other players have acted on their hands by "standing" on their first 2 cards or drawing additional cards on their hands.

HOW THE GAME BEGINS:

1. The Player/Banker option is accepted by one player.
2. Each player places a wager in the designated circle. The game is dealt on a blackjack style table consisting of (7) player spots. Each player spot has 5 additional spots for backline betting. (See Betting Scheme)
3. The "dealer" (A casino employee) controls the shuffling and dealing of the cards, controls the orderliness of the game and takes collections on each wager before the cards are dealt. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.
4. The amount of the wager may not be altered once the play of the hand begins. As a player you must bet within the table limits.
5. Each player receives two cards on the initial deal.
6. Players have the option of drawing additional cards.
7. When all players have concluded their play, the Player/Bankers hole card is exposed. The "dealer" plays the Player/Bankers hand by drawing cards until the Player/Banker hand reaches a total of 17 or more. (He must hit a "soft 17")

Betting Scheme:

1. Players must bet within the table limits. There is no maximum wager for the Player/Banker.
2. A collection, based on the amount of wager is taken by the dealer, for the house, prior to the start of each hand.
3. Players may "double down" on any two cards except a "Natural 22" or any hand with a Joker. Players may double down for any amount from table minimum and up to their original bet. Player will receive one additional card.
4. Players may "split" any pair or any two face cards. An amount equal to the original wager must be wagered on the "split" card. If the player receives the same pair or a face card on the next card he can "split" again by matching his initial wager. (A player can "split" three times).
5. There are 5 additional backline wagering spots on each players spot. The original player, or 1st spot player controls the playing of the hand. The wager in each spot must meet the minimum and maximum table limits and a collection based on the amount of the additional wagers will be taken prior to the start of each hand.

GAME RULES:

1. All players' hands are compared to and played against the Player/Bankers hand.

2. If both player and Player/Banker have a "Natural 22" it's a PUSH.

3. If both player and Player/Banker hands are 21 or less, the hand closest to 21 wins. All ties are a PUSH.

4. If both players' and Player/Bankers' hands are over 21 after, the first 2 cards are dealt;

a. Player/Banker is closer to 21, PLAYER/BANKER WINS.

b. If player is closer to 21, it is a PUSH.

c. If Player/Banker and player tie, PLAYER/BANKER WINS.

5. If the Player/Bankers up card is a Joker, there is no draw.

6. If the Player/Banker has a Natural 22 he wins all wagers unless a player ties with a "Natural 22".

7. If the Player/Banker has a Joker as his up card and does not make a Natural 22, he pushes all hands equaling 21 and loses to any Natural 22.

8. If the Player/Banker has a Joker as his down card, or has a Natural 22, the player may only lose his original bet.

CALIFORNIA BACCARAT

Value of Cards

Ace = 1
2-9 = Face Value
10, J, Q, K = 0
JOKER = Wild (Any card and a JOKER = 9)
A Natural = two (2) JOKERS

HOW TO PLAY

The object of the game is for the player to make 9 or a hand closer to 9 than the Banker's hand.

The value of a hand is the sum of its cards. If the sum exceeds 10 or 20, subtract 10 or 20 to determine its real value. (i.e. 8 + 5 + 9 =22 – 20 = 2)

Each player receives two cards face down, with an option for one additional card. (See Rules for hitting).

RULES FOR PLAYERS AND PLAYER BANKERS

When Players And Player Bankers' First Two Cards Total:	Natural (2 Jokers)	
	Any Card + Joker	Stand
	7, 8, or 9	
	5 or 6	Option
	0, 1, 2, 3, or 4	Draw a Card

4. There are no Jokers.

5. The table is a blackjack-style gaming table with eight seats. See Diagram (Page 3).

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals two two-card hands, in rotation, one at a time.

11. Players in seats 1-8 received two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

14. Each player with a wager on the stand line with two cards valued at 5 & 6 has two options:

a. Stand and keep wager on the Stand Line; or
b. Hit and take a community card by moving wager to Hit Line.

15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

16. Wagers will be settled from left to right to the extent that player/dealer's bank covers the wagers.

Player with Position Number Is Represented By

21st CENTURY BACCARAT
Face Up Version with Tie hands

SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down.
Player must stay on 7 or more and hit on 0 to 4.
Each player options on 5 & 6 are: a) stand; b) hit and take a community card.
Player/dealer must hit on 0-5 and stand on 6-9 or more.
House way: Hit on 0-5 and stand on 6-9

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible

2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.

4. There are no Jokers.

5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals two- two card hands, in rotation, one at a time.

11. Players in seats 1 -8 receive two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

14. Each player with a wager on the stand line with two cars valued at 5 & 6 has two options:

a) Stand and keep wager on the Stand Line;

b) Hit and take a community card by moving wager to Hit Line.

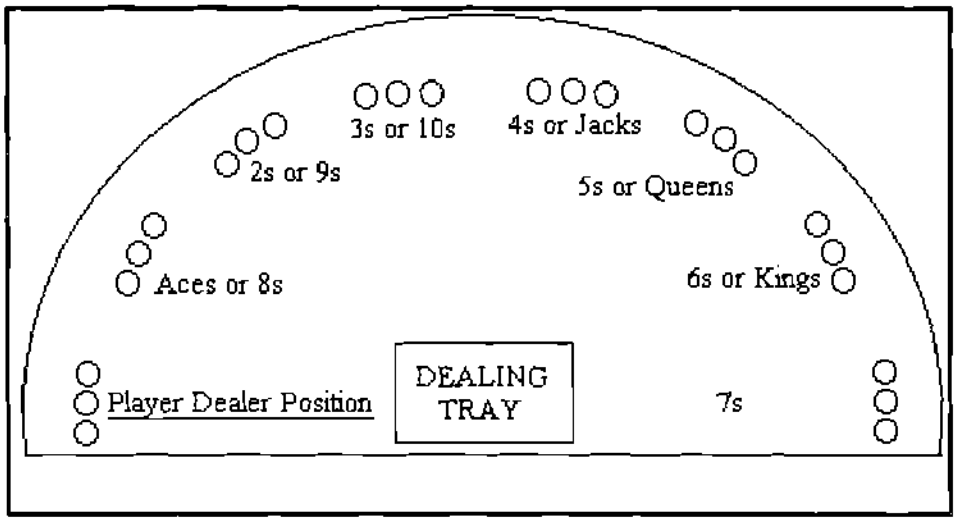
15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

16. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is

always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number Is Represented By

Player Dealer position
0
Seat 2
Ace or 8
Seat 3
2 or 9
Seat 4
3 or 10
Seat 5
4 or Jack
Seat 6
5 or Queen
Seat 7
6 or King
Seat 8
7



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18. Players with hands valued at 7 to 9 must stand.

19. Players with hands valued at 0 to 4 must hit.

20. Players have options on 5 and 6.

21. The Player/dealer wins all ties on zero and one on the base game.

22. The player /dealer will lose all ties to player's tie wager.

23. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.

24. The Player/dealer must hit on 5s or below and must stand 6s and above.

25. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.

26. Backline betting is allowed. Each seat has three betting circles for Ante and tie bets.

27. All bets for the base game and tie bet must be between the minim and maximum table limit.

28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

Early Tie Bet

1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
2- The total Tie wager or the original base game wager cannot exceed table limit.
3- Players must place a wager for the base game to be able to wager on the tie bet.
4- the base game wager must be larger than the tie bet wager.
5. There is no collection for the tie bet.
6-All tie bets will be paid 8 to1
7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

Late Tie Bet

After dealing their two community face cards and one of the player/dealer face up card only the players with early tie bet have option to place an wager for late tie bet wager.
No Tie bets allowed in the following situations:
5 vs. 5
6 vs. 6
7 vs. 7
8 vs. 8
9 vs. 9
1-The late tie bet wager cannot exceed the early tie bet wager
2-. There is no collection for the tie bet.
3-All tie bets will be paid 8 to1

Option:
Player may place a late tie bet not exceeding $ 25 without the early tie bet. This bet pays 6 to 1.

Collection Rates

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

Table Limits	Player/dealer	Player
$5- $50	$1	50c
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$ 5	$ 3

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a

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

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

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

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

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

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

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

PLAYERS

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

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

MEXICAN POKER

Mexican Poker is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.
Objectives:
Each player receives a total of 5 cards, 4 of which must be face up. After the first two cards are dealt (1 down and 1 up), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be complete prior to the deal of the third card which may be delivered up or down, depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs. The fourth and fifth card are then dealt and played according to the same format. The player with the ranking hand wins the pot.
Ranking of hands – From Highest to Lowest.
(Remember – A Full House beats a flush)
NO 8'S, 9,s or 10,s in the deck0

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

1. All cards 8 through 10 are removed from a regular 53 card deck (Deck includes Joker which remains). The Joker is "wild" in all cases when dealt face down. However, when dealt face up, it is "wild" only with Aces, Straights and Flushes.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet. The opening better has the option of opening at either the lower or upper limit.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.
5. The game allows for the counting as a Straight certain hands containing a non-contiguous progression of numbers due to cards 8,9, and 10 being removed. These hands; 4, 5, 6, 7, J, 5, 6, 7, J, Q, 7, J, Q, K, A are considered Straights.
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7. In that case, on 3rd, 4th, or 5th streets, cards are dealt either face up or face down. Any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
8. If a player exposes a card during other than prescribed times, it is not considered an exposed card and player will be required to play it as a down card.
9. Starting after the 2nd card, a card will be "burned" on each round.
10. Check and Raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Cards speak- hold your hand until you are sure of what your opponent has.
13. Once a card touches the muck, the hand is considered dead.
14. No string bets or raises.
15. One short buy is allowed for every full buy-in (1 full, 1 short), etc.
16. If you show any cards to one 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.
17. 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.
18. All players will act in turn. If a player checks, the player who checked first, must show his hand first.
19. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, is unaware of a raise hr will not be held to that, unless action has been taken behind this act.
20. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

Three Card Poker

OBJECT OF THE GAME

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

- Ranking of Hands:
  - Straight flush
  - Three of a kind
  - Straight
  - Flush
  - Pair
  - High card

ROUND OF PLAY

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

2. The game utilizes a standard 52-card deck.

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, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.

4. The game is played with up to seven players, plus a player/dealer. The house dealer deals the game.

5. Players must make and Ante wager and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.

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

a. Fold the hand and forfeit the Ante; or
b. Stay in the game by making a Play bet; this bet must equal the Ante.

7. The player/dealer must qualify to play wit a minimum Queen-high.
a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
b. The Ante will receive action. If the player's hand beats the player/dealer's hand. the dealer will then pay each Ante – the ones not surrendered by folding,

Three Card Poker

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

i. If the player's hand beats the player/dealer's, the player wins even money.

ii. If the player/dealer's hand beats the player's, the player loses.

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

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

Bonus Bet

1. A $5.00 Bonus Bet collection must be placed on the Bonus Bet spot to qualify for Bonus Jackpot Bet pay. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bets pay as follows:

a.	Royal Flush	200:1	
b.	Straight Flush	40:1	
c.	Three of a Kind		30:1
d.	Straight		6:1
e.	Flush	3:1	
f.	One Pair		1:1

Glossary

Ante: The mandatory wager players make before seeing their hand.
Bonus Bet: An optional jackpot bet for players who placed an ante bet and paid collection. See Bonus Bet pay chart above.
Fold: The player option to surrender his Ante, rather than continue in the game.
Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.
Play wager: If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.

Three Card Poker

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 (1998) 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.

PANGUINGUE, THE GAME

Players

Two or three can play, but four to eight players are best.

The Pan Deck

The Pan deck consists of 320 cards. Eight decks of regular cards make one Pan deck, with 8's, 9's, and 10's taken out. There are no Jokers. In all games, one complete set of Spades is removed, thereby leaving a total of 310 cards. Sequence of cards: A, 2, 3, 4, 5, 6, 7, J, Q, K (high). Note that the Jack follows the seven in sequence.

The Deal

The deal and play are counter-clockwise.

To Start the Play

Five cards are dealt to each player with one card turned face-up The player dealt the lowest card first will be the first one to act. Each player then receives five more cards. From then on, the winner of the last hand will be dealt to first and be the first to act.

Before the Action

Each player gets to look at his or her hand and evaluate its potential. Starting with the winner of the previous hand, each player declares whether he or she will play the hand or forfeit his or her top and discard the hand.

Action Begins

Action begins with the first person to declare in, drawing a card from the top of the deck. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile, must use the card immediately in a meld, NEVER placing the card in his or her hand. If a drawn card cannot be used, it must be discarded. A player may draw from the top of the discard pile only if both the top card of the discard pile was drawn from the deck and discarded by the preceding player, and he or she can immediately meld this card.

After drawing a playable card and using it in a meld, a player may meld as many spreads as he or she holds or may add to his or her existing meld(s) and collect any pays due before discarding, which ends his or her turn.

Melds or Spreads

Melds or Spreads must be at least three cards or as many as eleven. There are two types of melds: sets usually called "squares" and sequences usually called "ropes."

Ropes

Ropes are any three or more cards of the same suit and in sequence, i.e., Clubs 6, 7, J.

Squares

Squares are three or more cards of the same rank and of different suits, i.e., Club 6, Heart 6, Diamond 6, or also allowed the same suit, i.e. as Diamond Q, Q, Q. Additionally, any three Aces or any three Kings, regardless of suit, qualify as Heart K, Heart K, Club K. Aces and Kings are called non-comoquers.

Conditions

Certain melds have value and are called konditions. When melding a payable kondition, the player may immediately collect chips from each player who had declared to play the hand, by asking for the correct amount due him or her.

Value of Conditions

All three's, five's, and seven's are valle (pronounced "valley") cards, all others are non-valle.

1. Any set of valle cards, not in the same suit: one chip.
2. Any set of valle cards, in the same suit: two chips; four chips in Spades.
3. Any set of non-valle cards, in the same suit: one chip; two chips in Spades.
4. Any sequence of A, 2, 3, in the same suit: one chip; two chips in Spades.
5. Any sequence of K, Q, J, in the same suit: one chip; two chips in Spades.

