TEXAS HOLD'EM

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

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

TEXAS HOLD'EM RULES

1. Check and raise is permitted.
2. A bet and three raises are allowed for each betting round. There is no limit of raises with only two players remaining.
3. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot.
4. Only a full bet constitutes a raise anything less than a full bet is considered to be action only and can not be raised unless raising a previous full bet. A player has the right to go all-in.
5. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
7. A card found face up in the deck (boxed card), shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his

down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.

8. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck. The exposed card will be used as the first bum card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
9. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
8. If the flop has too many cards, it will be taken back and reshuffled, except the bum Card will remain burned. A new card will be burned before re-flop.
11. If cards are flopped by the dealer before all the betting is completed, the entire flop is reshuffled, except the bum card will remain burned. A new card will be burned before re-flop.
11. If the dealer turns up the fourth card on the board before the round of betting is Completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the bum card or discards. The dealer will then bum a card and put the fifth card on the board.
12. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
13. Players must have a live hand to play the board.
14. Cards speak. Best hand shown down wins. The winning hand must show both cards face up on the table. One card up and the other face down is not a valid hand.
15. A new player will be dealt in immediately.
16. If a player leaves the table for any reason and a blind passes his position, he may Resume play by posting the total amount of the blinds for the game or wait for the big blind.
17. The dealer button always moves forward and the blinds are adjusted accordingly.

TEXAS HOLD'EM STRUCTURES

SPLIT LIMIT

A. In the first two rounds of betting(one round before the "flop" of the first three up cards, another after the flop), bets and raises must be at the lower limit (for example, $5 in a $5/$10 game).

B. In the last two rounds of betting(on the "turn", i.e. after the fourth up card has Been turned, and on the "end" or the "river", i.e. after the fifth and final up card has been turned), all bets and raises must be at the higher limit.

PROGRESSIVE LIMIT

Progressive limit means the game has fixed amounts that may be bet dictated by the betting round.
The first number listed is the amount (minimum and maximum) that may be bet on the first betting round.
The second number listed is the amount (minimum and maximum that may be bet on the second betting round.
The third number listed is the amount (minimum and maximum) that may be bet on the third bettinground.
The fourth number listed is the amount (minimum and maximum) **that** may be bet on the fourth betting round.
The slash *(/)* indicates the game is progressive limit, and separates the fixed amounts of the betting rounds.

STRAIGHT LIMIT
Straight limit means all bets are fixed at the amount listed.

COLLECTION
Collection is the amount collected prior to the hand being dealt.
The first number listed is collected from the player with the dealer puck.

BLINDS
Blinds are **chips** put.up.by designated players before the **hand is** dealt.
The first **blind** *is.* provided by. theplayer **to the left** ofthe. **dealer** puck.
The second **blindis.** providedby the **second'** player **to** the. left of the **dealer** puck..
The amount of the **blind** is **determinedby** the limit ofthe game being **played.**
The first **number** listed isthe. first.blind..
The second number.listed isthe second blind.
The dash (-).separates the numbers to **distinguish** which.position.puts **up** what-amount..
The dealer **button rotates to the left** after each hand is concluded.

BUY IN:
Buy- in is **the amount that constitutes a full buy for that limit.**
Players must buy-in.to.the game.with at **least** the.amount listed forthelimit theyare. goingto.play
One.short-buy.is allowed after a full- buy.
Short-buys may be of any amount.less than the listed full- buy.

LOWBALL

In Lowball, the "worst or lowest" Poker hand wins. Straight's and flushes do not count against the player. The best Lowball hand, therefore, is A-2-345 and 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest care not already present in the player's hand. Lowball games have two different types of betting structures.

11. Straight Limit: All bets and raises are of the same amount. Example bet (4) raise, (4) re-raise (4).
12. Spread Limit: All bets and raises are within the predetermined spread. Example: Limit (3-12) bet 3, raise 6, raise 6, re-raise 12 (maximum). On occasion, the predetermined maximum spread could be increased by a player killing the pot.

LOWBALL RULES

a. Players must protect their hands at all times.
b. Cards speak, best hand shown down wins the pot. Any player continually miscalling his or her hand will be cashed out.
c. A player may draw up to five cards after the deal, except when in the position of the dealer button in which case a player may only draw three cards.
d. In Low Draw, if a seven or better is checked after the draw and is the best hand, the player loses last action all bets after the draw are returned.
e. Bi-lingual players must respect other players while hands are in play.
f. Only a full bet constitutes a raise. Players have a right to go "all in". Any "all in" raise not equal to the proceeding bet is considered action only.
g. A short bet or call must be completed, if a player acting in turn releases chips on the table with a forward motion, it constitutes a bet or call.
h. Initial buy in must be for a specified amount of chips designated by the house, thereafter only one buy of a lesser amount (short buy) is allowed after each full buy.
i. A hand is not considered dead if upon the floor persons discretion it is considered retrievable.

j. No string bets.
k. Do not criticize other players or use loud or vulgar language.
l. If a pot is over killed the player that killed the pot acts second to last before the draw.
m. If a pot is killed, and the player that killed the pot raises, the action goes back to the player that opened the pot and proceeds to other players in the order that they came into the pot.
n. An exposed card must be "faceup", the ability to call the card does not qualify it as an exposed card.
o. If the dealer exposes a card on the deal, a player must keep that card if the value is five or less and must surrender the card if it is a six or higher. A fouled card must be replaced by a card from the middle of the deck. In addition, if a player causes a card to be exposed, the player must keep that card.
p. Each player must act in turn. Action on a hand out of turn is not binding. If any delay is encountered a player should call "time" to ensure his silence is not interpreted as a pass. If two subsequent players act due to a players silence, the hand is dead and may not be played.
q. Do not expose any cards at any time except on show down.
r. If a player shows cards to one, he must show them to all, if desired by other players.
s. If a bet has been made and called, or check-check after the draw, any player may see any of the hands in play at the showdown.
t. Five cards constitutes a playing hand more or less than five cards after the draw is a foul hand.
u. Before the draw, the top card from the stub of the deck must be discarded (burned).
v. On the draw a player may change the number or cards called for providing the next player has not acted.
w. A verbal declaration in turn which causes another player to act, in turn, or money in the pot is binding. However, a player raising a bet should usually declare the raise. A call made behind the raise may be withdrawn if the raise was not clearly declared.
x. Until the first action after the draw is taken the dealer must correctly state the number of cards drawn by the other players.
y. A knock in turn usually constitutes a pass; but a knock of the table may also mean the declaration of a pat hand. A player

indicating a pat hand not knowing the pot has been raised may still play his hand, despite action taking place behind him.

z. Upon floor persons approval, players may look at one or two cards then kill the pot. Dealer should stop dealing to allow players to look to see if they want to kill the pot. No kills will be allowed after subsequent cards are dealt.

aa. A player who is "all in" must make a verbal declaration at that time or is subject to lose all rights to the pot.

bb. Cards must be cut before each deal, a one handed straight cut if eight or more cards is a legal cut. Cards may not be cut after deal except on floor persons request.

cc. If the deal is determined to be out of position and there has been no action, all hands are re-dealt. If the pot has been opened, play continues and the deal rotates from the position having the dealer button.

dd. Two extra cards off the deck on the deal constitutes a misdeal. Also, if the first card dealt is turned over it is deemed a misdeal. In both instances, hands are re-dealt.

ee. If one or more cards of the same suit or value, or cards of a different color appear in the deck, the deck is fouled and all hands are dead (no action).

ff. If a deck is found to be irregular while pot is in play, it shall be declared "no pot" and all chips in the pot returned. However, once the pot is out of play, no adjustments can be made.

gg. Cards face up in the deck (boxed cards) are dead and are dealt into the discards. A group of five boxed cards in the deck is a misdeal.

hh. A player saying "deal me in" who has not returned to his seat after the dealer has dealt a hand past him cannot receive a hand. If a player is dealt a hand and has not returned to his seat in time to act in turn, will have a dead hand which will be put into the discards. If a player sitting at the table at the beginning if the deal is not dealt a hand, action is stopped and the hand is re dealt.

ii. Before the draw, the first player to act is the player to the left of the big blind, after the draw, it is the player to the left of the dealer button.

jj. In Lowball, checking and raising is not allowed.

kk. A player moving to a different game must have the specified "buy in" unless he is from a broken game. Game must be equal to or lower than the broken game to enter with a short buy.

ll. Newly seated players will be dealt in immediately.

mm. A player who leaves a game one full round, or does not complete the blind, must come back or the blind or straddle the blind. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated, or straddle the blind.

nn. The limit of the game indicates the maximum amount of each bet.

oo. There are no restrictions on the number of bets or raises unless indicated by the house.

pp. Changes in the limit of a game may be made only after floor persons approval.

qq. A player may only cash in chips when he quits the game. If a player quits a game and returns to the same game in less than one half hour, he must come back with at least the same amount of chips that he left with:

rr. All chips must remain on the table, only cards and chips are allowed on the card table. If money is placed on the table, chips must be requested.

ss. In no case will anyone be allowed to play over another players chips. No person may play another players chips for more than one round. (decision of management).

tt. All table changes must be taken immediately, you will be dealt a hand at the new table, regardless of any change in game limit, without having to kill the pot.

uu. After a new player is seated or a "buy in" is placed at a seat, no changes in seating will be made.

vv. Players in a short game (4 handed or less) may not change seats unless a new player enters the game.

ww. A player is allowed 30 minutes to eat or go for funds. When time is up, chips will be removed and seat forfeited. Players name will then be placed on a waiting list.

xx. If you leave a game and want your seat held for you, you must notify the floor person.

yy. Once the pot is out of play, no decision can be rendered by the floor person.

zz. On the showdown, all cards in a hand must be shown, best intact hand wins.