Adding to a Meld

A player may add one or more cards to any of his or her melds provided that the character of the meld is preserved. To a set of different suits, same rank, he or she may add any card of the same rank. Also, to a set of the same suit, another card of the same rank may be added. If a kondition is increased as Heart K, K, K, original kondition for each Heart K added. When adding to a set of three valle cards in the same suit, half value is collected. One chip in any suit, two chips in Spades. Non-valle cards are paid full value for each identical card added to original meld.

Borrowing

A player may take a card from one of his or her increased melds to make a new spread provided he leaves a valid meld. For example: From Diamond J, 7, 6, 5, he or she may borrow either the Jack or the five, but not the seven or the six. When borrowing from a square as Heart 6, Club 6, two Spade 6's , only one Spade 6, and no other, can be removed without effecting the meld.

On the Out

The winner of the hand receives, from each participating player with chips, the total value of his pays as they lay, plus two (2) chips for the outs. The winner also receives the tops which are given to him or her last.

PANGUINGUE RULES

1. You are required to pay your collections in advance.
2. All players are to be seated by the Floorperson, in turn, from the board.
3. No telephone reservations are accepted.
4. No one is allowed to play over anyone else's checks except when authorized by floorperson.
5. You must keep your cards above the table at all times. If you remove any card(s) from the plane of the table, your hand may be declared dead. if you deliberately throw a card(s) off the table, you are subject to being penalized or denied use of the facilities.
6. No cutting of cards by players.
7. The dealer deals 10 cards to each player, two rounds of 5 cards each. In dealing cards, if all five cards are turned face up, that player is entitled to another 5 cards from the center of the deck. If only 4 cards or less are exposed, they remain in play.
8. COUNT YOUR CARDS BEFORE YOU DECLARE YOURSELF IN. TO DECLARE IN MEANS THAT YOU HAVE COUNTED YOUR CARDS AND ARE READY FOR PLAY. IT IS YOUR OWN RESPONSIBILITY, NOT THE DEALER'S, TO SEE THAT YOU HAVE THE CORRECT NUMBER OF CARDS.
9. BOXED CARDS DO NOT PLAY AT ANY TIME.
10. No stuffing of cards is permitted except by dealer.
11. A player who has been dealt 8 cards or 12 cards has a dead hand, and his top is returned.
12. If a player is dealt 9 cards, the player gets another card from the front of the deck. If cards have been drawn, the player gets a card from the center of the deck.
13. If a player is dealt 11 cards, that player lays all of his or her cards face-down. The Dealer then counts the 11 cards and draws the extra card from the hand.
14. In both instances, if a player has declared in and another player has acted, or if any action has been taken, the player with the wrong number of cards must play the hand.
15. If a player has declared in with the wrong number of cards, and has touched the deck, that player is playing a foul hand.
16. If "Time" or "Hold to me" is called, you have protected your right to act while considering what to do if the player ahead of you has not yet completed his or her action.
17. In a dealer game, the first player has the option on the first card. The first card drawn off the deck to start play can be used by the second player if two players are in the hand.
18. NEVER PUT A DRAWN CARD INTO YOUR HAND. YOUR HAND WILL BE FOULED. Exception: If the player is going out.

19. If a player discards a card he or she has drawn, he or she loses all action on that card. IT IS ALSO UNETHICAL FOR ANY PLAYER TO CALL ATTENTION TO THAT CARD. Players repeatedly doing so may be denied use of the facilities.

20. Napkins, towels, ashtrays, or chip racks are not permitted on the table.

21. If any hand is flat on the table and that player has either discarded a card they need, or neglected to take a card that would put them out, you may not force that card back on that player.

22. If all hands are fouled, except one, the player places his or her remaining cards face-up on the table. That player continues to draw and must use any card that fits the player's hand in any way. The player draws until the hand is panned. To pan hand, player must go easiest way.

23. Collecting a pay and then making a switch may only occur when a player is going out.

24. Each player must play his or her own hand. No help or discussion from others is permitted. If a player asks for a smaller amount due him or her and discards, he or she receives the amount asked for. However, if that player is hit again, he or she is then entitled to correct amount due but must ask for it.

25. Three valid cards down constitute a meld.

26. NO POTTING ALLOWED.

27. A player using a discard from another player's hand, and discarding, has a fouled hand. If that player has not discarded, the play can be backed up with no penalty.

28. If a player misses a turn, and three players have acted behind him or her, or until it is their turn again, there is no penalty. That player just misses a turn.

29. All cards lying on the table in valid melds must remain there. At no time may they be discarded or returned to your hand. These infractions foul your hand. This rule does not apply to a player who is flat in his or her hand or on board.

30. If a non-valid meld is down and player has discarded, and is asked to make it good, he or she must do so or have a fouled hand. A player must use the card drawn. If he can use the drawn card in a different meld, he may do so and his hand is not foul. This does not involve secondary meld until the player has touched the deck.

31. Discarding a card before you bring the valid card to your meld means that you have a fouled hand because you only have 9 cards in your hand. The exception is in a dealer game, and only after you have requested a card from the dealer prior to discarding.

32. When playing heads up, Player drawing a card does not have to expose card till other player discards.

33. If player draws two cards at one time in error (cards stuck together) that player puts back the card and continues playing. If a player draws a card and accidentally turns the next card over, the second card plays.

34 When a player draws a card, offers it to the in turn player and then reconsiders, it is still their privilege to use the card because they have not released the card.

35 Player "A" has a flat hand on the table. Player "B" also has a flat hand on the table. There are other players in the hand. Player "A" draws his or her out card, but inadvertently discards it. The card drawn is a dead card. When there are only 2 players, the card is not dead, except in Tournament play.

36 Player "A" draws a card and throws it into the muck. Player "B" brings the card toward his meld, then decides not to use the card and throws it into the muck. If the player changes his mind again and wants to use the card, the player cannot use the card because the player has already acted on that card. The player must draw.

37 FORCING HAS PRECEDENCE OVER ANY OTHER ACTION. After three (3) players act, including the first pluck, all action on the card is dead. For example: Player "A" draws a card and discards it even though that player could have used it; Player "B" draws a card and discards. Player "C" draws a card and discards. All action on that card is dead.

38. If a player thinks he or she is out and is not out, and all of the player's melds are good except the last one, the player may put back into his or her hand the cards that belonged there, discard the card that does not belong, and continue playing. However, if you say you are out and this causes another player to foul his or her hand, and you find you are not out, then you also have a fouled hand.

39. If you draw a card which you cannot use and put out the next player, who is flat on the table, you must show your entire hand face up on the table if requested to do so.

40. On the outs, a player may collect chips due him from a previous meld providing he has enough chips in front of him, and as long as condition is intact.

41. A player is not allowed to build-up and go out. On the outs he can only collect the amount of chips he has in front of him.

42. If a player asks the value of a hand, any player seated is obligated to correct any errors.

43. If the winner of the hand wants to change seats, that player gives up the first.

44. There shall be no change in seating after a new player has been seated or has placed the "buy-in" on the table, except when there has been a change previously requested of the dealer or floorperson. The players on the board have priority on all new games.

45. You may be granted a change of table from one game to another of the same limit providing your game is full. You must begin with a full buy-in when you change tables except when coming from a broken game of the same limit.

46. If your game breaks, you will be allowed to cut cards with the remaining players for any available seats in another game of the same limit.

47. You have the right to insist that any player in your game exchange cash on the table for

chips. You must make at least a full buy-in upon being seated in a game. A full buy-in is one full stack of twenty (20) times the kondition of the game being played.

48. A player is allowed to make one short buy-in after a full buy-in. Anything less than a full buy-in is a short buy-in, even when adding to your stack.

49. You cannot remove chips from the table. If you leave the table with chips (or money), it must be replaced before you resume play.

50. THERE WILL BE NO PLAYING FOR TOPS. If you run out of chips during the playing hand, you must throw your hand away.

51. If a player with no chips plucks a card, that card is live until the following player has completed their turn; or if the card was used in a spread, then the plucked card is dead.

52. There is no playing behind. A player declaring playing behind may do so only if the table accepts the action. The House will take no responsibility for any player playing behind, nor will the House render any decision in regard to playing behind.

53. Each player is responsible for their own collections. The House will not pay any short pay or top. If a player is not in the hand, and he knows who is short, that player should say so if asked.

54. IT IS YOUR RESPONSIBILITY TO PROTECT YOUR HAND AT ALL TIMES.

55. By accepting a seat in a Pan game, you have agreed that management has the right to interpret rules and enforce decisions in the best interest of the game.

56. The Floorperson's decision is final.

57. Management assumes no responsibility for the conduct of any player. However, we do reserve the right to decide on who may play and how they may play. Players are expected to conduct themselves in a proper manner at all times. In order to protect players fully, we retain our right to refuse use of the facilities to any person.

58. There is no transfer of liability. In case of theft or natural disaster, Ocean's Eleven Casino will not be responsible for chips or money left on the table.

RULES FOR ASIAN 5-CARD STUD:

1. All cards 2 through 6 are removed from a regular 52 card deck. No jokers.
2. The player with the highest card clockwise of the dealer button will have a mandatory opening bet. This is a "Live Bet." This player may raise if anyone else fails to do so.
3. The highest hand will start the action on all following rounds. When there are two hands of equal value, the hand closest to the dealer acts first.
4. If the down card (second card) is exposed by the House dealer, that player will receive his next card down.
5. If a player exposes a card, it is not considered an exposed card and he will be required to play it.
6. Starting after the second card a card will be burned on each round.
7. Check and raise is permitted.
8. All raises must be at least equal to the size of the last bet.
9. ENGLISH ONLY will be permitted while the hand is in play.
10. Cards speak—hold your hand until you are sure of what your opponent has.
11. Once a card toucbes the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
12. No string bets or raises.
13. One short buy is allowed for every full buy-in (1 full, 1 short, 1 full), etc.
14. Only the player with the dealer button may ask for an additional shuffle.
15. Deal rotates clockwise. If you show any cards to one 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.

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

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

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

19) All Ocean's Eleven Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

GAME INFORMATION:

Game Structure:

LIMIT	BUY-IN	ANTE	* COLLECTION
$2 to $20	$40	~~$.50~~	$2.50
$4 to $40	$80	~~$1.00~~	$3.00
$5 to $50	$100	~~$2.00~~	~~$.50 per player~~ 4 -
$10 to $100	$200	~~$3.00~~	~~$.50 per player~~ 4 - ~~+ $1.00~~
NO LIMIT	$100	~~$3.00~~	~~$.50 per player~~ 4
NO LIMIT	$500	~~$6.00~~	$1.00 per player 5 -

Game Structure:

LIMIT	OPENING BET	PLAYER MAY	3RD CARD	4TH CARD	5TH CARD
$2 to $20	$2	$2	$2 to $8	$2 to $12	$2 to $20
$4 to $40	$4	$4	$4 to $16	$4 to $24	$4 to $40
$5 to $50	$5	$5 to $10	$5 to $20	$5 to $30	$5 to $50
$10 to $100	$10	$10 to $20	$10 to $40	$10 to $60	$10 to $100
NO LIMIT	$5	NO LIMIT	NO LIMIT	NO LIMIT	NO LIMIT
NO LIMIT	$10	NO LIMIT	NO LIMIT	NO LIMIT	NO LIMIT

Collection is taken on the Button
Before the cards are dealt.

Caribbean Stud Poker

California Version

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

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

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The player/dealer collects the ANTE from players who folded and then reveals his four face down cards for those players who have stayed in the game.

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

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

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

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

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

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

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

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

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

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

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

9) At this time players act in turn by exercising one of the following options:
   a) Surrender by forfeiting their wager (*Ante*); or
   b) Call with a back *Call Bet* twice the *Ante*.

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

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

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

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

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

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

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

17) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.

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

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

Front bet (Ante)
Back bet (Call Bet)

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

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

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

PLAYER/DEALER& DEAL

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

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

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

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

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

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

Collection Rates

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

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

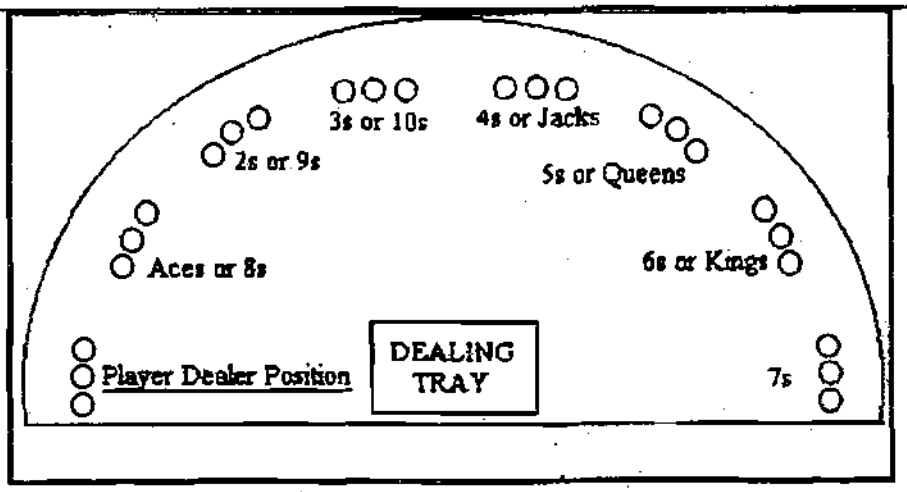
Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

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

PLAYER WITH POSITION NUMBER	IS REPRSENTED BY
Player /dealer's position	0
2	Ace or 8

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



Required Elements for Game Rules

CARIBBIAN STUD POKER

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

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

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

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

4. This game does not use jokers.

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

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

(paid according the payout schedule).

7. The best qualifying low hand for a player if the dealer qualifies is: Ace, King, 2, 3, 5.

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

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

APPLICATION FOR CONTROLLED GAME REVIEW

FOR

LIGHTNING POKER

SECTION II – OWNERSHIP OF GAME

1. **Identify any copyright or trademark registration(s) and provide copies, if applicable.**
   Attached in Appendix I are copies of the trademark registrations for our corporate name, Lightning Poker Inc. and our game name, Lightning Poker.

2. **Attach a copy of the patent application or patent related to this game, if applicable.**
   Attached in Appendix 2 is an overview or our patent portfolio and summary of our assigned patents and patent applications.

3.