Aaa Potting is allowed for refreshments, food or cigarettes only.

Bbb Cards off the table may not be played.

Ccc No "rabbit Hunting"

Ddd Decision of management is final.

Eee The Lucky buck Card Club reserves the right to refuse or restrict privileges at any time.

SPREAD Limit

Spread limit means the bets may be of any amount within the allowed spread listed
The minimum bet allowed is the first number listed
The maximum bet is the last number listed.
The dash (-) indicates the game is spread limit and all numbers between the minimum and maximum listed are acceptable bets also
Raises may not be made unless the raise is the same amount, or greater than the bet being raised.
Each betting round is distinct from each other, and allowable minimums are not effected by bets made in a previous betting round, or hand.

SPLIT Limit

Split Limit means the game has fixed amounts that may be bet dictated by the betting round
The first number listed is the amount (minimum and maximum that may be bet on the first round
The second number listed is the amount (minimum and maximum) that may be bet on the last round of betting.
The slash (/) indicates the game is split limit, and separates the fixed amounts of the betting rounds.

STRAIT LIMIT

Strait limit means all bets are fixed at the amount listed.

BLINDS

Blinds are chips put up by designated players before the hand is dealt. Blinds play (are part of the pot).
There are 2 blinds
The first blind is the player to the dealers left
The second blind is the second player to the dealers left
The amount of the blinds is determined by the limit of the game being played
The first number listed is the first blind
The second number listed is the second blind
The dash (-) separates the numbers to distinguish which blind puts up what amount
The blinds rotate to the left 1 position after each hand is concluded

COLLECTION

The Collection is the amount collected by the house from the blinds prior to the hand being dealt
The collection rotates to the left 1 position after each hand is concluded

TIME

If a time collection method is used, the amount listed is collected from each player at the top and bottom of the hour

Players coming into the game after the half way mark of a time collection period do not pay until the beginning of the next time collection period

Time collections are made at the beginning of the time collection period being paid for

Players may declare 2 hands when paying the time collection and receive their time collection back if they exit the game before the third hand is dealt after the time collection was made.

No time collection is taken if a drop is being made.

BUY IN

Buy in is the'-amount that constitutes a full buy for that limit

Players must buy in to the game with at least the amount listed for the limit they are going to play

One short buy is allowed after a full buy

Short buys may be of any amount less than the listed full buy

Applications for State Gambling License Clarifications

Descriptions of the event that determines the winner of the game

LOWBALL

Play ends when all betting is complete and the eligible players show their hands face up. Best hand wins, cards speak for themselves.

9. The Play: Each player draws one card from the top of the deck or uses the option card. If the player takes the top card off the deck, he must use it immediately in a meld or discard it.
10. After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
11. Set: Three cards or more of the same rank but all of different suits, also would be considered a meld. Three or more cards of the same rank, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.
12. Forcing Cards: If the option card can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
13. A player may not give the out card to another player with ten (10) cards melded on the board if the card can be used in the first player's hand. Any player in action has the right to see the first hand and to force back the card if it can be used in any way.
14. A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
15. Any player in action may choose to end the hand for lower pay by forcing the out card.
16. Foul Hand: A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.
17. Irregularities: If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. If the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
18. If a player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he made for conditions. In addition he must continue to make due payments to others for their winnings.
19. Going Out: When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.
20. When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use if that puts the opponent to his right out.
21. Incorrect Meld: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to if there is no penalty.
22. Pays and Collections: All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
23. The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
24. A player penalized for a foul hand is required to repay all chips collected during the hand, . but he does not have to repay any opponent who has gone broke and/or previously fouled his hand.
25. On the outs, a player having to collect and then cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.
26. A player may ask the dealer for help in calculating the value of a collection or of the outs.
27. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

28. Dealer Enforcement: Pan rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf on an injured player unless he promptly calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.
29. The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player asks. The outs must be read as the hand lies.
30. The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
31. The dealer will foul a player's hand at the request of another player in action when justified by the rules.
32. General: The minimum buy-in is twenty (20) chips or equal value for the condition of the game.
33. Playing for Tops: A player without one chip of the appropriate value has a hand and may continue playing for the Tops.
34. A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
35. On the deal, foreign cards (8,9,10,Joker) appearing in a player's hand will be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
36. Each player is responsible for counting the cardsbefore picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, his hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
37. The Floorperson's decision is final in all disputes and in the interpretation of all rules.

THE LUCKY BUCK CARD CLUB
BETTING, LIMIT, BLIND, DROP, AND BUY-IN INFORMATION
PAN

BETTING	LIMIT	BLINDS	COLLECTION	BUY-IN
Singles	1	1	1/2/3	20
	2	2	2/4/6	40
	3	3	3/6/9	60
	4	4	4/8/12	80
	5	5	5/10/15	100
	6	6	6/12/18	120
	7	7	7/14/21	140
	8	8	8/16/24	160
	9	9	9/18/27	180
	10	10	10/20/30	200
	11	11	11/22/33	220
	12	12	12/24/36	240
	13	13	13/26/39	260
	14	14	14/28/42	280
	15	15	15/30/45	300
	16	16	16/32/48	320
	17	17	17/34/51	340
	18	18	18/36/54	360
	19.	19	19/38/57	380
	20	20	20/40/60	400
Doubles	1	2	2/3/4	40
	2	4	4/6/8	80
	3	6	6/9/12	120
	4	8	8/12/16	160
	5	10	10/15/20	200
	6	12	12/18/24	240
	7	14	14/21/28	280
	8	16	16/24/32	320
	9	18	18/27/36	360
	10	20	20/30/40	400

BETTING

Betting refers to the amounts of allowed bets.
There are different betting systems and multiple limits for each system.
Each of the betting systems is detailed separately below.
Each of the betting limits are listed separately.

SINGLES

Singles means the amount listed is the condition being played.
Condition is the amount collected and paid by players during the hand for each 1 pay played.
Singles players collect singles, pay singles, and are eligible for single tops.

DOUBLES

Doublesmeans the amount listed is the condition being played.
Condition is the amount collected and paid by players during the hand for each 1 pay played.
Doubles players may play at the same table as singles players.
Doubles players collect doubles, and pay doubles to other doubles players.
Doubles players collect singles, and pay singles to singles players.
Doubles players are eligible for singles, and doubles tops.

COLLECTION

The collection is the amount collected by the club from the first 1,2 or 3 players before any cards are dealt, depending on the number of players dealt.
The first number listed is the amount collected if only 2 players are dealt in the hand.
The second number listed is the amount collected if 3 or 4 players are dealt in the hand.
The third number listed is the amount collected if 5 or more players are dealt in the hand.
The slash [/] separates the numbers to distinguish the veritable collection amounts.

BLINDS

Blinds are chips put up by each player before the hand is dealt. And after the collection is made.
The amount of the blinds is determined by the limit of the game being played.

BUY-IN

Buy-In is the amount that constitutes a full-buy for that limit.
Players must buy-in to the game with at least the amount listed for the limit they are going to play.
One short-buy is allowed after a full-buy.
Short-buys may be of any amount less than the listed full-buy.

LUCKY BUCK CARD CLUB

1. The event that determines the winner of the game Hold-em and all variations is the card speaks: best hand shown down wins. The winning hand must turn all cards face up on the table.

2. The event that determines the winner of the game Pan is the player having combinations of three or more cards in sets or runs (known as melt) laid on the table in front of them using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. Each player bets one (1) dollar chip in one dollar condition game before receiving cards. The house collects its chips and places the remaining chips on top of the mucking block (tops). The winner of the hand will win chips from the other players in different ways. When a player shows eleven cards in melds, he collects two chips from every player. The player also collects for each valid condition. No pot may be awarded until all losing hands have been killed. Winning hand should remain face up until tops are awarded.

RULES FOR DRAW POKER:

1. All games are table stakes.

2. Our smallest game is $10.00 buy-in, $1 to $5. wagering

3. Each deck contains a Joker. The Joker may be used as a fifth ACE or as any card in a straight or flush.

4. The best hand is five ACES. The second best hand is a ROYAL FLUSH.

5. A player may pass and come back in if the pot is opened.

6. After the draw, a player may pass without folding unless a bet has been made.

7. The player is responsible for protecting his hand at all times.

8. Players are requested not to expose cards at any time, except on the showdown.

9. Cards should he held over the table; after the draw, a card dropped on your lap or on the floor kills your hand and forfeits all chips in the pot. Cards taken below the level of the table also kills the hand.

10. All verbal declarations, in turn, are binding (e.g., I pass, I bet, I raise, I call, I open, All in).

11. All exposed cards must be kept on the deal.

12. A player cannot take any card on the draw which has been turned over by the dealer. After the draw is completed, the card is replaced from the top of the deck and there is no action.

13. Four and six cards constitute dead hands.

14. The last player to act is the player with the largest blind or in the case of an ante game, the dealer.

15. No string bets are allowed.

TEXAS HOLD-EM VARIATIONS

TEXAS HOLD-EM HIGH/LO/ 8

This game is played hold-em style. Where each player receives two cards as his initial hand. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

CRAZY PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. After the flop each player must discard one card leaving him with two hole cards. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

TAHOE PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. The player retains all three cards throughout the game. Players may use a maximum of two cards from their hole cards to make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for a low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

OMAHA HOLD-EM/ 8

This game is played hold-em style. Where each player receives four cards as his initial hand. Players must use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five card Poker hand. Players can make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. The pot is split equally between the high hand and the low hand if no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

Lucky Buck Card Club

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 6 to 5.
- A "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal, and then they have a value of 10.5.

RANKING CHART

CARD	VALUE
BONUS	10 or 10.5 when dealt with an Ace
ACE	1 or 11
TWO	2
THREE	3
FOUR	4
FIVE	5
SIX	6
SEVEN	7
EIGHT	8
NINE	9

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.

2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action" or in the case of Player/Dealer paying collection, the appropriate collection will be place by the Player/Dealer.

6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and place/drop them into a locked collection box affixed to the gaming table. The collection fees will be dropped after the completion of the hand.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players body, indicating a hit, or a side to side hand motion,

indicating the desire to stand. The casino dealer deals the first card to the player seated to the right of the designated Player/Dealer, in a clock- wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

8. The casino dealer will deal a second card to the players in the same order noted above and the last card will go to the Player/Dealer and be dealt face down. The players are given an opportunity, starting with the player seated to the right of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.

10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealers down card will be turned up. This down card will determine where the "action button" is placed.

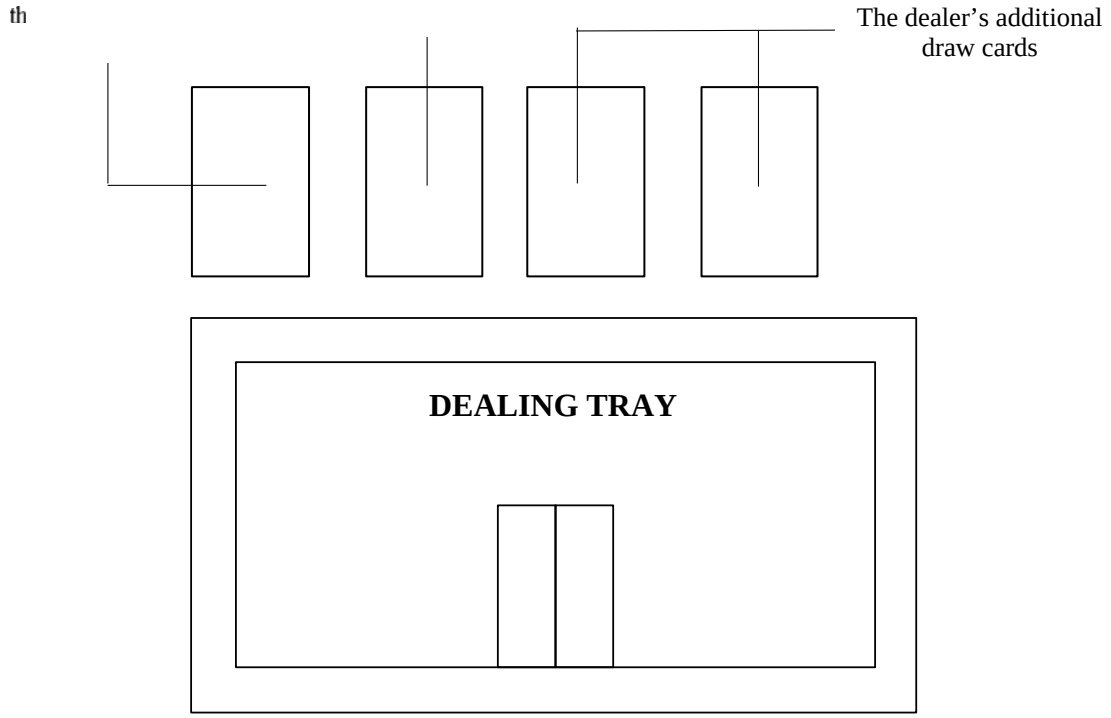
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The ACE is counted as a one and is the first seat to the right of the Player/Dealer. The counting is the consecutive and clockwise with the player/ dealer position NOT being counted.

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

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #1**

DIAGRAM #l



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

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

CHART 1A PLAYER OPTIONS

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

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	None

BET SIZE
(per spot with three betting spots per seat)

Minimum Bet per Spot - $5.00
Maximum Bet per Spot - $200.00
(A maximum of $600 per seat is allowed)

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealers down card, will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealers first or up card is an Ace or Bonus Card. This will happen prior to any additional cards being given to players. If the Player/Dealer has Pure 21.5 Blackjack no additional action will take place and all player’s hands that do not have a Pure 21.5 Blackjack will lose.

3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.

4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer’s total is more than a "Pure 21 -5Blackjack", the Player wins the hand.

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.

6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.

7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 2 1.5 Blackjack" will win.

8. If a Player's total and the Player/Dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:

a) If the Player/Dealer’s hand is 888 (three eights) all Players whose total is more than 2 1.5 Push

b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 2 1.5 Lose

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.

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

12. Backline betting is allowed; subject to local ordinance or code.

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager 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. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

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

4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease. Surrender will be an option which may or may not be actually included in the game. The casino will make that determination based on economic conditions and will post in its table rules if this option is offered. This option would never be introduced into the game during the course of play and would only be activated prior to the start of play and not cancelled while play continues.

5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.

6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Insurance-If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than 1/2 of a Player's original wager.

Surrender- Players can surrender after there first two cards are dealt to them. If they choose to surrender, half of there wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealers down card is exposed. There play for the hand will then cease.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an -intervening Player/Dealer so on person cannot continually occupy the position and the "bank hand within the meaning of OLIVER V. COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 141 6 (the Wesson Bill) which added section 330.1 1 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.

Management reserves the right to modify the rules as any situations warrant, to protect the players.
The Floor Manager's Decision is Final.

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Pure 21.5 Blackjack
Collection Fees

Table Limit	**Player/Dealer Wager Amount** (per hand)	**Player Dealer Collection Fee** (per hand)	**Player Collection Fee**
$5 - $200	$5 - $100	$1	N/A
	$101 - $300	$2	
	$301 - $500	$4	
	$501 - $800	$6	
	$801+	$10	

Buster Blackjack

US Patent 6,845,981

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BETWISER GAMES, LLC
P. O. BOX 82225, LAS VEGAS, NV 89180
(702)258-9685

EMAIL: STANKOG@AOL.COM

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 C
3	2
4	2
5	4
6	12
7	50
8	250

The Benefits of Buster Blackjack

Camaraderie

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

Suspense

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

Easy to deal

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

PAI-GOW

DOUBLE HAND POKER

Rules

1. **Deck:** One traditional deck of 52 playing cards, plus one joker is used.

2. **Joker**: The joker can be used only as an Ace, or to complete a straight or a flush.

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

4. **Betting Spots**: Each seat has 8 betting spots.

5. **Number of Players:** A total of 7 players; 6 players and 1 Player/Dealer.

6. **Table Limit**: $10 - 200 per spot ($1,600 per seat)

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

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

9. **Object of Game**: The object of the game is for both of the player's hands to rank higher than both of the Player/Dealer's hand.

- Should one hand rank exactly the same as the Player/Dealer's hand, this is a tie (copy).

- The Player/Dealer wins all ties.

- If the player wins one hand, but loses the other, this is considered a "push" (tie), and no money exchanges hands.

10. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.

11. **Player/Dealer (Bank)**

- Any player may be the Player/Dealer (Player/Dealer). All players bet against the Player/Dealer.

- The bank must rotate in a continuous and systematic fashion. The Bank is offered to each seated player's spot in a clockwise fashion. That seated spot may bank for a maximum of two consecutive hands. That player may accept or pass, in which case the Bank is offered to the next player.

- When the Player/Dealer position passes to the next seat, the player seated in that seated position has the first option. If he refuses the bank, any player betting on that seated position the previous hand is eligible to be the Player/Dealer for the next hand, in order of the square in which they bet the prior hand.

- Come-Come bets (in the Player/Dealer position) will be paid off and collected as one bet. Players who bet Come-Come do so at their own risk. The house will not hold up action or be responsible for settling disputes regarding Come-Come bets.

- There must be an intervening Player/Dealer so that a single player cannot have repeated dealings within the meaning of Oliver V. County of Los Angeles 1998, 66 CAL App4th 1397, 1408-09, in addition to, within the meaning of AB 1416, an act to add to section 330.11 of the Penal Code. If there is no intervening player, the game is closed. The house never participates as a Player/Dealer, nor may the house take a percentage from the game.

- There is no minimum amount that a Player/Dealer must wager, other than the regular table minimum for all players. Player/Dealers are never required to cover all opposing player's wagers.

12. **Misdeals:**

- When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with the top card left over after making seven piles of seven cards.

- If the exposed card is an ace or a joker, the deck is scrambled, shuffled, and re-dealt.

- If during the course of the deal prior to the Player/Dealer's hand being opened, if any card(s) of the Player/Dealer's hand is exposed by the house dealer, the hand will be declared a misdeal, and all hands reshuffled.

- When the dealer is distributing the cards, if a card is exposed, that players hand is dead, and all bets on that seated position are returned.

13. **Specific Rules:**

- Once the Player/Dealer exposes his cards, the players cannot touch their cards.

- Players are not allowed to show their hands or talk to the other players about their hands before all cards are exposed.

- If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set the “house way”.

- Players and the Player/Dealer must place their bets before the dice cup is opened. No change in bets can occur after that point.

- Only chips placed in the appropriate position on the table constitute a valid bet.

- Each player is responsible for the chips he/she places on the table.

- No side bets are allowed.

14. **Player/Dealer (Bank):**

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

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

- The Player/Dealer then shakes the dice cup containing three dice; however he doesn't yet open the cup. The cup is opened by the house dealer, only after all bets are placed in the betting circles.

- The Player/Dealer's position is always 1, 8 or 15. The dealer counts clockwise from the Player/Dealer's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button (see #10), will then be placed in front of the player indicated by the dice. The remaining piles will then be distributed clockwise. The Player/Dealer hand is left in front of the dealer and the

dealer button is placed on top of it.

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

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

- The dealer then turns his cards over and sets his hand face up.