4. **If applicant is not the game inventor, provide the name of the inventor.**
   Brian Haveson, CEO of Lightning Poker, is the original inventor of the game. Lightning Poker owns 100% of the game.

SECTION III – GAME INFORMATION SPECIFICS

1. **Name of the controlled game.**
   Lightning Poker – Texas Hold 'Em

2. **Copies of published/proposed promotions or advertisement literature must accompany this application.**
   Attached is a Lightning Poker brochure. In addition, further advertisement can be found at the website www.lightningpoker.net.

3. **A detailed description of the rules of the controlled game must be attached and must include the following information:**

   a. **Standards of play.**

LIGHTNING POKER™ TEXAS HOLD'EM Game rules and standards of play

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below;

Lightning Poker™ Texas Hold'em Rules (written description only)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

Single Table Tournaments/Satellites (written description only)

In addition to open play, The Lightning Poker™ Gaming System offers single table tournaments. Single table tournaments display some screens differently than cash games do, in order to reflect a fixed buy-in amount, waiting for players before starting, blind schedules, blinds increasing, and player finishes.

Tournament structures, including buy-in, fee, blind schedule and payout schedule are controlled by the floor person using the Pitboss Web Interface.

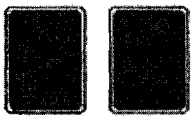
- **Cashier** - Tournaments have fixed buy-in amounts, so the tournament cashier screen only allows players to buy in for that amount.
- **Waiting for Players** - Single Table Tournaments may be configured in the Pitboss Web Interface to begin at a specific time.
- **Blind Schedule** - In tournaments, the blinds increase at a rate configurable in the Pitboss Web Interface. Players may switch between viewing chip counts and viewing the blind schedule by tapping on the "Blind Schedule" and "Player Balances" labels in the lower left corner of the player screen.
- **Blind Schedule Indicator** - During a tournament, the blinds are preset to increase either by time or by number of hands; this is configurable in the Pitboss Web Interface. Players can view the remaining time for a blind by looking at the bottom of the "Blinds Schedule". A yellow timer will display the remaining time until the next blind increase will occur.
- **Increasing Blinds** - When the blinds increase, a notification is sent to all players, as well as the center screen. The following figures show a player screen and the center screen just after the blinds have increased.
- **Player Finishes** - When a player loses all of his or her chips during a tournament, the player is removed from the table and cannot rejoin. That player's seat is closed until the end of the tournament and displays the player's position and any prize money awarded. Prizes (aka payouts) are awarded according to who lasts the longest in the tournament. Players "busting-out" on the same hand are placed based on chip count at the start of the hand. The payouts are configured in the Pitboss Web Interface.

Lightning Poker™ Texas Hold'em Rules (written description with visuals)

To initiate a game, Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

Rounds of Betting

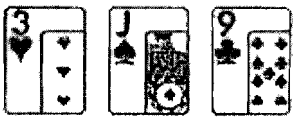
1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards.*



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

3. The flop – The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board.*

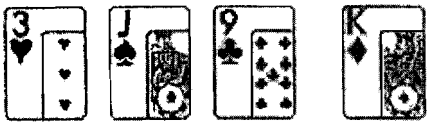
The Flop



4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

5. The turn – The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *fourth street.*

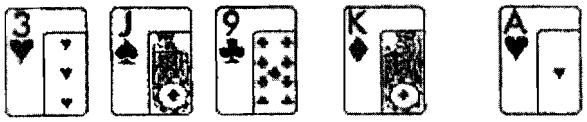
The Flop **The Turn**



6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *fifth street*.

The Flop **The Turn** **The River**



8. Final round of betting – It follows the same format as the second and third rounds.

9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

b. "Standard" 52-card deck or other type of card deck.

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

c. Describe dealing procedures.

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.
If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The

subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

The Flop

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

The Turn

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

The River

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of this hand. The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

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

d. Number of players in the game.

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

e. Description of how and when are house fees collected.

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any

limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

1-3 players dealt a hand	$1.00 drop
4-5 players dealt a hand	$2.00 drop
6 players dealt a hand	$3.00 drop
7-10 players dealt a hand	$4.00 drop (maximum)

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:
A charge if there is no 'Flop'?
The amount of players that reach 'The Flop'?
The amount may as a set amount or percentage of the Pot?
The maximum amount that can be collected/raked per hand?

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

f. Betting limits.

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.
There are two (2) common betting limits including;

1. No Limit Games – This is a type of game where players are permitted to bet any amount (no limit) after the Big and Small Blinds are placed. As a note; most card rooms will allow a set maximum amount of money that any individual player can begin with in the game.
2. Limit Games – This is a type of game where players are permitted to only bet a 'capped' amount. Just as in a non-electronic game, the cap determines the bet amount and there are three allowable raises per betting round.

g. Betting scheme.

1. Checking, Raising and Folding is permitted in all games.
2. 'Limit Texas Hold 'Em' caps the bets and allows for three (3) raises per betting round.
3. 'No Limit Texas Hold 'Em' has no maximum bet and may allow for an unlimited number of raises
4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet

or more is treated as a full bet, and other players may fold, call or make a full raise.

6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

h. How winners determined and paid.

The winner is determined by whichever active player (player has not folded) has the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or by a player being the only active player left in a hand (all other players have folded their hands).

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and 'cash out' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their winnings or remaining cash balance.
Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for close to a decade.

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a 'Pin Pad' screen on their private LCD touch screen. Once the player types in her/his private Pin #, she/he will be able to play in the next available hand.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room's poker floor person can begin play by activating the table directly at the table or from a PC.

To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

All players who want to stay in the hand must check or bet as play dictates at that moment.

Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

5. Describe the type of gaming table utilized for this game.

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table. Photos of the table are attached in Appendix 5.

6. List other equipment used.

Lightning Poker utilizes the following required equipment for game play;

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

7. Provide a glossary of terms used in the controlled game.

Glossary

ACTION:	**A fold, check, call, bet or raise by a player**
ALL IN:	**A bet that has put all of a player's money/chips into the pot.**
ANTE:	**A required bet posted before the start of a hand by all players**
BET:	**The act of placing an amount of money or chips into a pot by a player**
BIG BLIND:	**The largest blind bet in a game**
BLIND:	**A required bet made before cards are dealt**

BLUFF: To bet an inferior hand, attempting to eliminate all opponents

BOARD: The 5 communal cards in Hold'Em format games

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is designated dealer position marked by a dealer button

BUY-IN: The minimum amount of money required to enter any game, usually five times the maximum bet.

CAGE: A cashier's window located in a casino where chip or money transactions take place.

CAPPED: This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-&-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'Em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit Poker

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also know as "the button".

DECK: A collection of playing cards for Texas Hold'Em. The deck consists of normal 52-card deck.

DOWNCARDS: Cards that are dealt facedown in a stud-format games.

FIXED LIMIT: In limit poker any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In Texas Hold'Em, the three community cards that are turned simultaneously after the first round of betting is complete.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The first up card after the flop in Hold'Em (also known as the turn card)

FLUSH: A poker hand consisting of 5 cards of the same suit.

FORCED BET: A required wager to start the action on the first round of betting.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: (a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand.
(b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The Cards dealt facedown to a player.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

MISSED BLIND: A required bet that is not posted when it was your turn to do so.

MUCK: (a) Cards that players discarded
(b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.

NO-LIMIT: A betting structure where the players are allowed to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPTION: The choice to raise a bet given to a player with a blind.

PICTURE CARD: A king, queen, or jack, also called a face-card or paint.

PLAYING THE BOARD: The use of all five community cards for your hand in Hold'Em.

POSITION: (a) The distance from the blinds or the button for any hand
(b) The order in which you act in a particular hand.

POT: The total amount of money or chips being played for amongst players.

POT LIMIT: The betting structure of game in which you are allowed to bet up to the amount of the pot

RAISE: To call a previous bet while making an additional bet simultaneously.

RAKE: A fee charged for each hand dealt.

RERAISE: An increase in a wager at least the size of the previous bet which occurs after a raise.

RIVER CARD: The final card in any poker game

SET: Three of a kind. Also called trips.

SIDE POT: A separate pot formed when one or more players are all-in.

SIT N GO TOURNAMENT: A type of tournament which is played on a single table until there is one winner or an agreement is made between finalists to end the game.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed

SMALL BLIND: The smallest blind in a game with multiple blind bets

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown

STRAIGHT: Five consecutive ranks of any suit

STRAIGHT FLUSH: Five consecutive ranks of the same suit

TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Texas Hold 'Em (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise

Buster Blackjack

US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"

STANLEY KO
BETWISER GAMES, LLC
P. O. BOX 82225, LAS VEGAS, NV 89180
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Rules of Play

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

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

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

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A	Table B
3	1	1
4	3	3
5	6	5
6	30	25
7	100	100
8	200	200

The Benefits of Buster Blackjack

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

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

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

No Bust 21st Century Blackjack©

6.0 version

May,30,2009

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

Patent Number*	**Patent Date**	**Patent Name**
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patent

Trademark	**Trademark Number**
21st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

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.” Winning “Natural” hands are paid odds of 6 to 5.
- A “Natural” beats all other hands.
- Draw additional cards if needed.

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 special marked “Bonus” or “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 3 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 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 "Bonus"or "No Bust" aces with 3 values. The aces are Bonus 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 are 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 left of casino 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 face up card to the players, again starting at the Player to 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		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 “Naturals”	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

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 hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer’s cards will always be dealt and placed in front of the casino Dealer’s tray.

13. 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		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

14. 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.

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 the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" then the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total 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 Player/Dealer's totals are more than a "Natural", the following will apply:
    a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
    b. If the Player is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand which consists of a 7, 8, and 9 of a single suit and then they will "PUSH".
6. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.
7. A two card Natural beat all other hands.

8. Double-Down:
    a. Players can double-down on the first two-cards only, with the exception of all “Natural” hands and 21. 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.
    b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
9. 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 the desire per split card to make the best hand. Players may double-down or surrender after each split.
    b. Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A “Natural” can not be had off of any hand from 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 can not qualify for a “Natural” hand after it is split.
10. Players can not surrender.
11. Insurance:
    a. Players may make an optional insurance wager.
    b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has a “Natural” (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
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 prior to the start of play. 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.

EZ BACCARAT™

GEGA-002990 (October 2010)

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.

To begin the game, players make a wager(s) on Player, or Dealer, or Tie ('Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:
In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.
In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.
In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.
In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a batwing table that accommodates up to fourteen (14) seated positions.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat 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 any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):

    a. Player line which pays 1 to 1
    b. Dealer line which pays 1 to 1

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager. There will be no extra fee for placing a tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7 Bonus Bet

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 wager. The Dragon 7 wager may be less than, equal to, or greater than the base game wager. There will be no extra fee for placing a Dragon 7 wager.

The player-dealer will pay all winning Dragon 7 wagers and will collect all losing Dragon 7 wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. 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 dealer 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 decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

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

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	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

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie.
Wagers will then be settled in one of the following two ways:

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and dealer line wager placed, then all tie bet wagers, then all Dragon 7 wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Card Dealt	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Table Limits & Collection Rates

The collection is taken from each player for every player or dealer line wager prior to start of the game. The player-dealer shall pay a fee based on the total player action, which will be the sum of all player line, dealer line, tie bet, and Dragon 7 wagers. Players including the player-dealer must post required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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

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

Standards of play:

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

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

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

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

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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

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

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

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

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

Standards of play:

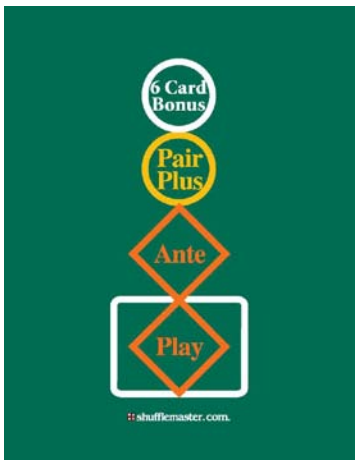
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

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

Number of players in the game:

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

Type of card deck used:

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

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

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a “6 Card Bonus” wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wagers.

Dealing procedures:

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

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

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

3. After the stacks have been delivered to each player and the player-dealer, the 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 **lose** and be collected by the player-dealer.

   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 game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face up card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer.

The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

Pair Plus:

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

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.

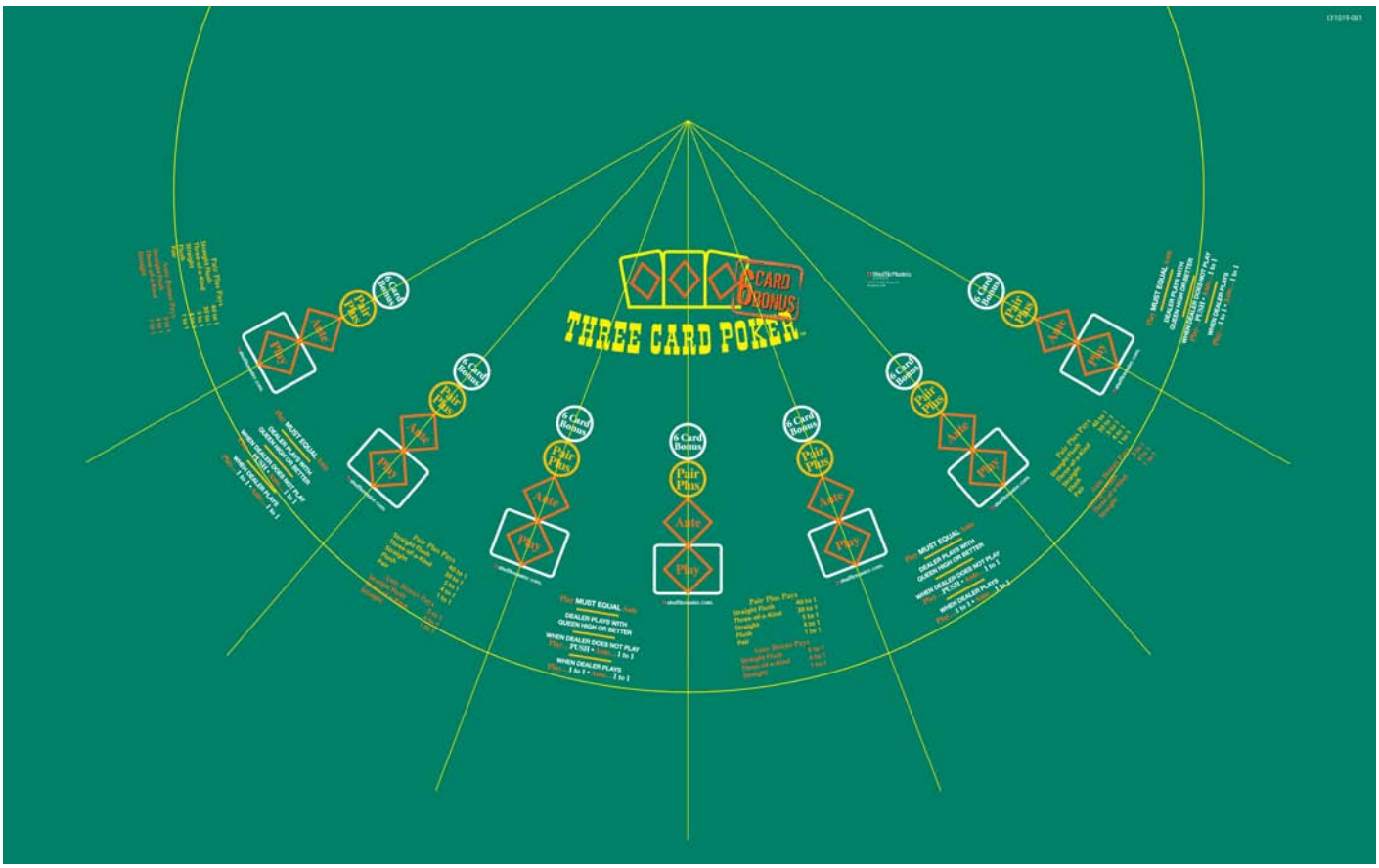
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then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

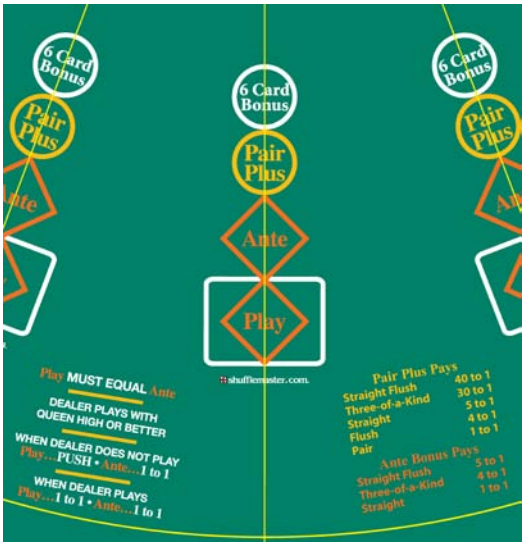
10. Winning 6 Card Bonus wagers pay as follows:

Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Glossary of terms used in the controlled game:

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


6 CARD BONUS
THREE CARD POKER
6 Card Bonus
Pair Plus
Ante
Play
Play MUST EQUAL Ante
DEALER PLAYS WITH QUEEN HIGH OR BETTER
WHEN DEALER DOES NOT PLAY
Play…PUSH • Ante…1 to 1
WHEN DEALER PLAYS
Play…1 to 1 • Ante…1 to 1
Pair Plus Pays
Straight Flush 40 to 1
Three-of-a-Kind 30 to 1
Straight 5 to 1
Flush 4 to 1
Pair 1 to 1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Flush 4 to 1
Pair 1 to 1
Ante Bonus Pays
Straight Flush 5 to 1
Three-of-a-Kind 4 to 1
Straight 1 to 1

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Standards of play:

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

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

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

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

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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

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

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

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

Number of players in the game:

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

Type of card deck used:

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

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

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

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

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

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

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

Ranking of Hands:

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

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

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

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

a.	1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	3 cards of the same value.
d.	Straight	5 cards of any suit in sequence. An ace may be counted as high or low.

e.	Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	4 cards of the same value.
h.	Straight Flush	5 cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

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

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

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

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

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

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

    Back-line betting is not permitted on any wagers.

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

Dealing procedures:

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

    a. Call "No more bets"; and then

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

2. All cards shall be dealt face down.

3. When a card shoe is used the cards shall be dealt as follows:

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

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

    c. 5 community cards in the center of the table.
4. The automatic shuffler shall deal cards as follows:

    a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by

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

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

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

<u>Round of Play</u>

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.

2. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.

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

4. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).

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

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

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

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

c. Place the cards in the discard rack.

7. For all remaining players, the house dealer will turn over the player-dealer's two cards. Each player and the player-dealer's five-card poker hand shall be determined using any combination of hole cards and community cards.

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

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

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

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

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

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

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

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

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

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

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

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

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

11. A player's hand shall:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Trips Bonus

1. This is an optional wager for Ultimate Texas Hold'em.

2. Backline betting is not permitted.

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

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

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

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

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

Ultimate Texas Hold'em Paytables

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

Collection Schedules and Fees

Ultimate Texas Hold'em - for **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante, Blind, and Trips Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action shall not include Play wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place depending on the monetary value of the Ante wager. There will be no additional collection fee required from a player when placing a Play, Blind, or Trips Bonus wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Ultimate Texas Hold'em - For **schedule options 5 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante, Blind, and Trips Bonus wagers that are initially placed on the table by players, referred to as total table action. The total table action shall not include the Play wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing a Play, Blind, or Trips Bonus wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	$2 - $100	$2 - $50	$0.25	$2 - $15	$1.00
		$51 - $100	$0.50	$16 - $50	$1.00
				$51+	$1.00
2	$5 - $300	$5 - $10	$0.00	$5 - $10	$0.00
		$15 - $25	$1.00	$15 - $25	$1.00
		$26 - $300	$2.00	$26+	$2.00

3	$5 - $100	$5 - $50	$0.50	$5 - $50	$0.50
		$51 - $100	$1.00	$51 - $100	$1.00
				$101+	$1.50
4	$10 - $200	$10 - $100	$0.50	$10 - $200	$2.00
		$101 - $200	$1.00	$201 - $250	$2.50
				$251+	$3.00

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
5	$5 - $100	$1.00	$2 - $50	$0.00
			$51 - $100	$1.00
			$101+	$2.00
6	$10 - $200	$1.00	$10 - $55	$0.00
			$56 - $100	$1.00
			$101+	$2.00
7	$50 - $600	$2.00	$50 - $100	$0.00
			$101 - $500	$3.00
			$501+	$5.00
8	$5 - $50	$0.50	$5 - $50	$1.00
			$51+	$2.00
9	$10 - $100	$0.50	$10 - $50	$1.00
			$101+	$2.00
10	$5 - $300	$0.50	$5 - $50	$1.00
			$51+	$2.00

Glossary of terms used in the controlled game:

Ante Wager The initial wager placed by a player in the ante circle.

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

Check To pass on placing a play wager.

Community Cards Cards dealt face upward which can be used by all players to complete their best possible hand.

Fold In relation to a hand of cards, means to no longer continue with the hand.

Play Wager	An additional wager made by a player on his/her hand.
Player-Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.

Pure Spanish 21.5™

Masque Publishing, Inc.

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

OBJECT OF THE GAME

The object of Pure Spanish 21.5 is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting a King, Queen, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 3 to 2.

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

VALUE OF THE CARDS

The game uses a 48-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 12 cards specially marked with the word “Bonus” (four of each "king", "queen", and "jack" cards). All 10’s shall be removed from each deck. The game shall be played with a minimum of four decks (totaling 192 cards) to a maximum of eight decks (totaling 384 cards).

- A King, Queen, or Jack Bonus card and an ace, on the initial deal, is the best possible hand. It is known as a “Pure Spanish 21.5” and pays 3 to 2.
- A King, Queen, or Jack Bonus card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, or Jack Bonus cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 10.5.

Card Ranking Chart	
Card	**Value**
K, Q, J Bonus card	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
2 – 9	Hold their face value

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the “bank” position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.

9. 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. No action button will be utilized.

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

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

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

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

DIAGRAM #I

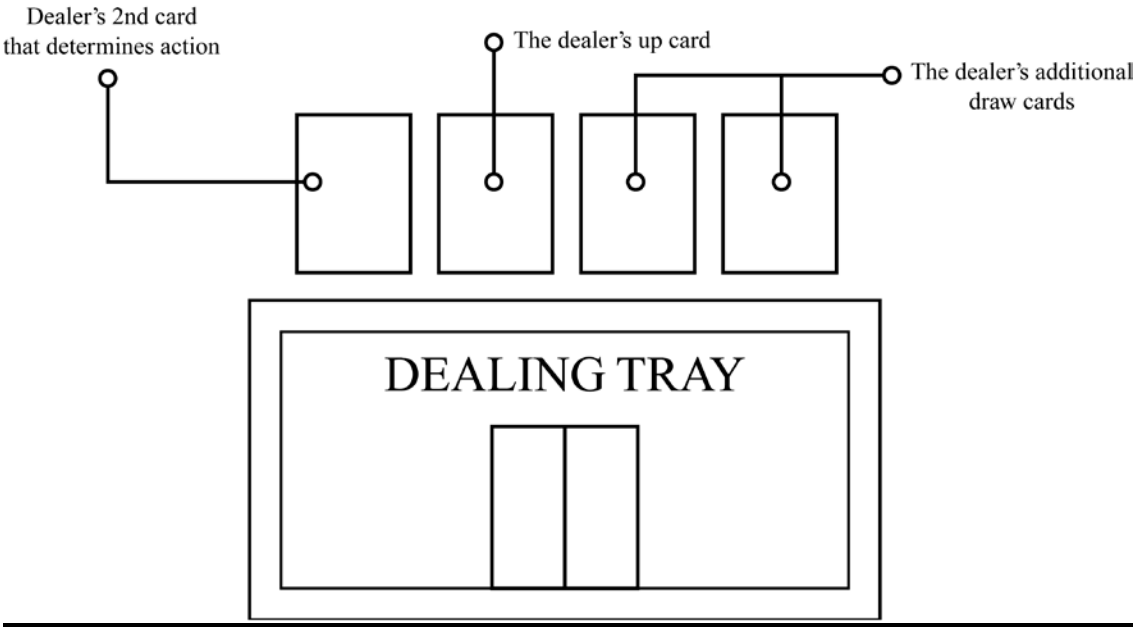


CHART 1A

PLAYER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 17 or more	Players Option	All other counts

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

CHART 1B

PLAYER-DEALER Options		
Must Stand on	**Must Hit on**	**Have Option on**
Hard 17 or more	Soft 17 or less	No Options

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

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.

2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.

3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.

4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.

5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.

6. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.

7. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.

8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.

9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:

    a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 win.
    b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.

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

11. Backline betting is permitted on the base game wager and the Match the Dealer Up Card Bonus Bet.

12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, RESCUE, DOUBLE-DOUBLE DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may “rescue” (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down.” If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.

a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.

4. Players can split any pair or two cards of the equal value, including aces and Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.

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

6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

7. Late surrender option:
    a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.

b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.

9. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager

2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.

3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

   There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay tables.

Match the Dealer Card Bonus Bet Pay Tables

Table C 48 Card Deck	**6 Decks**
2 suited matches	18 to 1
1 suited + 1 non-suited match	13 to 1
1 suited match	9 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Wagering Limits and Collection Rates

For **schedule option 1**, a collection rate shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and Match the Dealer bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The collection is taken after the first card is delivered. 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. The bonus bet may be less than, more than, or equal to the game wager, but must be within the table limits. The collection 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 rates shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection rates for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 Blackjack are as shown below:

Schedule Option	Wager Limit	Total Table Action	Player/Dealer Fee (per hand)	Player Fee (per spot)
1	$5 - $600	$5 - $50	$0.50	$0.50
		$51 - $100	$1	
		$101 - $300	$2	
		$301 - $500	$2.50	
		$501+	$3	

Standards of play:

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

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

Type of card deck used:

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

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

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

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

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

<u>Dealing procedures:</u>

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

shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

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

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

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

Type of gaming table utilized for this game:

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

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. The game may be played on a larger table that seats more than seven players; however, a maximum of seven players may be active in the game during each round of play.

How and when are house fees collected:

- Backline betting is permitted on all wagers.

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

Betting scheme:

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

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

Round of Play

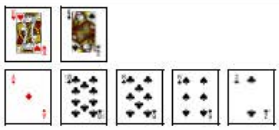
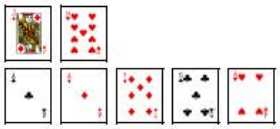
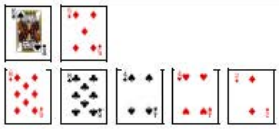
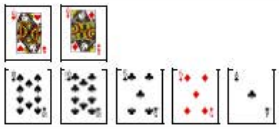
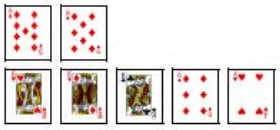
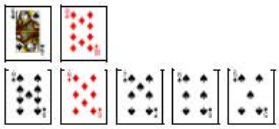
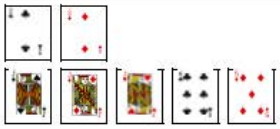
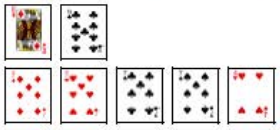
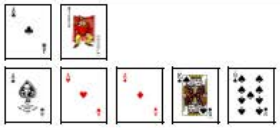
- Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

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

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

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

PAI GOW POKER HOUSE WAY

HAND	HOW TO PLAY *	EXAMPLE
NO PAIR	Put 2nd and 3rd highest cards in front.	
ONE PAIR	Put pair in back, highest two other cards in front.	
TWO PAIR	If high pair is A's, K's, Q's - always split. If high pair is J's, 10's, 9's - split unless A in front. If high pair is 8's, 7's, 6's - split unless K in front. If high pair is 5's, 4's, 3's, 2's - split unless Q in front.	
THREE PAIRS	Put highest pair in front.	
THREE OF A KIND	If A's - always split. If K's and below - never split. If two sets of three of a kind - split highest set.	
STRAIGHT, FLUSH, STRAIGHT FLUSH	With no pair - always play the complete hand. With one pair - always play the complete hand. With two pairs - play according to two pairs strategy. With 3 of a kind - play complete hand in back, pair in front. If straight, flush, and/or straight flush - put the two highest cards in front that will leave any complete hand behind.	
FULL HOUSE	Put the highest permissible pair in front.	
FOUR OF A KIND	If A's, K's, Q's - always split. If J's, 10's, 9's - split unless K in front. If 8's, 7's, 6's - split unless Q in front. If 5's and below - never split. If 4 of a kind with a pair - play complete hand behind.	
FIVE ACES	Put pair of A's in front.	