- Loosing hands should be turned face down and loosing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

15. **Largest Amount of Money in Action:**

- If there is more than one player making a wager on a seat, the player with the greatest amount of money at risk will make the decision on how to play the hand.

- However, the seated player has the right to look at and initially set the hand, even though the player with the largest bet has the right to the final decision on the play of the hand.

- If the bets are of equal size, then the seated player in that position will make the decision.

- If the seated player is not involved or isn’t one of the players with the equal largest amount of money at risk, then the decision belongs to the player who paid the collection.

- If the collection was split equally among the players, then the player in the front betting position ahead of the other “equal” player will make the decision on the play of the hand.

16. **Role of Management:**

- Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.

- Management has no financial interest in the outcome of any hand or wager.

- Management does not stand good for mistakes.

- Management reserves the right to make decisions in the best interest of

the game. Decisions of management are final.

Pai Gow Poker House Way		
Hand	**How To Play**	**Example**
No Pair	Put 2nd & 3rd highest cards in front.	K♥Q♦ A♠10♥8♠7♠2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair is: A's, K's, Q's.	Put small pair in front	8♠8♥ Q♥Q♦9♦7♦3♣
Big pair is: J's, 10's, 9's.	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A♦5♣ 10♣10♦6♥6♠3♣ 8♣8♦ 9♠9♣Q♥7♠3♣
Big pair is: 8's, 7's, 6's.	Put both pairs in back if you can put a King or higher in front, otherwise split.	K♠9♠ 7♠7♣4♥4♦3♠ 4♥4♦ 7♠7♣Q♣9♠3♠
Big pair is: 5's, 4's, 3's.	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	Q♠10♦ 5♠5♦2♠2♦8♥ 2♠2♦ 5♠5♦J♠10♦8♥
Three Pair	Put high pair in front.	10♦10♣ 9♠9♣5♦5♥3♦
Three of a Kind	Put an Ace and next highest card in front.	A♦Q♠

Aces		A♥A♦9♠8♠2♣
Kings and Below	Put three of a kind in back, two other highest cards in front.	Q♦9♠ K♥K♦K♣7♣2♦
Two Sets	Put pair from higher set in front.	K♥K♦ 6♥6♠6♣K♠9♦
Five Aces	Put pair of Aces in front.	A♠Joker A♥A♣A♦8♦3♣

Pai Gow Poker House Way		
Hand	**How To Play**	**Example**
Straight or Flush With no pair	Put two highest cards in front that will leave completed hand in back.	8♣7♠ 6♥5♠4♦3♣2♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	K♣Q♥ Q♦J♥10♠9♠8♣ 3♠3♥ A♣K♥Q♥J♦10♣
With two pair	Play according to two pair strategy.	3♣3♥ 6♦6♠5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♣8♥7♦6♠5♣
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♣5♠9♣4♣ A♣A♥ 4♠4♦4♥A♠6♥

Four of a Kind A’s, K’s, Q’s.	Play four of a kind in back if you can put at least a pair in front, otherwise split.	Q♦Q♠ Q♥Q♣A♣K♦4♥
J’s, 10’s, 9’s.	Play four of a kind in back if you can put at least a King up front, otherwise split.	K♣J♠ 10♦10♠10♥10♣7♣ 10♥10♠ 10♦10♣8♦3♣2♥
8’s, 7’s, 6’s.	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	Q♦10♣ 7♠7♦7♥7♣2♦ 7♠7♦ 7♥7♣10♠9♠2♦
5’s and below	Never split.	K♠Q♦ 4♠4♦4♥4♣7♦

Pai Gow Poker

Collection Fees

Table Limit	**Player Wager Amount** (per spot)	**Player Collection Fee** (per spot)	**Player/Dealer Collection Fee** (per hand)
$10 - $200 (per spot)	$10 - $100	$1	$1
	$101 - $200	$2	

BGC Fortune Pai Gow Poker 1.1

Standards of play:

Fortune Pai Gow Poker 1.1 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 1.1, a player can place an optional Fortune Bonus Bet. A player that wagers at least $25 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker 1.1 is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, to complete a straight or flush, or the joker may be completely wild, and used as any card in the deck.

The hand rankings are as follows:

Rank	***Combination of Cards***
1st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4th	Five Aces (A-A-A-A-Joker)
5th	Royal Flush (10-J-Q-K-A of the same suit)
6th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7th	Four-of-a-kKind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10th	Straight (Five cards of different suits ranked in order)
11th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12th	Two Pair (Two sets of pairs)
13th	A Pair (Two cards of the same value)
14th	High Card

BGC Fortune Pai Gow Poker 1.1

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

Type of gaming table utilized for this game:
An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker 1.1. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:
Fortune Pai Gow Poker 1.1 is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when house fees are collected:
House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:
Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least $25 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

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

Round of Play

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

BGC Fortune Pai Gow Poker 1.1

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

BGC Fortune Pai Gow Poker 1.1

Bonus Bet Payout Tables

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

Jokers Fully-Wild

Hand	Pays	Envy
7 Card Straight Flush (No Joker)	500 to 1	$250
7 Card Straight Flush (With Joker)	500 to 1	$250
5 Aces	250 to 1	$50
5 of a Kind	200 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	50 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

*If Joker’s are wild, use this payout table.

BGC Fortune Pai Gow Poker 1.1

<u>Glossary of terms used in the controlled game:</u>

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

BGC Fortune Pai Gow Poker 1.1

Fortune Pai Gow Poker

Collection Fees

Table Limit	Amonut of Wager	Player's Fee (per spot)	Player/Dealer Fee (per hand)
$5 - $200	$5 - $100	$1 per square/wager	$1
	$101 - $300	$1 per square/wager	$2
	$301 - $500	$0	$6
	$501 +	$0	$8

Commission-Free

Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

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

The casino dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions.
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
    a. Player line which pays 1 to 1 on all wins
    b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
    c. Tie line which pays 9 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
    a. The player hand must stand when the cards dealt are valued between 6 and 9.
    b. The player hand must hit when the cards dealt are valued between 0 and 5.

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

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

15. 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.
16. *Natural 8 and 9:* When the first two cards of the player or banker's hand has a value of 8 or 9, the other hand will not be allowed to draw.
17. *Determining Outcomes:*
    a. If the player hand is closer to nine, then the player wagers win.
    b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
    c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
    d. All ties are a push for player wagers and banker wagers.
    e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four (4) points or greater or if the player's hand is a 'Natural' and the hand wins.
    f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player

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

g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four (4) points or greater or if the banker's hand is a 'Natural' and the hand wins.
h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'

18. Backline betting is allowed. Each seat has betting circles for the player line, banker line, and tie bets.
19. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
20. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and Deal

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

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

Dragon Bonus Bet

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

Players have two ways to win:

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

DRAGON BONUS PAY TABLE

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

i. Banker 6 bonus bet
   - For each seated position, there shall be a specifically designated area for the placement of a separate wager- the Banker 6 bonus bet. A Banker 6 bonus bet may be wagered by any player placing a wager on either the Player or Banker base bet.
   - Seated players as well as back-line bettors may place a Banker 6 bonus bet.
   - The Banker 6 bonus bet may be less than, equal to , or greater than the player line or banker line wager. However, the Banker 6 bonus bet must be within the minimum and maximum table limits.
   - The Banker 6 bonus bet pays out when the banker hand wins with a total value of 6. Additionally, the payout takes into account whether the Banker's hand contains 2 or 3 cards.
   - There is no collection fee taken for placing a Banker 6 bonus bet.
   - The player-dealer shall pay all winning Banker 6 bonus bets and shall collect all losing Banker 6 bonus bets to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
   - Winning Banker 6 bonus bets shall be paid according to the pay table below. Selected payout schedule will be posted on the table and will not be changed with out 24 hour notice.

Schedule 2

Hand Result	Payout
Banker win with a 2 card hand value of 6	10 to 1
Banker win with a 3 card hand value of 6	30 to 1
Any other result	LOSE

Collection Fees

The collection fees shall be taken per hand from the player-dealer position and per player line, banker line, and tie bet line wager from each player, prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
1	$5 - $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	

Commission-Free Baccarat

2	$5 - $200	$5 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
3	$5 - $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
4	$25 - $200	$25 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
5	$25 - $200	$25 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$25 - $200	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	

CASINO 580
Collection Rate Schedules and Fees

Collection Rate Schedules

Limit Games **- Texas Hold'em (GEGA-000982); Texas Hold'em High-Low Split (GEGA-000976); Omaha High-Low Split (GEGA-000981); Crazy Pineapple High-Low Split (GEGA-000979); Draw Poker (GEGA-000978); Tahoe Pineapple High-Low Split (GEGA-000977); Lowball (GEGA-000975)**

Schedule Options	Table Limit	7 or more Players	5 – 6 Players	4 or less Players
1	$1 / $2	$5.00	$4.00	$3.00
2	$2 / $4	$5.00	$4.00	$3.00
3	$3 / $6	$5.00	$4.00	$3.00
4	$4 / $8	$5.00	$4.00	$3.00
5	$5 / $10	$5.00	$4.00	$3.00
6	$6 / $12	$5.00	$4.00	$3.00
7	$8 / $16	$6.00	$5.00	$4.00
8	$9 / $18	$6.00	$5.00	$4.00
9	$10 / $20	$6.00	$5.00	$4.00
10	$15 / $30	$6.00	$5.00	$4.00
11	$20 / $40	$6.00	$5.00	$4.00

No-Limit Games **- Texas Hold'em (GEGA-000982); Texas Hold'em High-Low Split (GEGA-000976); Omaha High-Low Split (GEGA-000981); Crazy Pineapple High-Low Split (GEGA-000979); Draw Poker (GEGA-000978); Tahoe Pineapple High-Low Split (GEGA-000977); Lowball (GEGA-000975)**

Schedule Options	Blinds	7 or more Players	5 – 6 Players	4 or less Players
1	$1 / $1	$5.00	$4.00	$3.00
2	$1 / $2	$5.00	$4.00	$3.00
3	$1 / $3	$5.00	$4.00	$3.00
4	$1 / $5	$5.00	$4.00	$3.00
5	$2 / $4	$5.00	$4.00	$3.00
6	$2 / $5	$5.00	$4.00	$3.00
7	$3 / $5	$5.00	$4.00	$3.00
8	$3 / $6	$5.00	$4.00	$3.00
9	$4 / $8	$6.00	$5.00	$4.00
10	$5 / $10	$6.00	$5.00	$4.00
11	$6 / $12	$6.00	$5.00	$4.00
12	$8 / $16	$6.00	$5.00	$4.00
13	$9 / $18	$6.00	$5.00	$4.00

Collection Procedures

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 following procedures apply to limit schedule options 1 through 11 and no-limit schedule options 1 throught 11 for all Poker games as designated below.

- **Limit & No Limit** – **Texas Hold'em; Texas Hold'em High-Low Split; Omaha High-Low Split; Crazy Pineapple High-Low Split; Tahoe Pineapple High-Low Split -** the collection fee shall be taken by the house dealer from the pot. If the hand ends before the flop, then the collection fee will not be taken for that round

of play. The appropriate fees are dependent on the number of players as shown above.

- **Limit & No Limit - Draw Poker; Lowball** for **schedule options 1 through 11 -** the house dealer will move all antes to the center of the table, which is referred to as "the pot," deal out and distribute the appropriate number of cards to each player, then remove the appropriate collection fee from "the pot" prior to players discarding and receiving new cards, referred to as "the draw." The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown above.
- All No Limit games will have spread wagering amounts from the minimum wager of $1 to the maximum wager of $200 with discretionary number of wagers and raises allowed; however, a wager may not exceed $200 per betting round. **All-in wager may not exceed $200 at any time.**
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Casino 580 shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection rates shall be conspicuously posted on or within view of every gaming table.

Royal Pai Gow Poker

Casino 580

Standards of play:

Royal 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. Player wins all copy ties on both
the 2 card front and the 5 card back hand. The player automatically loses when dealt any seven-card queen high hand, no joker. If the player-dealer is dealt a seven-card queen high hand the hand plays as normal.

In Royal Pai Gow Poker, a player can place an optional Royal Tie Bonus Bet and/or Save the Queen Bonus Bet.

Type of card deck used:

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

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

Rank	***Combination of Cards***
1st	Five Aces (A-A-A-A-Joker)
2nd	Royal Flush (10-J-Q-K-A of the same suit)
3rd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
4th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
5th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
6th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
7th	Straight (Five cards of different suits ranked in order)
8th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9th	Two Pair (Two sets of pairs)
10th	A Pair (Two cards of the same value)
11th	High Card

Dealing procedures:

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

- Once cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the “action” button. The house 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 Royal Tie Bonus Bet wager, then the Save the Queen Bonus Bet wager, and then the Royal Pai Gow Poker game wager. 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 house 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 house 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 Royal Pai Gow Poker. A table felt with the game name and segregated marked Bonus Bet areas. The game will be played on a standard Pai Gow Poker table

Number of players in the game:
Royal Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the Player-dealer position for a total of eight seated positions.

How and when are house fees collected:

- Backline betting is permitted on all wagers.

- Royal 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 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.

Royal Pai Gow Poker

Casino 580

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Royal Pai Gow Poker game wager and will then have the option to make a Royal Tie Bonus Bet wager and/or a Save the Queen Bonus Bet wager as well.

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 Royal Tie Bonus Bet wager and/or a Save the Queen Bonus Bet wager at this time as well.

- The house 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 house dealer exposes the player-dealer's hand, and sets it according to the “House Way” chart, as shown in Attachment A.

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

- Each player's five card hand will be compared to the player-dealer's five card hand, and each player’s two card hand will be compared to the player-dealer’s two card hand, in turn, starting with the action button, to determine the winner according to the following criteria:

  a. The Royal 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 Royal Pai Gow Poker game wagers are paid 1 to 1.
  b. The Royal 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 Royal 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 wins all “copy hands.”
  e. The player’s hand automatically loses when dealt a seven card queen high hand, otherwise all hands are completed as normal.

Royal Pai Gow Poker

Casino 580

- Before the Royal Pai Gow Poker wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Royal Tie Bonus Bet and/or the Save the Queen Bonus Bet.

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

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

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

Royal Tie Bonus Bet

RULES OF PLAY

- For each seated position, there shall be one separate and specifically designated area for the placement of a Royal Tie Bonus Bet wager. A player may only place a Royal Tie Bonus Bet wager if they have also placed a Royal 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 Royal Tie Bonus Bet takes into account the players two and five card hand. In the event that a player's two card hand and/or five card hand ties with the player-dealer's hand and that player placed a Royal Tie Bonus Bet wager the Royal Tie Bonus Bet wager shall win. The player shall then receive a monetary payout based on payout table below. Any other hand that does not tie with the player-dealer shall.

- The Joker is fully wild and can be used in a tie hand.

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

- The Royal Tie Bonus Bet pays as follows:

Qualifying Hands	Pays
Two Card Tie	30 to 1
Five Card Tie	100 to 1

- 2. Bonus bets can be any amount between $5 - $100, without exceeding the initial wager.

- 7. No collection is taken for placing the bonus bet.

Save the Queen Bonus Bet

RULES OF PLAY

- For each seated position, there shall be one separate and specifically designated area for the placement of a Save the Queen Bonus Bet wager. A player may only place a Save the Queen Bonus Bet wager if they have also placed a Royal 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 Save the Queen Bonus Bet takes into account the player's five card hand. In the event that a player's five card hand contains a queen high, and that player placed a Save the Queen Bonus Bet wager, the Save the Queen Bonus Bet wager shall win. The player shall then receive a monetary payout based on payout table below. In the event that a player's five card hand contains a queen high and ties with the player-dealer's hand, and that player placed a Save the Queen Bonus Bet wager, the Save the Queen Bonus Bet wager shall win. The player shall then receive a monetary payout based on payout table below. Any other hand shall lose.

- The Joker is fully wild and can be used to make a queen high hand.

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

- The Save the Queen Bonus Bet pays as follows:

Qualifying Hands	Pays
Queen High	40 to 1
Queen High Tie	100 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.

Royal Pai Gow Poker

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Player-dealer Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.

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

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

Collection Fee Schedule: How and When are House Fees Collected

For **schedule option 1-15**, there shall be no collection fee takenfrom the players when placing a base game or bonus bet wager. There shall be a collection fee taken from the player-dealer position per round of play based on the total monetary value of all base game and bonus bet wagers placed, referred to as total table action. The Royal Tie Bonus Bet and Save the Queen Bonus Bet wagers must be made between a minimum amount of $5 to a maximum amount of $100. The bonus bet wagers can be less than or equal to, but cannot exceed the game wager. The collection fees shall be collected from the players and player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The Casino 580 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.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
2	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
3	$100- $200	$100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	

Royal Pai Gow Poker

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4	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
5	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
6	$100- $200	$100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
7	$5- $200	$5 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
8	$25- $200	$25 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
9	$100- $200	$100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
10	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
11	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
12	$100- $200	$100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	

Royal Pai Gow Poker

Casino 580

13	$5- $200	$5 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
14	$25- $200	$25 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
15	$100- $200	$100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	

Royal Pai Gow Poker

Casino 580

Attachment A:

House Way

Pai Gow Poker House Way		
Hand	**How To Play**	**Example**
No Pair	Put 2nd & 3rd highest cards in front.	K Q A 10
One Pair	Put pair in back, highest two other cards in front.	Q J 10 10
Two Pair Big pair is: A's, K's, Q's.	Put small pair in front	8 8 Q Q 9
Big pair is: J's, 10's, 9's.	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A 5 10 10 ---------- 8 8 9 9 Q
Big pair is: 8's, 7's, 6's.	Put both pairs in back if you can put a King or higher in front, otherwise split.	K 9 7 7 4 ---------- 4 4 7 7 Q
Big pair is: 5's, 4's, 3's.	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	Q 10 5 2 2 8 ---------- 2 2 5 5 J
Three Pair	Put high pair in front.	10 10 9 9 5
Three of a Kind: Aces	Put an Ace and next highest card in front.	A Q A A 9
Kings and Below	Put three of a kind in back, two other highest cards in front.	Q 9 K K K
Two Sets	Put pair from higher set in front.	K K 6 6 6

Royal Pai Gow Poker

Casino 580

Hand	How To Play	Example
Five Aces	Put pair of Aces in front.	A♠Joker A♥A♣A♦8♦3♣
Straight or Flush: With no pair	Put two highest cards in front that will leave completed hand in back.	8♣7♠ 6♥5♠4♦3♣2♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	K♣Q♥ Q♦J♥10♠9♠8♣ ---------- 3♠3♥ A♣K♥Q♥J♦10♣
With two pair	Play according to two pair strategy.	3♣3♥ 6♦6♠5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♣8♥7♦6♠5♣
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♣5♠9♣4♣
Four of a Kind A's, K's, Q's.	Play four of a kind in back if you can put at least a pair in front, otherwise split.	Q♦Q♠ Q♥Q♣A♣K♦4♥
J's, 10's, 9's.	Play four of a kind in back if you can put at least a King up front, otherwise split.	K♣J♠ 10♦10♠10♥10♣7♣ _____ 10♥10♠ 10♦10♣8♦3♣2♥
8's, 7's, 6's.	Play four of a kind in back if you can put at least a Queen up front, otherwise split.	Q♦10♣ 7♠7♦7♥7♣2♦ _____ 7♠7♦ 7♥7♣10♠9♠2♦
5's and below	Never split.	K♠Q♦ 4♠4♦4♥4♣7♦

ULTIMATE WAR
Casino 580

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

Object of the Game
The object of the game is to assemble two hands of one card each with the players competing against the player-dealer position.