* When possible, always play the highest pair in front that will leave a complete hand (straight or better) behind.

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

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

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

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

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

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

- The Player-dealer pays any Envy Bonuses at the end of the round.
  - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).

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

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

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

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

Fortune Bonus Bet

RULES OF PLAY

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

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

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

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown in the chart below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown in the chart 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 is wild and can be used as any card.

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

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

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

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

BONUS BET PAYTABLE

Jokers Fully-Wild

	FPG-07	
Hand	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	8,000 to 1	$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	$100
5 Aces	400 to 1	$50
5 of a Kind	250 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	40 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	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	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the Player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least $5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the Player-dealer wins the other.

California Games Collection Rates

Although the Bureau has approved these collections 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.

EZ Baccarat Panda 8 (GEGA-003724), California Baccarat (GEGA-001745) –For **schedule options 1-5 and 7-10**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule option 6**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection shall also be taken per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 1- 5,** a collection fee shall be taken per player per controlled game wager placed using a Free Play Voucher. This collection shall be attached to GEGA-003110, GEGA-004537, and GEGA-004539.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
1	$10 – $2,000	$10-$50	$0.50	$0.00	$1.00
		$51-$600	$2.00	$0.00	
		$601-$1,000	$3.00	$0.00	
		$1,001 +	$6.00	$0.00	
2	$10 Minimum – No Limit	$10-$50	$0.50	$0.00	$1.00
		$51-$400	$2.00	$0.00	
		$401-$800	$6.00	$0.00	
		$801+	$12.00	$0.00	
3	$25 Minimum – No Limit	$25 - $100	$1.00	$0.00	$1.00
		$101 - $400	$2.00	$0.00	
		$401 - $700	$7.00	$0.00	
		$701 +	$12.00	$0.00	
4	$50 Minimum – No Limit	$50 - $400	$2.00	$0.00	$1.00
		$401 - $1,000	$8.00	$0.00	
		$1,001 -$1,500	$10.00	$0.00	
		$1501 +	$25.00	$0.00	
5	$100 Minimum – No Limit	$100 - $400	$2.00	$0.00	$1.00
		$401 - $700	$7.00	$0.00	
		$701 -$1,500	$9.00	$0.00	
		$1501 +	$13.00	$0.00	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
6	$10 – $2,000	$10-$50	$0.50	$1.00
		$51-$600	$2.00	$1.00
		$601-$1,000	$3.00	$1.00
		$1,001 +	$6.00	$1.00

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
7	$10 Minimum – No Limit	$10-$50	$0.50	$0.00
		$51-$200	$1.50	$0.00
		$201-$400	$3.00	$0.00
		$401-$800	$6.00	$0.00
		$801+	$12.00	$0.00
8	$25 Minimum – No Limit	$25-$100	$1.00	$0.00
		$101-$400	$2.00	$0.00
		$401-$700	$7.00	$0.00
		$701+	$12.00	$0.00
9	$50 Minimum – No Limit	$50-$400	$2.00	$0.00
		$401-$1,000	$8.00	$0.00
		$1,001-$1,500	$10.00	$0.00
		$1,501+	$25.00	$0.00
10	$100 Minimum – No Limit	$100-$400	$9.00	$0.00
		$401-$700	$13.00	$0.00
		$701-$1500	$20.00	$0.00
		$1501-$2,500	$0.50	$0.00
		$2501+	$1.50	$0.00

Pai Gow Poker with Fortune Bet (GEGA-002859), Pai Gow Poker (GEGA-001713) - for **schedule options 1 and 6**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection shall also be taken per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 2-5 and 7-10**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 1-5,** a collection fee shall be taken per player per controlled game wager placed using a Free Play Voucher. This collection shall be attached to GEGA-003110, GEGA-004537, and GEGA-004539.

California Games Collection Rates

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
1	$10 – $2,000	$10-$50	$0.50	$1.00	$1.00
		$51-$600	$2.00	$1.00	
		$601+	$3.00	$1.00	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
2	$10 Minimum – No Limit	$10 - $100	$1.00	$0.00	$1.00
		$101 - $300	$2.00	$0.00	
		$301 - $500	$4.00	$0.00	
		$501 +	$7.00	$0.00	
3	$10 Minimum- No Limit	$10 - $100	$1.00	$0.00	$1.00
		$101- $4300	$2.00	$0.00	
		$301 - $500	$6.00	$0.00	
		$501 +	$9.00	$0.00	
4	$25 Minimum – No Limit	$25 - $100	$1.00	$0.00	$1.00
		$101- $400	$2.00	$0.00	
		$401 - $900	$6.00	$0.00	
		$901 +	$9.00	$0.00	
5	$100 Minimum – No Limit	$10 - $100	$1.00	$0.00	$1.00
		$101 - $500	$2.00	$0.00	
		$501 - $1,200	$7.00	$0.00	
		$1,201 +	$13.00	$0.00	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
6	$10-$2,000	$10-$50	$0.50	$1.00
		$51-$600	$2.00	$1.00
		$601+	$3.00	$1.00

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
7	$10 Minimum – No Limit	$10-$200	$3.00	$0.00
		$201-$501	$5.00	$0.00
		$501-$1,500	$10.00	$0.00
		$1,501-$2,000	$12.00	$0.00
		$2,001+	$15.00	$0.00

8	$10 Minimum – No Limit	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	$0.00
		$301 - $500	$4.00	$0.00
		$501 +	$7.00	$0.00
9	$25 Minimum – No Limit	$25-$100	$1.00	$0.00
		$101-$400	$2.00	$0.00
		$401-$900	$6.00	$0.00
		$901	$9.00	$0.00
10	$100 Minimum – No Limit	$10-$100	$1.00	$0.00
		$101-$500	$2.00	$0.00
		$501-$1,200	$7.00	$0.00
		$1,201	$13.00	$0.00

No Bust 21st Century Blackjack 4.01 (GEGA-000062), 21st Century Blackjack (GEGA-001712), No Bust 21st Century Blackjack 6.0 (GEGA-002562), Pure Spanish 21.5 (GEGA-004118)- For **schedule options 1-5 and 12-16**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection shall also be taken per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 6-11 and 17-26**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 1-11,** a collection fee shall be taken per player per controlled game wager placed using a Free Play Voucher. This collection shall be attached to GEGA-003110, GEGA-004537, and GEGA-004539.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
1	$2 – $300	$2-$50	$0.00	$0.50	$1.00
		$51+	$1.00	$0.50	
2	$5-$600	$5-$50	$0.50	$0.50	$1.00
		$51-$100	$1.00	$0.50	
		$101-$300	$2.00	$0.50	
		$301+	$3.00	$0.50	
3	$10-$1,000	$10-$50	$0.50	$0.50	$1.00
		$51-$100	$1.00	$0.50	
		$101-$300	$2.00	$0.50	
		$301+	$3.00	$0.50	

4	$25 – $2,000	$25-$100	$1.00	$0.50	$1.00
		$101-$300	$2.00	$0.50	
		$301-$500	$2.50	$0.50	
		$501+	$3.00	$0.50	
5	$100 – $2,000	$100	$1.00	$0.50	$1.00
		$101-$300	$2.00	$0.50	
		$301-$500	$2.50	$0.50	
		$501+	$3.00	$0.50	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	Voucher Collection
6	$2 Minimum – No Limit	$2-$50	$0.50	$0.00	$1.00
		$51+	$1.00	$0.00	
7	$5 Minimum – No Limit	$5 - $50	$0.50	$0.00	$1.00
		$51 - $100	$1.00	$0.00	
		$101 - $300	$2.00	$0.00	
		$301 +	$4.00	$0.00	
8	$10 Minimum – No Limit	$10 - $100	$1.00	$0.00	$1.00
		$101 - $300	$2.00	$0.00	
		$301 - $500	$4.00	$0.00	
		$501 +	$8.00	$0.00	
9	$10 Minimum – No Limit	$10 - $100	$1.00	$0.00	$1.00
		$101 - $300	$2.00	$0.00	
		$301 - $700	$4.00	$0.00	
		$701 +	$10.00	$0.00	
10	$25 Minimum – No Limit	$25 - $100	$1.00	$0.00	$1.00
		$101 - $400	$2.00	$0.00	
		$401 - $1,000	$7.00	$0.00	
		$1,001 +	$12.00	$0.00	
11	$100 Minimum – No Limit	$100	$1.00	$0.00	$1.00
		$101 - $400	$2.00	$0.00	
		$401 - $700	$7.00	$0.00	
		$701+	$12.00	$0.00	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
12	$2 – $300	$2-$50	$0.00	$0.50
		$51+	$1.00	$0.50
13	$5 - $600	$5-$50	$0.50	$0.50
		$51-$100	$1.00	$0.50
		$101-$300	$2.00	$0.50
		$301-$500	$2.50	$0.50
		$501+	$3.00	$0.50

14	$10-$1,000	$10-$50	$0.50	$0.50
		$51-$100	$1.00	$0.50
		$101-$300	$2.00	$0.50
		$301-$500	$2.50	$0.50
		$501+	$3.00	$0.50
15	$25 – $2,000	$25-$100	$1.00	$0.50
		$101-$300	$2.00	$0.50
		$301-$500	$2.50	$0.50
		$501+	$3.00	$0.50
16	$100 – $2,000	$100	$1.00	$0.50
		$101-$300	$2.00	$0.50
		$301-$500	$2.50	$0.50
		$501+	$3.00	$0.50

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
17	$2 Minimum – No Limit	$2-$50	$0.50	$0.00
		$51+	$1.00	$0.00
18	$5 Minimum – No Limit	$5 - $50	$0.50	$0.00
		$51 - $100	$1.00	$0.00
		$101 - $300	$2.00	$0.00
		$301 +	$4.00	$0.00
19	$5 Minimum – No Limit	$5-$50	$0.50	$0.00
		$51-$100	$1.00	$0.00
		$101-$300	$2.00	$0.00
		$301-$500	$3.00	$0.00
		$501+	$7.00	$0.00
20	$10 Minimum – No Limit	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	$0.00
		$301 - $500	$4.00	$0.00
		$501 +	$8.00	$0.00
21	$10 Minimum – No Limit	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	$0.00
		$301 - $700	$4.00	$0.00
		$701 +	$10.00	$0.00
22	$10 Minimum – No Limit	$10-$100	$1.00	$0.00
		$101-$300	$2.00	$0.00
		$301-$500	$4.00	$0.00
		$501-$1,500	$7.00	$0.00
		$1,501+	$13.00	$0.00

23	$25 Minimum – No Limit	$25 - $100	$1.00	$0.00
		$101 - $400	$2.00	$0.00
		$401 - $1,000	$7.00	$0.00
		$1,001 +	$12.00	$0.00
24	$25 Minimum – No Limit	$25-$100	$1.00	$0.00
		$101-$400	$2.00	$0.00
		$401-$700	$7.00	$0.00
		$701-$1,500	$9.00	$0.00
		$1,501+	$13.00	$0.00
25	$100 Minimum – No Limit	$100	$1.00	$0.00
		$101-$400	$2.00	$0.00
		$401-$700	$7.00	$0.00
		$701-$1,500	$9.00	$0.00
		$1,501+	$13.00	$0.00
26	$100 Minimum – No Limit	$100	$1.00	$0.00
		$101 - $400	$2.00	$0.00
		$401 - $700	$7.00	$0.00
		$701 - $1,500	$11.00	$0.00
		$1,501 +	$13.00	$0.00

Three Card Poker Six Card Bonus (GEGA-003496), Three Card Poker (GEGA-000019), Ultimate Texas Hold'em (GEGA-003495) – For **schedule options 1-3**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection shall also be taken per player per controlled game wager placed. There shall be no fee taken from a player for placing a Play wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 4-6**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The total table action does not include the Play wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 1-3,** a collection fee shall be taken per player per controlled game wager placed using a Free Play Voucher. This collection shall be attached to GEGA-003110, GEGA-004537, and GEGA-004539.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
1	$5 – $300	$5-$50	$1.00	$0.50	$1.00
		$51+	$2.00	$0.50	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
2	$5 Minimum – No Limit	$5-$50	$0.50	$0.00	$1.00
		$51-$300	$2.00	$0.00	
		$301+	$3.00	$0.00	
3	$5 Minimum – No Limit	$5 - $50	$0.50	$0.00	$1.00
		$51 - $400	$2.00	$0.00	
		$401+	$5.00	$0.00	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
4	$5 – $300	$5-$50	$1.00	$0.50
		$51+	$2.00	$0.50

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
5	$5 Minimum – No Limit	$5-$50	$0.50	$0.00
		$51-$300	$2.00	$0.00
		$301+	$3.00	$0.00
6	$5 Minimum – No Limit	$5 - $50	$0.50	$0.00
		$51 - $400	$2.00	$0.00
		$401+	$5.00	$0.00

Caribbean Stud Poker (GEGA-001715) - For **schedule options 1 and 4**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. A collection shall also be taken per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 2-3 and 5-6**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. For **schedule options 1-3,** a collection fee shall be taken per player per controlled game wager placed using a Free Play Voucher. This collection shall be attached to GEGA-003110, GEGA-004537, and GEGA-004539.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
1	$5 – $300	$5-$50	$1.00	$0.50	$1.00
		$51+	$2.00	$0.50	

California Games Collection Rates

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)	Voucher Collection
2	$5 Minimum – No Limit	$5-$50	$0.50	$0.00	$1.00
		$51-$300	$2.00	$0.00	
		$301+	$3.00	$0.00	
3	$5 Minimum – No Limit	$5 - $50	$0.50	$0.00	$1.00
		$51 - $400	$2.00	$0.00	
		$401+	$5.00	$0.00	

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
4	$5 – $300	$5-$50	$1.00	$0.50
		$51+	$2.00	$0.50

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee (Per Circle)
5	$5 Minimum – No Limit	$5-$50	$0.50	$0.00
		$51-$300	$2.00	$0.00
		$301+	$3.00	$0.00
6	$5 Minimum – No Limit	$5 - $50	$0.50	$0.00
		$51 - $400	$2.00	$0.00
		$401+	$5.00	$0.00

Collection Procedures:

- California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.