Description of the Deck and Number of Decks Used
The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of one deck and a maximum of eight decks shall be used during the play of the game. The deck will be shuffled in between each round of play.

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

Description of Table Used and Total Number of Seated Positions
The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting areas specifically designated for five separate wagers; the Player Bet, the Banker Bet, the War Bet, the Ultimate 5 Player Bet, and the Ultimate 5 Banker Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards
The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all Player Bet wagers, all Banker Bet wagers, all War Bet wagers, all Ultimate 5 Player Bet, and then all Ultimate 5 Banker Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player -dealer shall be returned to the respective players.

ULTIMATE WAR
Casino 580

Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once accomplished, the house dealer shall wait for each player to make their wager in accordance with the table limits.
Each player has the following options when placing their wager(s):

- The Player Bet which pays 1 to 1;
- The Banker Bet which pays 1 to 1;
- The War Bet, which pays according to the pay table below;
- The Ultimate 5 Player Bet, which pays according to the pay table below;
- The Ultimate 5 Banker Bet, which pays according to the pay table below.

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

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

How Each Wager Wins, Loses, or Pushes

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

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

War Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a War Bet wager. A player may place a War Bet wager

even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.

- The player-dealer shall pay all winning War Bet wagers when the card dealt to a Player's hand and the card dealt to the Banker's hand have the same value.
- The player-dealer shall collect all losing War Bet wagers when the card dealt to the Player's hand and the card dealt to the Banker's hand do not have the same value.
- Backline betting is permitted on the War Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the War Bet and any collection fees that may be taken.
- The War Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand and Banker Bet hand are of the same value (tie), the War Bet wager shall win. In the event that the Player Bet hand and the Banker Bet hand are not of the same value, the player-dealer shall win the War Bet wager.
- All winning War Bet wagers shall be according to the pay table below.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player- dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

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

Ultimate 5 Player Bet

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

ULTIMATE WAR
Casino 580

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

Ultimate 5 Banker Bet

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

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

COLLECTION FEES

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

For **schedule options 1 through 15,** a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The total table action does not include the Play wagers. There shall be no collection fee taken from any players for placing any wagers.

ULTIMATE WAR
Casino 580

The collection fees shall be collected prior to opening the player-dealer's hand and dropped into a collection box after all wagers are resolved.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
2	$25- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
3	$100- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
4	$5- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
5	$25- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$100- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
7	$5- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	

8	$25- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
9	$100- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
10	$5- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
11	$25- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
12	$100- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
13	$5- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
14	$25- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
15	$100- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	

Collection Procedures

California Games - California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, are collected or

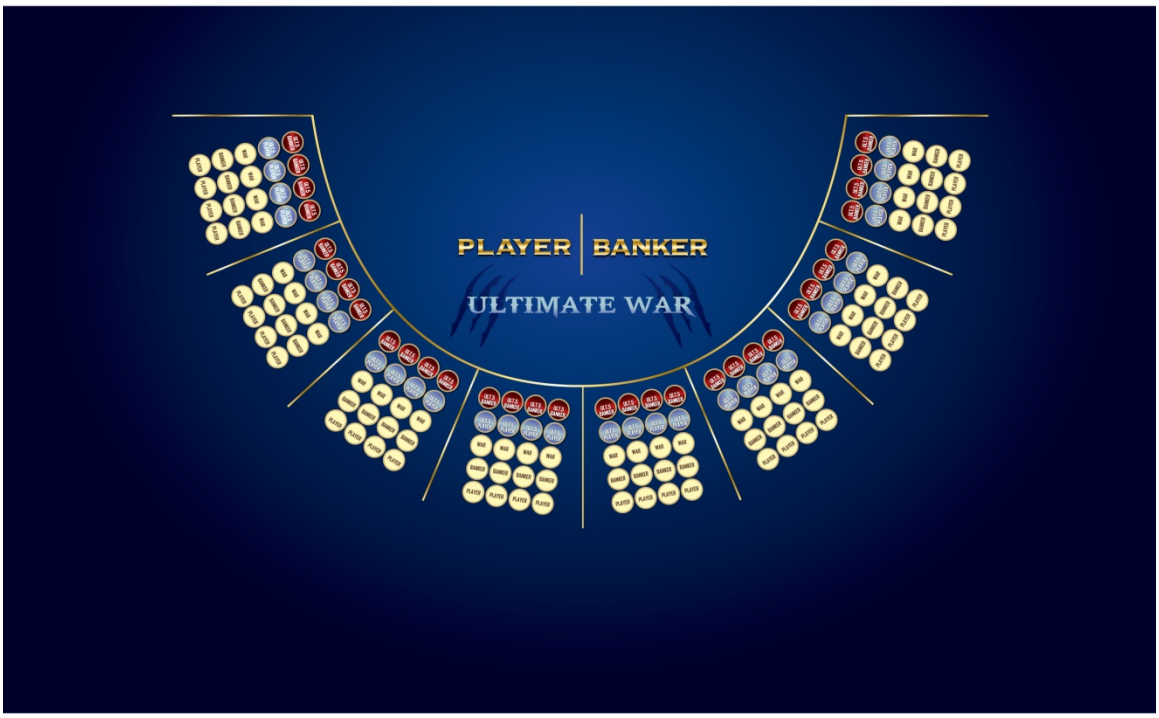
paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in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

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

GLOSSARY

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

ULTIMATE WAR
Casino 580



ULTIMATE PAI GOW POKER

Type of Game

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

Object of the Game

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

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

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

ULTIMATE PAI GOW POKER

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

Description of Table Used and Total Number of Seated Positions

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

Action and Distribution of Cards

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

Shuffler Distribution

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

Manual Distribution

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

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

Dealing Procedures and Round of Play

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

ULTIMATE PAI GOW POKER

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

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

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

How Wagers Are Resolved

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

Ultimate Player Bet

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

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

Ultimate Banker Bet

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

ULTIMATE PAI GOW POKER

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

Ultimate Push Bet

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

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

Ultimate Tie Bet

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

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

ULTIMATE PAI GOW POKER

GLOSSARY

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

ULTIMATE PAI GOW POKER

COLLECTION FEES

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

For **schedule options 1 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Ultimate Pai Gow Poker are as shown below:

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Fe	Player Fee
1	$5-$200	$5-$300	$1.00	$0.00
		$301-$600	$3.00	
		$601-$1,000	$6.00	
		$1,001-$2,000	$10.00	
		$2,001+	$20.00	
2	$25-$200	$5-$300	$1.00	$0.00
		$301-$600	$3.00	
		$601-$1,000	$6.00	
		$1,001-$2,000	$10.00	
		$2,001+	$20.00	
3	$100-$200	$5-$300	$1.00	$0.00
		$301-$600	$3.00	
		$601-$1,000	$6.00	
		$1,001-$2,000	$10.00	
		$2,001+	$20.00	
4	$5-$200	$5-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1,000	$9.00	
		$1,001-$2,000	$15.00	
		$2,001+	$25.00	

ULTIMATE PAI GOW POKER

5	$25-$200	$5-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1,000	$9.00	
		$1,001-$2,000	$15.00	
		$2,001+	$25.00	
6	$100-$200	$5-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1,000	$9.00	
		$1,001-$2,000	$15.00	
		$2,001+	$25.00	
7	$5-$200	$5-$300	$3.00	$0.00
		$301-$600	$6.00	
		$601-$1,000	$12.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
8	$25-$200	$5-$300	$3.00	$0.00
		$301-$600	$6.00	
		$601-$1,000	$12.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
9	$100-$200	$5-$300	$3.00	$0.00
		$301-$600	$6.00	
		$601-$1,000	$12.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
10	$5-$200	$5-$200	$2.00	$0.00
		$201-$500	$5.00	
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001+	$35.00	
11	$25-$200	$5-$200	$2.00	$0.00
		$201-$500	$5.00	
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001+	$35.00	
12	$100-$200	$5-$200	$2.00	$0.00
		$201-$500	$5.00	
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001+	$35.00	
13	$5-$200	$5-$500	$5.00	$0.00
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001-$4,000	$50.00	
		$4,001+	$75.00	

ULTIMATE PAI GOW POKER

14	$25-$200	$5-$500	$5.00	$0.00
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001-$4,000	$50.00	
		$4,001+	$75.00	
15	$100-$200	$5-$500	$5.00	$0.00
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001-$4,000	$50.00	
		$4,001+	$75.00	

BLACKJACK X

Blackjack X

Object of the Game

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

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

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

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

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

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

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

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

Hand Ranking

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

Blackjack X

22. A hand totaling a 3
23. A hand totaling a 2
24. A hand totaling a 22 - 30

Game Rules

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

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

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

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

Rules for the Player Dealer:

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

Rules for the Player:

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

Game options:

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

Blackjack X

- Double Down
  - The Player may receive only one hit card after Doubling Down.
  - The Player may double on any two cards, except a "Natural 31."
  - The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
  - The Player may double down after the split.
- Surrender
  - The Player may surrender before the Dealer checks the Player Dealers hole card.
  - The Player may forfeit half their wager when surrendering.
  - Players may only surrender prior to taking a hit.
  - The Player may surrender after the split.
- Insurance
  - Insurance will only be offered when the Player Dealer is showing an Ace card.
  - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
  - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
  - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
  - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
  - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

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

Blackjack X

Buster Blackjack

US Patent 6,845,981

Rules of Play

Buster Blackjack Bonus Bet

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

Buster Blackjack Bonus Bet Pay Table

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

Blackjack X

Lucky Pair Bonus Bet

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

Lucky Pair Bonus Bet

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

California Game

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

Wagering Limits and Collection Fees

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

For schedule options 1 through 15, the collection fees shall be taken per hand from the player-dealer position based on the total of each wager placed. There is no collection fee taken when a player places a game wager, doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places an Lucky Pair Bonus Bet wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Blackjack X are as shown below:

*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by SHFL Entertainment, Inc. 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.

Type of Game

The game of Three Card Poker 6 Card Bonus 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 game is to assemble a three card hand that beats the player-dealer's three card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').

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.

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.

Card Values and Hand Rankings

Three Card Poker 6 Card Bonus Card Values-The rank of each card used in Three Card Poker 6 Card Bonus when forming a three card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank.

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
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. King, queen and jack are the highest ranked and ace, 2 and 3 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 jack is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

Three Card Poker 6 Card Bonus shall be played on a standard blackjack table, a standard bat-wing table, or a gaming table measuring up to 80" x 150" that accommodates up to nine players and a player-dealer postion for a total of ten seated positions. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The wagering areas shall be designated as follows:

a. For Ante wagers the word "Ante";
b. For Play wagers the word "Play";
c. For the Bonus wager the word(s) "Bonus" or "Pair Plus."
d. For 6 Card Bonus wagers on the words "6 Card Bonus."

Dealing Procedures and Round of Play

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. Back-line betting is permitted on all wagers.

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 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. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has placed their wagers, the house dealer will announce, "no

more bets." No Ante or Pair Plus wagers shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

6. 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.

7. 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. 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). Once the player-dealer's wager has been exhausted, the wagers not covered by he player-dealer will be returned to the players.

8. After the stacks have been delivered to each player, face-down, the player-dealers bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

9. After the dealing procedures above have been completed, each player shall examine his/ her cards.

10. 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.

11. 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. 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.

    - 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.

12. 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.

13. 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**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the ***player-dealer does not qualify.***

    a. Play Bet Payout-The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.

    b. Ante Bet Payout-If the player-dealer's hand does NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's

hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall be a push and be returned to the player.

2. If the player-dealer's hand has a queen or better, the ***player-dealer's hand qualifies***, the house dealer shall immediately stack each player's Play wager atop the Ante. 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 or the player that has the action button.

   a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.

   b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

   c. 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.

3. 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.

4. 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.

Pair Plus Wager:

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

- A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
- Pair Plus wagers must be placed prior to the initial deal.
- The Pair Plus wager only considers the three cards each player receives.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- 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.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player- dealer will be returned to the players.
- Backline betting is permitted on the Pair Plus Wager.
- Winning Bonus/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

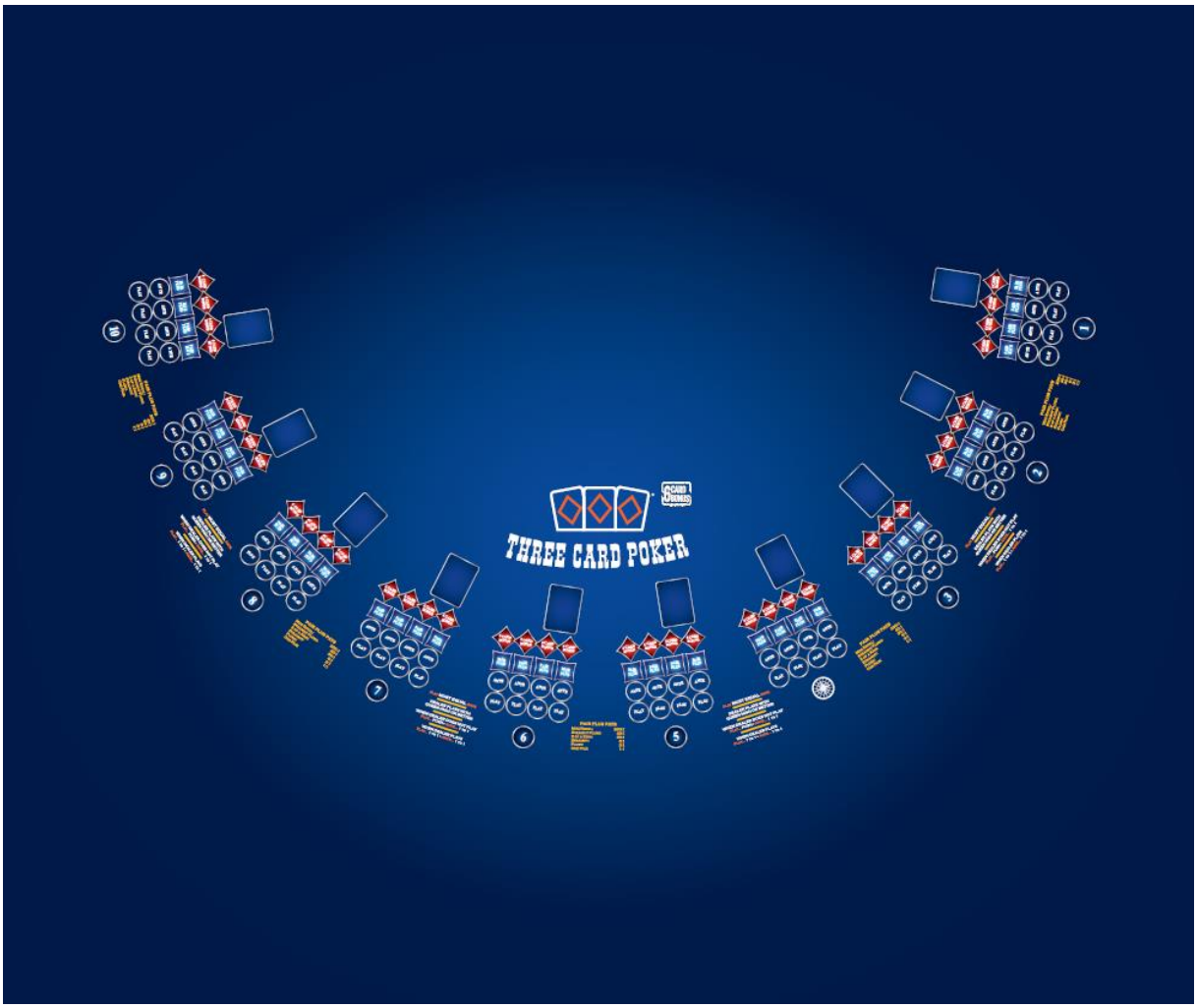
6 Card Bonus

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

- A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- 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.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- 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.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the 6 Card Bonus wager.
- Winning 6 Card Bonus wagers pay as follows:

TCB-6B4	
5- Card Hand	**Payoff**
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

Table Layout



CA Games Collection Rates

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

Commission Free Baccarat (GEGA-003018); EZ Baccarat Panda 8 (GEGA-003425) - For **schedule options 1 through 21**, a collection shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, and any bonus bets at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection for players when placing a wager on the Player line, Banker line, the Tie, or any bonus bets. The collections shall be taken prior to cards being dealt or any round of play being conducted. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. Any other bonus bet wagers may be less than, equal to, or greater than the game wager but must be a minimum of $5 and no more than a maximum of $200.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
2	$25- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
3	$100- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
4	$5- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
5	$25- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$100- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	

CA Games Collection Rates

7	$5- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
8	$25- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
9	$100- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
10	$5- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
11	$25- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
12	$100- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
13	$5- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
14	$25- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
15	$100- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
16	$5- $200	$5 - $1,000	$10.00	$0.00
		$1,000 - $2,500	$25.00	
		$2,501 - $5,000	$50.00	
		$5,001 - $15,000	$75.00	
		$15,001 +	$125.00	

17	$25- $200	$25 - $1,000	$15.00	$0.00
		$1,001 - $2,500	$30.00	
		$2,501 - $5,000	$60.00	
		$5,001 - $15,000	$75.00	
		$15,001 +	$150.00	
18	$100- $200	$100 - $1,000	$15.00	$0.00
		$1,001 - $2,500	$35.00	
		$2,501 - $5,000	$75.00	
		$5,001 - $15,000	$100.00	
		$15,001 +	$150.00	
19	$5- $200	$5 - $2,500	$20.00	$0.00
		$2,501 - $5,000	$50.00	
		$5,001 - $15,000	$75.00	
		$15,001 - $30,000	$150.00	
		$30,001 +	$200.00	
20	$25- $200	$25 - $2,500	$25.00	$0.00
		$2,501 - $5,000	$60.00	
		$5,001 - $15,000	$100.00	
		$15,001 - $30,000	$200.00	
		$30,001 +	$250.00	
21	$100- $200	$100 - $2,500	$30.00	$0.00
		$2,501 - $5,000	$75.00	
		$5,001 - $15,000	$125.00	
		$15,001 - $30,000	$250.00	
		$30,001 +	$300.00	

Pure 21.5 Blackjack (GEGA-002631); Blackjack X (GEGA-003059) - For **schedule options 1 through 15**, a collection shall be taken per hand from the player-dealer based on the total monetary value of all base game wagers and bonus bets that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall be no collection taken when a player doubles-down, splits cards, surrenders their hand, places an insurance wager, or places any game and/or Bonus Bet wagers. The collections shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
2	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	

CA Games Collection Rates

3	$100- $200	$100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
4	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
5	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
6	$100- $200	$100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
7	$5- $200	$5 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
8	$25- $200	$25 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
9	$100- $200	$100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
10	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
11	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	