Poker Games Collection Rates

Texas Hold'em (GEGA-001746), Omaha High-Low Split (8 or better) (GEGA-001747), Omaha (GEGA-001707), Big O (GEGA-003517); Crazy Pineapple (8 or better) (GEGA-003583)

For **schedule options 1 through 16,** the collection fee shall be taken by the house dealer from the pot after the flop. If the round of play ends before the flop, the modified fee shall be taken. An additional collection fee is taken by the house dealer from the pot after the river card is dealt. The appropriate fees are dependent on the number of players as shown below.

Texas Hold'em Limit, Crazy Pineapple, Omaha, Omaha High-Low Split, Big O
Minimum of a $1 - $2 limit game to a maximum of a $300 - $600 limit game

Texas Hold'em No Limit, Pot Limit Omaha
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Number of Players	Player Fee	Modified Fee	Added Fee after the River Card
1	7+	$3	$1	$1
2	7+	$4	$1	$1
3	7+	$5	$1	$1
4	7+	$6	$1	$1
5	6	$2	$1	$1
6	6	$3	$1	$1
7	6	$4	$1	$1
8	6	$5	$1	$1
9	5	$1	$1	$1
10	5	$2	$1	$1
11	5	$3	$1	$1
12	5	$4	$1	$1
13	4 or less	$1	$1	$1
14	4 or less	$2	$1	$1
15	4 or less	$3	$1	$1
16	4 or less	$4	$1	$1

Texas Hold'em (GEGA-001746), Omaha High-Low Split (8 or better) (GEGA-001747), Omaha (GEGA-001707), Big O (GEGA-003517); Crazy Pineapple (8 or better) (GEGA-003583)

For **schedule options 17 through 32,** the collection fee shall be taken by the house dealer from the pot after the flop. If the round of play ends before the flop, the modified fee shall be taken. The appropriate fees are dependent on the number of players as shown below.

Texas Hold'em Limit, Crazy Pineapple, Omaha, Omaha High-Low Split, Big O
Minimum of a $1 - $2 limit game to a maximum of a $300 - $600 limit game

Texas Hold'em No Limit, Pot Limit Omaha
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Number of Players	Player Fee	Modified Fee
17	7+	$3	$1

Poker Games Collection Rates

18	7+	$4	$1
19	7+	$5	$1
20	7+	$6	$1
21	6	$2	$1
22	6	$3	$1
23	6	$4	$1
24	6	$5	$1
25	5	$1	$1
26	5	$2	$1
27	5	$3	$1
28	5	$4	$1
29	4 or less	$1	$1
30	4 or less	$2	$1
31	4 or less	$3	$1
32	4 or less	$4	$1

For **schedule options 33 through 48,** the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown below. However, if the hand ends before the flop, no collection fee shall be taken.

Texas Hold'em Limit, Crazy Pineapple, Omaha, Omaha High-Low Split, Big O
Minimum of a $1 - $2 limit game to a maximum of a $300 - $600 limit game

Texas Hold'em No Limit, Pot Limit Omaha
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Number of Players	Player Fee
33	7+	$3
34	7+	$4
35	7+	$5
36	7+	$6
37	6	$2
38	6	$3
39	6	$4
40	6	$5
41	5	$1
42	5	$2
43	5	$3
44	5	$4
45	4 or less	$1
46	4 or less	$2
47	4 or less	$3
48	4 or less	$4

For **schedule options 49 through 64,** the collection fee shall be taken by the house dealer from the pot after the flop. An additional collection fee is taken by the house dealer from the pot after the river card is dealt. The appropriate fees are dependent on the number of players as shown below. However, if the hand ends before the flop, no collection fee shall be taken.

Poker Games Collection Rates

Texas Hold'em Limit, Crazy Pineapple, Omaha, Omaha High-Low Split, Big O
Minimum of a $1 - $2 limit game to a maximum of a $300 - $600 limit game

Texas Hold'em No Limit, Pot Limit Omaha
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Number of Players	Player Fee	Added Fee after the River Card
49	7+	$3	$1
50	7+	$4	$1
51	7+	$5	$1
52	7+	$6	$1
53	6	$2	$1
54	6	$3	$1
55	6	$4	$1
56	6	$5	$1
57	5	$1	$1
58	5	$2	$1
59	5	$3	$1
60	5	$4	$1
61	4 or less	$1	$1
62	4 or less	$2	$1
63	4 or less	$3	$1
64	4 or less	$4	$1

For **schedule options 65 through 72,** the collection fee shall be taken by the house dealer at the start of 30 minute time intervals. Each player shall pay the designated fee at the start of each 30 minute time interval.

Texas Hold'em Limit, Crazy Pineapple, Omaha, Omaha High-Low Split, Big O
Minimum of a $1 - $2 limit game to a maximum of a $300 - $600 limit game

Texas Hold'em No Limit, Pot Limit Omaha
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Number of Players	Player Fee
65	2+	$8
66	2+	$9
67	2+	$10
68	2+	$11
69	2+	$12
70	2+	$13
71	2+	$14
72	2+	$15

Kansas City Lowball (GEGA-001729); Pot-Limit Lowball (GEGA-001737); No Limit Lowball (GEGA-001739); Lowball (GEGA-001740); Razz (GEGA-001708; Draw Poker Jacks or Better (GEGA-001741); Jacks Back (GEGA-001742); Asian 5-Card Stud (GEGA-001709

Poker Games Collection Rates

For **schedule option 1**, the collection fee shall be taken by the house dealer is taken per player every 30 minutes.

Schedule Options	Number of Players	Player Fee
1	6 or more	$4

Panguingue (GEGA-001714)

For **schedule options 1 through 6**, a collection fee is taken from the ante, with any remaining excess staying in the center of the table to be collected by the winner.

$1 Min Condition – $50 Max Condition

Schedule Options	Conditions	Collection Per Hand
1	$1	$2
2	$2	$2
3	$5	$3
4	$19	$5
5	$25	$7
6	$50	$8

Chinese Poker (GEGA-001744)

For **schedule options 1 through 7**, the collection fee shall be taken by the house dealer from the pot.

Schedule Options	Game Limit Per Point	Collection Per Hand
1	$2	$2
2	$5	$3
3	$10	$4
4	$20	$20
5	$50	$30
6	$100	$40
7	Over $100	$50

Mexican Poker (GEGA-001743)

For **schedule options 1 through 10**, the collection fee shall be taken by the house dealer from the pot after the second betting round. However, a modified shall be taken if the hand ends prior to the second betting round. The appropriate fees are dependent on the number of players as shown below.

Schedule Options	Table Limit	Ante	5 or more players Table Fee	4 players or less Table Fee	Modified Fee
1	$1-2	$0.50	$2.00	$1.00	$0.50

Poker Games Collection Rates

2	$2-4	$0.50	$2.50	$1.50	$0.50
3	$3-6	$0.50	$2.50	$2.00	$0.50
4	$4-8	$0.50	$3.00	$2.00	$0.50
5	$6-12	$1.00	$3.00	$2.00	$1.00
6	No Limit Min. Buy In: $100	$1	$3	$2	$1
7	No Limit Min. Buy In: $200	$5	$3	$2	$1
8	No Limit Min. Buy In: $500	$10	$4	$3	$1
9	No Limit Min. Buy In:3 $1,000	$25	$4	$4	$1
10	No Limit Min. Buy In $5,000	$50	$5	$2	$1

Draw Poker Jacks or Better (GEGA-001741); Jacks Back (GEGA-001742); Seven Card Stud (GEGA-001748); Seven Card Stud High-Low Split (8 or better) (GEGA-001706); Position Poker (GEGA-003267); Asian 5-Card Stud (GEGA-001709)

For **schedule options 1 through 28,** the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not reached the flop, the modified fee shall be taken. An additional collection fee is taken by the house dealer from the pot after the turn. The appropriate fees are dependent on the number of players as shown below.

Minimum of a $4-$8 limit game to a maximum of a $75-$150 limit game

Schedule Options	Number of Players	Player Fee	Modified Fee	Added Fee After the River Card
1	7 or more	$4	$1	$0
2	7 or more	$4	$1	$1
3	7 or more	$5	$1	$0
4	7 or more	$5	$1	$1
5	6	$3	$1	$0
6	6	$3	$1	$1
7	6	$4	$1	$0
8	6	$4	$1	$1
9	5	$2	$1	$0
10	5	$2	$1	$1

Poker Games Collection Rates

11	5	$3	$1	$0
12	5	$3	$1	$1
13	4 or less	$2	$1	$0
14	4 or less	$2	$1	$1
15	4 or less	$1	$1	$0
16	4 or less	$1	$1	$1

Minimum of a $2-$4 limit game to a maximum of a $3-$6 limit game

Schedule Options	Number of Players	Player Fee	Modified Fee	Added Fee After the River Card
17	7 or more	$3	$1	$0
18	7 or more	$3	$1	$1
19	7 or more	$4	$1	$0
20	7 or more	$4	$1	$1
21	6	$2	$1	$0
22	6	$2	$1	$1
23	6	$3	$1	$0
24	6	$3	$1	$1
25	5 or less	$1	$1	$0
26	5 or less	$1	$1	$1
27	5 or less	$2	$1	$0
28	5 or less	$2	$1	$1

7 Card Stud (GEGA-001748), 7 Card Stud High-Low Split (8 or Better) (GEGA-001706)

For **schedule options 1 through 10**, the collection fee shall be taken by the house dealer from the pot after the second betting round. However, a modified table fee of $1.00 shall be taken if the hand ends prior to the second betting round. The appropriate fees are dependent on the number of players as shown below.

Schedule Options	Table Limit	Ante	6 to 8 Players	5 Players	4 Players	2-3 Players	Modified Fee
1	$1-2	$0.50	$2.50	$2	$1.50	$1	$1
2	$2-4	$0.50	$3	$2.50	$2	$1	$1
3	$3-6	$0.50	$4	$3	$2	$1	$1
4	$4-8	$0.50	$4	$3	$2	$1	$1
5	$5-$10	$1	$4	$3	$2	$1	$1
6	$6-$12	$1	$4	$3	$2	$1	$1
7	$10-$20	$2	$5	$3	$2	$1	$1
8	$15-$30	$2	$5	$3	$2	$1	$1
9	$20-$40	$2	$5	$3	$2	$1	$1

Poker Games Collection Rates

Collection Fees for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- Ocean's Eleven Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Type of Game

The game of 21st Century Blackjack 8.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the 21st Century Blackjack 8.0 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 "21 ½" A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5.

Description of the Deck and Number of Decks Used

A plural standard deck of cards (52 cards) with no joker is used in the play of the game. However, all four of the aces shall be removed from the deck and shall be replaced with four specially marked bonus aces with the word "Bonus" on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two cards of 52 cards consisting of special marked Natural aces with any 10 or face card is a Natural and beats all other hands.
- An ace has three values of :
    - 11 ½ 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 With 3 Value	a) 11 ½. 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

Description of Table Used and Total Number or Seated Positions

21st Century Blackjack 8.0 is played on a gaming table. The table seats seven to eight players, including the player-dealer, 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.

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.

Dealing Procedures and Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of their betting circle. This wager is used to pay the winners. The casino will place a "placard" in front of the player-dealer indicating 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.

2. 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".

3. Prior to the start of play, the casino dealer will take the collection fees.

4. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are 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 left of casino 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.

5. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the casino dealer, in a clock-wise fashion. After all players have received a second card, the player-dealer will receive their second card, which will be placed in front of the casino dealer face down. The player-dealer's face-down card shall be checked for a "natural" when the player-dealer's face-up card is a "bonus" ace card. If the player-dealer is dealt a "bonus" ace face-up, players will be asked if they would like to place an "insurance" wager. Players may either decline or place an "insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "insurance" wager, the casino dealer will check the player-dealer's face-down card. If the player-dealer has a "natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. Players that placed an insurance bet are paid 2 to 1 on the insurance bet.

6. If the player-dealer does not have a “natural,” each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to “hit” and be dealt additional cards to make the best possible hand. This shall also include “doubling-down,” “splitting,” “surrendering,” or “standing.” Each player shall be required to hit or stand according to the chart below:

Rules for player		
Must stand on	*Must hit on*	*Have option on*
Soft & hard 21 “naturals”	11 or less	12
		13
		14
		15
		16
		17
		18
		19
		20

- A soft hand is achieved when a hand contains a “bonus” ace with a combination of two or more cards that add up to 10.
- A hard hand is achieved when a hand contains a “bonus” ace with any combination of three or more cards adding up to 21. In the event that the hand includes a “bonus” ace, the “bonus” ace is counted as 1, not 11.

7. 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 hole (second) card.

8. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done seat by seat in a counter-clockwise manner until all wagers have been acted upon. Furthermore, each seated wager will be settled in the following order: base game wager, then buster blackjack bonus bet wager.

9. The player-dealer’s cards will always be dealt and placed in front of the casino dealer’s tray.

10. 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		
Must stand on	*Must hit on*	*Have option on*
Hard 17 and above	Soft 17 or less	None

- A hard hand is achieved when a hand contains a combination of three or more cards totaling 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.
- A soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an ace counted as 1 or 11.

11. 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.

12. 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 offered in a clock-wise fashion around the table.

13. 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) offer the player-dealer position clock-wise to the next position on the table.

How Each Wager Wins, Loses, or Pushes

1. A "natural" is an initial two card hand containing a bonus ace and any card with a value of 10 and is the best possible hand. Winning "natural" hands will be paid 6 to 5

    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.

2. If the value of a player's hand is less than a "natural" and the value of the player-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", without going over, wins.

4. If a player and the player-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 player-dealer's hands both have a value of more than a "natural", the following rules apply:
    a. If the value of the player-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 player has a 3-card hand with a value of 23, 24, or 25, and then they will "push".

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 dealer wins

8. A two card "natural" beats all other hands.

Double-Down, Split, Surrender and Insurance

1. Double-Down:
    a. Players can double-down on the first two-cards only, with the exception of all "natural" hands and 21. 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.
    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.
    c. Players may double down for any amount up to his/her original bet in increments of $5.

2. Splits:
    a. Players can split any two cards of the same value (2-9) or any 10-value cards (i.e. "10", jack, queen, or king) 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. Players may double-down or surrender after each split. After the initial split, players can split the same value cards a maximum of two additional times for a total of four hands.
    b. A "natural" cannot be attained in any hand following the split of a ten-value card.
    c. Players can split any two "bonus" aces originally dealt to them but can only receive one extra card per "bonus" ace. The player must place an additional wager equal to the wager he/she originally placed prior to the start of the game. When using two decks only, one "bonus" ace can be split for a maximum of two hands. When using more than two decks, a total of three aces can be split. The player must place an additional wager equal to the wager he/she originally placed prior to the start of the game. "Bonus" aces cannot qualify for a "natural" hand after the split.

3. Surrender:
    Players can surrender on their original two cards at any time if their value is over 11 but do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before acting on their hand.

4. Insurance:
    a. Players may make an optional insurance wager.
    b. When the dealer has an ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has blackjack (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

5. There is no collection fee taken by the casino on any double-down, split or insurance bet executed by a player, nor is there any collection fee charged to the player-dealer.

Buster Blackjack Side Bet

1. 21st Century Blackjack 8.0 features an optional bonus wager. The Buster Blackjack Side Bet 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. A player must place a base game wager in the game in order to make the buster blackjack side bet wager.

2. Buster Blackjack Side Bets must be placed prior to the initial deal.

3. Backline betting is allowed on the Buster Blackjack Side Bet.

4. The Buster Blackjack Side Bet may be less than or equal to, but may not exceed, the game wager.

5. If the player-dealer does not or cannot have a “natural” and the player has a “natural”, the game wager is paid and the player’s cards are put away. The Buster Blackjack Side Bet remains in action whether or not the player busts or is dealt a “natural.”

6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the player-dealer’s busted hand. The more cards in his busted hand, the higher the payoff.

   a. If the player-dealer hand busts, all Buster Blackjack Side Bets will be paid according to the posted buster blackjack pay table.
   b. If the player-dealer does not bust, all Buster Blackjack Side Bets will be collected in rotation to the extent of the money in action.

7. The player-dealer will pay all qualifying Buster Blackjack Side Bets and will collect All Buster Blackjack Side Bets that did not qualify.

   Note: if there are no game wagers remaining simply because all players have received a “natural”, as long as there is Buster Blackjack Side Bet, the player-dealer must complete his hand, if not 17 or greater.

Buster blackjack side bet pay table

Number of cards in dealer’s busted hand	Payout
3	2 to 1
4	2 to 1
5	5 to 1
6	15 to 1
7	50 to 1
8 or more	200 to 1

Collection Rates Schedule

For table limits and collection rate schedules for the game of 21st Century Blackjack 8.0, please refer to **GEGA-000581**.

EZ BACCARAT™ PANDA 8

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Ocean's Eleven Casino
EZ BACCARAT PANDA 8

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 not permitted on any wager.

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

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

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

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

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

Ocean's Eleven Casino
EZ BACCARAT PANDA 8

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Ocean's Eleven Casino
EZ BACCARAT PANDA 8

Panda 8 Bet

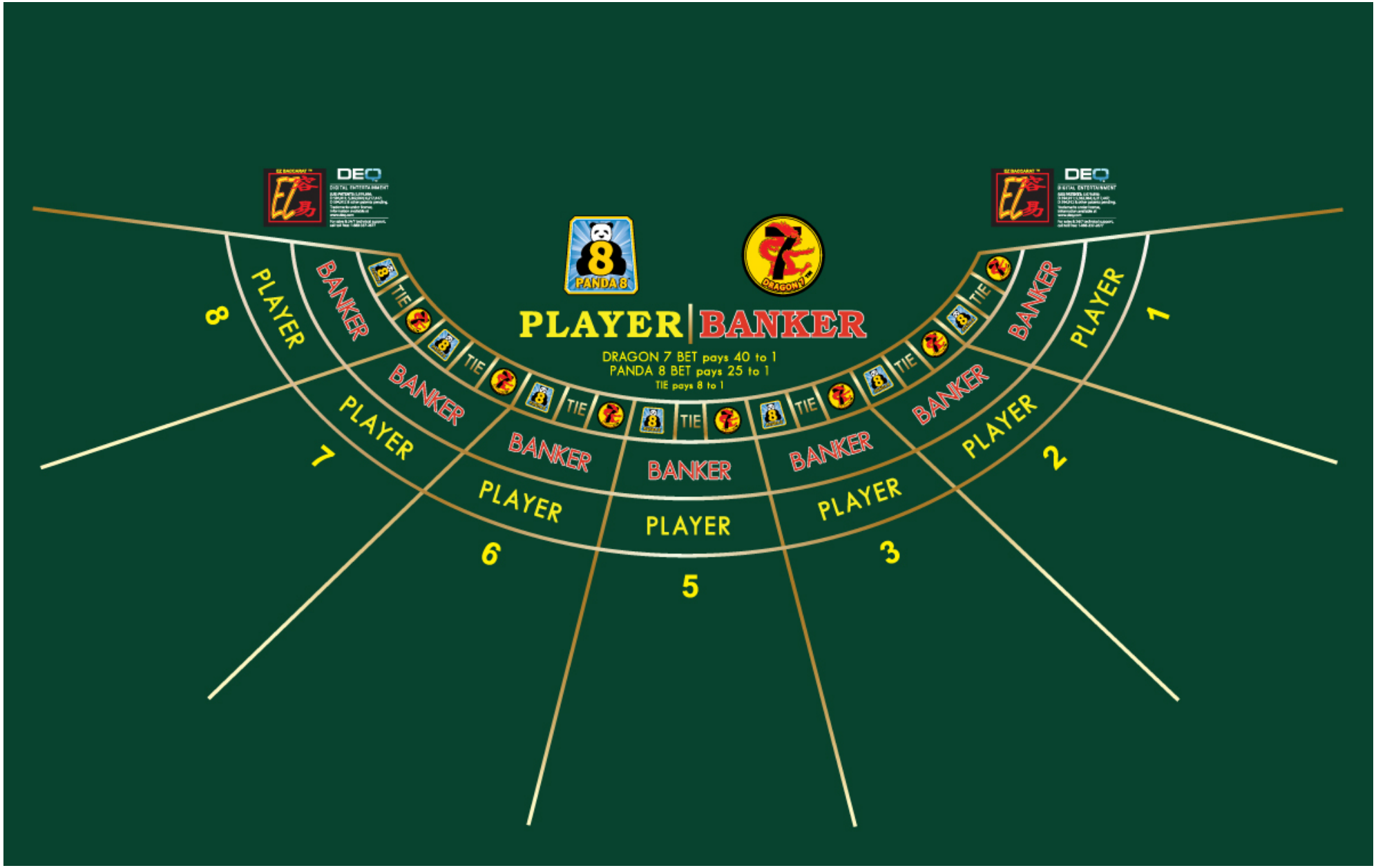
- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting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

Equipment Used

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

Key Features

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


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

Ocean's Eleven Casino
Position Poker

APPLICATION FOR CONTROLLED GAME REVIEW

NAME OF THE GAME

Position Poker.

OWNERSHIP

Position Poker is owned by PPAG and is protected under patent number 7,694,972 B2, filed October 5, 2005 and approved April 13, 2010.

SUMMARY OF THE GAME

Position Poker is played the same way as traditional Texas Hold'em poker with one exception; the winner of the previous hand will receive the "position" button and is now allowed to make the final wager at the end of each betting round of the next hand.

DETAILED DESCRIPTION

Standards of play:

The standards of play are the same as those of Texas Hold'em (GEGA 001746).

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 may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, or they may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Type of gaming table utilized for this game:

An industry standard poker table will be used where the casino dealer takes one position and up to 9 players can sit at the table and play the game.

Number of players in the game:

A minimum of four (4) and a maximum of 11 players.

Type of card deck used:

1. ***Shuffling Machine or Hand Dealt:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be shuffled and dealt by hand from a standard 52 card deck.

Ocean's Eleven Casino
Position Poker

Ranking of Cards and Hands:

The rank of each card used in Position Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2.

The ranking of suits, in order of highest to lowest rank, is Spade, Heart, Diamond and Club.

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

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

Betting scheme:

1. All wagers in this game are based on the posted blinds. For example, in a $2-$4 limit game, the forced wagers, or blind, are $1 for the small blind and $2 for the big blind. All other wagers are a decision that the individual player will make in turn in a clockwise fashion from the blind position.
2. When a game first opens, no player will receive the "position" button. Rather, after a player wins the pot, the "position" button will be awarded. The "position" button will only be awarded after a hand in which there is only one winner and is not awarded to any player in a split pot. If a split pot occurs, no player will receive the "position" button until the next round of play.
3. The player with the "positon" button will act accordingly during each round of play:
   a. **Pre-flop:** the holder of the "position" button acts (fold, call, raise, re-raise) after the player with the dealer button but before the small blind, unless the holder of the "position" button is in the big blind position. In that case, that player will act after the small blind;
   b. **After the flop:** the holder of the "postion" button always acts (fold, call, raise, re-raise) after the holder of the dealer button;
   c. **After the turn card:** the holder of the "postion" button always acts (fold, call, raise, re-raise) after the holder of the dealer button;
   d. **After the river card:** the holder of the "postion" button always acts (fold, call, raise, re-raise) after the holder of the dealer button.

Ocean's Eleven Casino
Position Poker

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the cards have been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, the two players that are the small and big blind will place their wagers, which are the two positions to the immediate left of the player with the dealer button.

The house dealer will then deal two cards to each player one at a time in a clockwise fashion, starting with the player who is the small blind and ending with the player who has the "dealer button".

After all players have looked at their cards, the betting will begin with the player who is seated to the left of the player that is the big blind. That player and each thereafter, has the option to call, raise or fold (to a maximum of four raises for each round of play). After the player with the dealer button has acted, the player with the "position" button in front of them will have the option to call, raise, or fold, regardless of where they are seated at the table. After the player with the position button has acted, the small blind and big blind players will act.

After all bets are made, the casino dealer will burn a card and then deal three community cards commonly referred to as the flop face up on the table.

The betting will begin with the player who is seated to the left of the player with the dealer button. That player, and each thereafter, has the option to call, raise or fold. After all players have acted, including the player with the dealer button has acted, the player with the "position" button in front of them will have the option to call, raise, or fold, regardless of where they are seated at the table. After all bets are made and folded cards are collected from the players, the dealer burns a card and deals one card that is added to the community cards and referred to as the turn or fourth street.

Another round of betting takes place. The betting will begin with the player who is seated to the left of the player with the dealer button. That player, and each thereafter, has the option to call, raise or fold. After all players have acted, including the player with the dealer button has acted, the player with the "position" button in front of them will have the option to call, raise, or fold, regardless of where they are seated at the table.

A final round of betting takes place. The dealer burns a final card and then deals a final card commonly referred to as the river. A final round of betting takes place and the winner(s) is determined and awarded the pot. The betting will begin with the player who is seated to the left of the player with the dealer button. That player, and each thereafter, has the option to call, raise or fold. After all players have acted, including the player with the dealer button has acted, the player with the "position" button in front of them will have the option to call, raise, or fold, regardless of where they are seated at the table.

Determining and Paying Winners:

The value of a hand is determined by the cards on the board and may or may not include the player's hole cards.

Round of play:

1. A round of play begins when the dealer button is placed in front of dealer and where it moves in a clockwise fashion around the table. If the game is just started, each seated player will select from a deck of cards that the dealer fans out face down. The player with the highest value card is awarded the "dealer" button.

2. The position button is placed in front of the player who won the previous hand. (In the event that two players split the previous pot, thus both winners, the button will go in front of the player who had the higher ranking suit Spade, Heart, Diamond and Club).

3. The players who are the small and big blinds will be forced to post their respective bets.

4. The casino dealer deals the cards beginning with the small blind (the player seated to the left of the player with the dealer button) one at a time until each player has two cards (hole cards).

Ocean's Eleven Casino
Position Poker

5. An initial round of betting takes place where the big blind acts first and can check, fold, or bet. Each player in a clockwise fashion then does the same.

6. The player with the position button will act after the player with the dealer button during the initial round of betting only. After the position button player has acted, the small and big blind players will act.

7. The dealer will collect all bets and place them in the middle of the table; commonly referred to as the pot.

8. The dealer will burn a card and deal three (3) cards and place them in the middle of the table; commonly referred to as the flop.

9. A round of betting takes place starting with the player to the left of the dealer button position and continues clockwise around the table. The player with the position button will act last.

10. The dealer burns a card and places one card next to the flop; commonly referred to as the turn or fourth street.

11. A round of betting takes place starting with the player to the left of the dealer button position and continues clockwise around the table. The player with the position button will act last.

12. The dealer burns a card and places one (final) card next to the flop; commonly referred to as the river.

13. A round of betting takes place starting with the player to the left of the dealer button position and continues clockwise around the table. The player with the position button will act last.

14. A winner is determined based on the value of the cards on the board as well as in their hole cards.

15. The next round of play begins.

Other Equipment:

Buttons or lamars with the words "dealer" and "position" affixed to them.

GLOSSARY OF TERMS

Big Blind: The player who is forced to make beginning or opening bet

Dealer button: A white button with the word dealer affixed to it

Flop: The first three cards dealt and placed in the middle of the table

Position button: A button placed in front of the player that won the previous hand.

Push: A push is any hand in which money is not exchanged

River: One and final card dealt after the turn

Small Blind: The player who is forced to make beginning or opening bet (half of the big blind)

Turn: One card dealt after the flop

Ocean's Eleven Casino
Position Poker

How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. The modified fee is taken if a round of play proceeds after 'the turn.' When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino and can be up to five separate rates per table. All collection rates and wagering limits for the game will be posted at each gaming table.

COLLECTION SCHEDULE

Limit Games

LIMIT	Blinds (Small/Big)	7 + players	6 players	5 players	4 players	2-3 players	Mod.
$1-$2	$.50-$1	2	1	1	1	1	0
$2-$4	$1-$2	3	2	1	1	1	0
$3-$6	$1-$3	3	2	1	1	1	0
$8-$16	$4-$8	4	3	2	1	1	1
$20-$40	$10-$20	4	3	2	1	1	1
$30-$60	$15-$30	4	3	2	1	1	1
$40-$80	$20-$40	4	3	2	1	1	1
$75-$150	$35-$75	5	4	3	2	1	1

No Limit Games

LIMIT	Blinds (Small/Big)	7 + players	6 players	5 players	4 players	2-3 players	Mod.
No Limit	$1-$1	3	2	2	1	1	0
No Limit	$2-$2	3	2	2	1	1	0
No Limit	$2-$3	4	3	2	1	1	1
No Limit	$5-$5	4	3	2	1	1	1

CRAZY PINEAPPLE

Type of Game

The players of Crazy Pineapple 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

Crazy Pineapple is a variation of Hi/Lo Split 8 or Better Hold'em games. The object of the game is for players to form a five-card high poker hand that ranks higher than the other players' five-card high poker hand and a five-card poker hand that ranks lower than the other players' five-card low poker hand. Each player may use any combination of two out of the three cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the round of play, referred to as "community" cards or "the board" cards to make the highest five-card poker hand and/or the lowest five-card poker hand. A player may also play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand and/or the lowest ranking five-card poker hand, according to the rankings as shown below.

When making a five-card low poker hand and a five-card high poker hand, a player may use zero, one, or both hole cards to complete each hand. A player is not required to use the same 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 Pineapple 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 Pineapple 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 none of the cards to complete the hand used by the player can 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(s) of each players' five-card poker hand, with the lowest high card being the winning low hand.

CRAZY PINEAPPLE

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.

For example: A hand of 8, 4, 3, 2, and an ace is lower than an 8, 5, 3, 2, and an ace.

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

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

CRAZY PINEAPPLE

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, 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 received 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.

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 three cards face-down. These initial three cards are referred to as “hole cards.” Once each player has received their three 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 three 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.”

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- 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 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 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.

Each active player, which are players that called all wagers and did not fold their hand, shall be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button. The cards shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile.

[Note: Any player that does not discard one card from their three-card hand prior to the dealer's next act described below whereby the dealer takes the top cad of the deck and places it in the discard pile without exposing it, referred to as a burn, is disqualified and is no longer an "active player." The player is not entitled to any refund or return of bets made.]

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Once all active players have discarded one card and now only have two cards in their hand, the house dealer shall proceed dealing the game by taking the top card of the deck and placing 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 and compare their hands. Players may use any combination of the two remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand and the lowest ranking five-card poker hand. When making a five-card low poker hand and a five-card high poker hand, a player is not required to use the same two hole cards or the same community cards to complete each hand.

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- 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 9,** the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, a collection fee shall not be taken. 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 Crazy Pineapple High/Low Split are as shown below:

Schedule Option	Table Limit	Players	Collection
1	$1-$2	7 to 9	$2.00
		6	$2.00
		5	$1.00
		2 to 4	$1.00

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2	$2-$4	7 to 9	$3.00
		6	$2.00
		5	$1.00
		2 to 4	$1.00
3	$3-$6	7 to 9	$3.00
		6	$2.00
		5	$1.00
		2 to 4	$1.00
4	$4-$8	7 to 9	$4.00
		6	$3.00
		5	$2.00
		2 to 4	$1.00
5	$6-$12	7 to 9	$4.00
		6	$3.00
		5	$2.00
		2 to 4	$1.00
6	$9-$18	7 to 9	$4.00
		6	$3.00
		5	$2.00
		2 to 4	$1.00
7	$10-$20	7 to 9	$4.00
		6	$3.00
		5	$2.00
		2 to 4	$1.00
8	$20-$40	7 to 9	$5.00
		6	$4.00
		5	$3.00
		4	$2.00
		2 to 3	$1.00
9	$30-$60	7 to 9	$5.00
		6	$4.00
		5	$3.00
		4	$2.00
		2 to 3	$1.00

BIG O

Type of Game

The players of Big O 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 at least two out of the five cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and a maximum of three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using a standard 52-card deck and no Joker. Cards used to play Big O shall be dealt from a single deck automatic card shuffling device, cut, and then manually dealt by the house dealer.

Card Values and Hand Rankings

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

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

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

Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
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 eight seated positions for patrons. Within each betting area for each seated position, there shall be a betting area 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 small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind position shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

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

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players in the small blind and big blind positions, 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 is in the small blind position, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as "hole cards." Once each player has received their five 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 is in the big blind position and continuing clockwise around the table:

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

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

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

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

- Fold their hand according to the rules and guidelines used in the previous betting round;

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

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

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

How The Pot Is Awarded

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

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

Collection Fee Schedule

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 Big O are as shown below:

For **schedule options 1 through 15,** the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, a collection fee shall not be taken. A modified fee (if applicable) shall be taken from the pot if the pot contains less than $7 at the flop. The balance of the collection shall be taken from the pot when the pot reaches a minimum of $7.

Limit

Schedule Options	Table Limit	Number of Players	Table Fee	Modified Fee
1	$2-$2	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
2	$2-$4	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
3	$3-$6	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
4	$4-$8	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
5	$4-$8	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		2 to 4	$2	$1
6	$8-$16	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		2 to 4	$2	$1
7	$8-$16	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1

Pot Limit

Schedule Options	Table Limit	Number of Players	Table Fee	Modified Fee
8	$1-$1	7 or more	$3	$1
		6	$2	$1
		2 to 5	$1	$1
9	$1-$1	7 or more	$4	$1
		6	$3	$1
		4 to 5	$2	$1
		2 to 3	$1	$1
10	$1-$2	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		4	$2	$1
		2 to 3	$1	$1
11	$1-$2	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
12	$2-$5	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
13	$2-$5	7 or more	$5	N/A
		6	$4	N/A
		5	$3	N/A
		4	$2	N/A
		2 to 3	$1	N/A
14	$5-$10	7 or more	$6	N/A
		6	$5	N/A
		5	$4	N/A
		4	$3	N/A
		2 to 3	$2	N/A
15	$5-$10	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		4	$2	$1
		2 to 3	$1	$1

For **schedule options 16 through 30,** the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, a modified fee of $1 shall be taken.

Limit

Schedule Options	Table Limit	Number of Players	Table Fee	Modified Fee
16	$2-$2	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
17	$2-$4	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
18	$3-$6	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
19	$4-$8	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		2 to 4	$2	$1
20	$8-$16	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		2 to 4	$2	$1
21	$4-$8	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
22	$8-$16	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1

Pot Limit

Schedule Options	Table Limit	Number of Players	Table Fee	Modified Fee
23	$1-$1	7 or more	$3	$1
		6	$2	$1
		2 to 5	$1	$1

24	$1-$2	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
25	$1-$1	7 or more	$4	$1
		6	$3	$1
		4 to 5	$2	$1
		2 to 3	$1	$1
26	$1-$2	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		4	$2	$1
		2 to 3	$1	$1
27	$2-$5	7 or more	$4	$1
		6	$3	$1
		5	$2	$1
		2 to 4	$1	$1
28	$2-$5	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		4	$2	$1
		2 to 3	$1	$1
29	$5-$10	7 or more	$5	$1
		6	$4	$1
		5	$3	$1
		4	$2	$1
		2 to 3	$1	$1
30	$5-$10	7 or more	$6	$1
		6	$5	$1
		5	$4	$1
		4	$3	$1
		2 to 3	$2	$1

21st CENTURY

BLACKJACK

8.0

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Type of Game

The game of 21st Century Blackjack 8.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the 21st Century Blackjack 8.0 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 "21 ½" A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5.

Description of the Deck and Number of Decks Used

A plural standard deck of cards (52 cards) with no joker is used in the play of the game. However, all four of the aces shall be removed from the deck and shall be replaced with four specially marked bonus aces with the word "Bonus" on them. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two cards of 52 cards consisting of special marked Natural aces with any 10 or face card is a Natural and beats all other hands.
- An ace has three values of :
  - 11 ½ 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 With 3 Value	a) 11 ½. 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

Description of Table Used and Total Number or Seated Positions

21st Century Blackjack 8.0 is played on a gaming table. The table seats seven to eight players, including the player-dealer, 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.

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.

Dealing Procedures and Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of their betting circle. This wager is used to pay the winners. The casino will place a "placard" in front of the player-dealer indicating 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.

2. 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".

3. Prior to the start of play, the casino dealer will take the collection fees.

4. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are 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 left of casino 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.

5. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the casino dealer, in a clock-wise fashion. After all players have received a second card, the player-dealer will receive their second card, which will be placed in front of the casino dealer face down. The player-dealer's face-down card shall be checked for a "natural" when the player-dealer's face-up card is a "bonus" ace card. If the player-dealer is dealt a "bonus" ace face-up, players will be asked if they would like to place an "insurance" wager. Players may either decline or place an "insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "insurance" wager, the casino dealer will check the player-dealer's face-down card. If the player-dealer has a "natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. Players that placed an insurance bet are paid 2 to 1 on the insurance bet.

6. If the player-dealer does not have a “natural,” each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to “hit” and be dealt additional cards to make the best possible hand. This shall also include “doubling-down,” “splitting,” “surrendering,” or “standing.” Each player shall be required to hit or stand according to the chart below:

Rules for player		
Must stand on	*Must hit on*	*Have option on*
Soft & hard 21 “naturals”	11 or less	12
		13
		14
		15
		16
		17
		18
		19
		20

- A soft hand is achieved when a hand contains a “bonus” ace with a combination of two or more cards that add up to 10.
- A hard hand is achieved when a hand contains a “bonus” ace with any combination of three or more cards adding up to 21. In the event that the hand includes a “bonus” ace, the “bonus” ace is counted as 1, not 11.

7. 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 hole (second) card.

8. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done seat by seat in a counter-clockwise manner until all wagers have been acted upon. Furthermore, each seated wager will be settled in the following order: base game wager, then buster blackjack bonus bet wager.

9. The player-dealer’s cards will always be dealt and placed in front of the casino dealer’s tray.

10. 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		
Must stand on	*Must hit on*	*Have option on*
Hard 17 and above	Soft 17 or less	None

- A hard hand is achieved when a hand contains a combination of three or more cards totaling 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.
- A soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an ace counted as 1 or 11.

11. 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.

12. 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 offered in a clock-wise fashion around the table.

13. 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) offer the player-dealer position clock-wise to the next position on the table.

How Winners are Determined and Paid

1. A "natural" is an initial two card hand containing a bonus ace and any card with a value of 10 and is the best possible hand. Winning "natural" hands will be paid 6 to 5

    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.

2. If the value of a player's hand is less than a "natural" and the value of the player-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", without going over, wins.

4. If a player and the player-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 player-dealer's hands both have a value of more than a "natural", the following rules apply:
    a. If the value of the player-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 player has a 3-card hand with a value of 23, 24, or 25, and then they will "push".

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 dealer wins

8. A two card "natural" beats all other hands.

Game Variation

If the game is played with two decks, the cards will be dealt face down to the players. The players may touch the cards and must turn the cards over when they double down, split, (see Player Options) or have a "natural." All other rules are the same.

Player Options

Double-Down, Split, Surrender and Insurance

1. Double-Down:
    a. Players can double-down on the first two-cards only, with the exception of all "natural" hands and 21. 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.
    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.
    c. Players may double down for any amount up to his/her original bet in increments of $5.

2. Splits:
    a. Players can split any two cards of the same value (2-9) or any 10-value cards (i.e. "10", jack, queen, or king) 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. Players may double-down or surrender after each split. After the initial split, players can split the same value cards a maximum of two additional times for a total of four hands.
    b. A "natural" cannot be attained in any hand following the split of a ten-value card.
    c. Players can split any two "bonus" aces originally dealt to them but can only receive one extra card per "bonus" ace. The player must place an additional wager equal to the wager he/she originally placed prior to the start of the game. When using two decks only, one "bonus" ace can be split for a maximum of two hands. When using more than two decks, a total of three aces can be split. The player must place an additional wager equal to the wager he/she originally placed prior to the start of the game. "Bonus" aces cannot qualify for a "natural" hand after the split.

3. Surrender:
    Players can surrender on their original two cards at any time if their value is over 11 but do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before acting on their hand.

4. Insurance:
    a. Players may make an optional insurance wager.
    b. When the dealer has an ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has blackjack (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

5. There is no collection fee taken by the casino on any double-down, split or insurance bet executed by a player, nor is there any collection fee charged to the player-dealer.

Buster Blackjack Side Bet

1. 21st Century Blackjack 8.0 features an optional bonus wager. The Buster Blackjack Side Bet 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. A player must place a base game wager in the game in order to make the buster blackjack side bet wager.

2. Buster Blackjack Side Bets must be placed prior to the initial deal.

3. Backline betting is allowed on the Buster Blackjack Side Bet.

4. The Buster Blackjack Side Bet may be less than or equal to, but may not exceed, the game wager.

5. If the player-dealer does not or cannot have a "natural" and the player has a "natural", the game wager is paid and the player's cards are put away. The Buster Blackjack Side Bet remains in action whether or not the player busts or is dealt a "natural."

6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.

   a. If the player-dealer hand busts, all Buster Blackjack Side Bets will be paid according to the posted buster blackjack pay table.
   b. If the player-dealer does not bust, all Buster Blackjack Side Bets will be collected in rotation to the extent of the money in action.

7. The player-dealer will pay all qualifying Buster Blackjack Side Bets and will collect All Buster Blackjack Side Bets that did not qualify.

   Note: if there are no game wagers remaining simply because all players have received a "natural", as long as there is Buster Blackjack Side Bet, the player-dealer must complete his hand, if not 17 or greater.

Buster blackjack side bet pay table

Number of cards in dealer's busted hand	Payout
3	2 to 1
4	2 to 1
5	5 to 1
6	15 to 1
7	50 to 1
8 or more	200 to 1

Collection Rates Schedule

For table limits and collection rate schedules for the game of 21st Century Blackjack 8.0, please refer to **GEGA-000581**.