12	$100- $200	$100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
13	$5- $200	$5 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
14	$25- $200	$25 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
15	$100- $200	$100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	

Pai Gow Poker (GEGA-002638); Fortune Pai Gow Poker 1.1 (GEGA-002632) – For **schedule option 1**, a collection shall be taken per betting spot from each player for placing a game wager. There shall also be a collection taken from the player-dealer position per round of play. No collection will be taken for any bonus bets. The collections shall be collected from the players and player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player Collection Rate	Player- Dealer Collection Rate
1	$10 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	

Royal Pai Gow Poker (GEGA-003805) – For **schedule option 1 through 15**, a collection shall not be taken per betting spot from each player for placing a game wager. There shall also be a collection taken from the player-dealer position per round of play. No collection will be taken for any bonus bets. The collections shall be collected from the players and player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

CA Games Collection Rates

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
2	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
3	$100- $200	$100	$1.00	$0.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
4	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
5	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
6	$100- $200	$100	$1.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$4.00	
		$301 - $600	$5.00	
		$601 +	$8.00	
7	$5- $200	$5 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
8	$25- $200	$25 - $100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
9	$100- $200	$100	$2.00	$0.00
		$101 - $200	$3.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	

10	$5- $200	$5 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
11	$25- $200	$25 - $100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
12	$100- $200	$100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	
13	$5- $200	$5 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
14	$25- $200	$25 - $100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	
15	$100- $200	$100	$2.00	$0.00
		$101 - $300	$4.00	
		$301 - $600	$7.00	
		$601 - $1,000	$11.00	
		$1,001 +	$16.00	

Pai Gow Poker with Triple Bonus Bets (GEGA-004004) - For **schedule options 1 through 6**, the collections shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection taken from each player for each betting circle that he or she places a base game wager on. There shall be no collection taken on the Ultimate Push, Happy Pai Gow and the Double Luck Bonus bets. For **schedule options 7 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collections shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action.

Schedule Option	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	$10 - $200	$10 - $200	$1.00	$2.00
2	$25 - $200	$10 - $200	$1.00	$2.00
3	$100 - $200	$10 - $200	$1.00	$2.00
4	$10 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	

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5	$25 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
6	$100 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
7	$5 - $200	$5 - $100	$1.00	$0
		$101 - $200	$2.00	
		$201 - $500	$4.00	
		$501 - $800	$8.00	
		$801+	$10.00	
8	$5 - $200	$5 - $100	$1.00	$0
		$101 - $300	$2.00	
		$301 - $700	$6.00	
		$701 - $800	$12.00	
		$801+	$20.00	
9	$5- $200	$5 - $100	$2.00	$0
		$101 - $400	$4.00	
		$401 - $800	$8.00	
		$801 - $1,500	$15.00	
		$1,501+	$20.00	
10	$5 - $200	$5 - $200	$2.00	$0
		$201 - $500	$4.00	
		$501 - $1,000	$8.00	
		$1,001 - $2,000	$12.00	
		$2,001+	$25.00	
11	$5 - $200	$5 - $200	$2.00	$0
		$201 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 - $2,000	$20.00	
		$2,001+	$30.00	
12	$10- $200	$10 - $100	$1.00	$0
		$101 - $300	$2.00	
		$301 - $700	$6.00	
		$701 - $1,500	$12.00	
		$1,501+	$20.00	
13	$10 - $200	$10 - $100	$2.00	$0
		$101 - $400	$4.00	
		$401 - $800	$8.00	
		$801 - $1,500	$15.00	
		$1,501+	$25.00	
14	$10 - $200	$10 - $100	$2.00	$0
		$101 - $300	$4.00	
		$301 - $700	$8.00	
		$701 - $1,500	$15.00	
		$1,501+	$25.00	

15	$10 - $200	$10 - $200	$2.00	$0
		$201 - $500	$4.00	
		$501 - $1,000	$8.00	
		$1,001 - $2,000	$12.00	
		$2,001+	$25.00	
16	$10- $200	$10 - $200	$2.00	$0
		$201 - $600	$6.00	
		$601 - $1,000	$10.00	
		$1,001 - $2,000	$20.00	
		$2,001+	$30.00	
17	$25 - $200	$25 - $100	$2.00	$0
		$101 - $400	$4.00	
		$401 - $800	$8.00	
		$801 - $1,500	$15.00	
		$1,501+	$25.00	
18	$25 - $200	$25 - $100	$2.00	$0
		$101 - $300	$4.00	
		$301 - $700	$8.00	
		$701 - $1,500	$15.00	
		$1,501+	$25.00	
19	$25- $200	$25 - $200	$2.00	$0
		$201 - $600	$4.00	
		$601 - $1,200	$10.00	
		$1,201 - $2,500	$15.00	
		$2,501+	$25.00	
20	$25 - $200	$25 - $200	$2.00	$0
		$201 - $500	$6.00	
		$501 - $1,000	$10.00	
		$1,001 - $2,000	$20.00	
		$2,001+	$30.00	
21	$25 - $200	$25 - $300	$4.00	$0
		$301 - $800	$10.00	
		$801 - $1,500	$15.00	
		$1,501 - $2,500	$25.00	
		$2,501+	$30.00	

Three Card Poker 6 Card Bonus (GEGA-002633) - For **schedule options 1 through 4**, a collection shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no collection taken from players when placing a wager on the Ante, Play, Pair Plus, and/or the 6 Card Bonus.

Schedule Options	Table Limit	Pair Plus Wager	Player Wagers	Player-Dealer Fee	Player Fee
1	$5 - $100	$5 - $100	$5 - $100	$1.00	$0
			$101 - $300	$3.00	
			$301 - $500	$5.00	
			$501 - $800	$8.00	
			$801 +	$12.00	

2	$25 - $200	$5 - $200	$5 - $100	$1.00	$0
			$101 - $300	$3.00	
			$301 - $500	$5.00	
			$501 - $800	$8.00	
			$801 +	$12.00	
3	$5 - $100	$5 - $100	$5 - $300	$3.00	$0
			$301 - $600	$6.00	
			$601 - $1,000	$10.00	
			$1,001 - $2,000	$15.00	
			$2,001 +	$22.00	
4	$25 - $200	$5 -$200	$5 - $300	$3.00	$0
			$301 - $600	$6.00	
			$601 - $1,000	$10.00	
			$1,001 - $2,000	$15.00	
			$2,001 +	$22.00	

Ultimate Pai Gow Poker (GEGA-004017)- For **schedule options 1 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collections shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collections 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 collections for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collections and schedules for the game of Ultimate Pai Gow Poker are as shown below:

Schedule Option	Table Limit (per spot)	Total Table Action	Player-dealer Fee	Player Fee
1	$5-$200	$5-$300	$1.00	$0.00
		$301-$600	$3.00	
		$601-$1,000	$6.00	
		$1,001-$2,000	$10.00	
		$2,001+	$20.00	
2	$25-$200	$5-$300	$1.00	$0.00
		$301-$600	$3.00	
		$601-$1,000	$6.00	
		$1,001-$2,000	$10.00	
		$2,001+	$20.00	
3	$100-$200	$5-$300	$1.00	$0.00
		$301-$600	$3.00	
		$601-$1,000	$6.00	
		$1,001-$2,000	$10.00	
		$2,001+	$20.00	
4	$5-$200	$5-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1,000	$9.00	
		$1,001-$2,000	$15.00	
		$2,001+	$25.00	

CA Games Collection Rates

5	$25-$200	$5-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1,000	$9.00	
		$1,001-$2,000	$15.00	
		$2,001+	$25.00	
6	$100-$200	$5-$300	$2.00	$0.00
		$301-$600	$5.00	
		$601-$1,000	$9.00	
		$1,001-$2,000	$15.00	
		$2,001+	$25.00	
7	$5-$200	$5-$300	$3.00	$0.00
		$301-$600	$6.00	
		$601-$1,000	$12.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
8	$25-$200	$5-$300	$3.00	$0.00
		$301-$600	$6.00	
		$601-$1,000	$12.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
9	$100-$200	$5-$300	$3.00	$0.00
		$301-$600	$6.00	
		$601-$1,000	$12.00	
		$1,001-$2,000	$20.00	
		$2,001+	$30.00	
10	$5-$200	$5-$200	$2.00	$0.00
		$201-$500	$5.00	
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001+	$35.00	
11	$25-$200	$5-$200	$2.00	$0.00
		$201-$500	$5.00	
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001+	$35.00	
12	$100-$200	$5-$200	$2.00	$0.00
		$201-$500	$5.00	
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001+	$35.00	
13	$5-$200	$5-$500	$5.00	$0.00
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001-$4,000	$50.00	
		$4,001+	$75.00	

14	$25-$200	$5-$500	$5.00	$0.00
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001-$4,000	$50.00	
		$4,001+	$75.00	
15	$100-$200	$5-$500	$5.00	$0.00
		$501-$1,000	$15.00	
		$1,001-$2,000	$25.00	
		$2,001-$4,000	$50.00	
		$4,001+	$75.00	

Collection Procedures

California Games - California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, 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. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

- Only one collection schedule option which utilizes one table limit and the specified collections for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The gambling enterprise shall provide ample notice to patrons regarding the collection rates, as well as the procedure for collecting them. Collections shall be conspicuously posted on or within view of the gaming table.

Pai Gow Poker with Triple Bonus Bets

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Pai Gow Poker with Triple Bonus Bets

Pai Gow Poker "House Way":

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

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

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

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

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

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

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

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

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

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

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

6. Bonus Bet pays as follows:

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

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

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

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

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

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

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

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

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

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

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

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

The Double Luck Bet pays as follows:

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

Collection Schedule:

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

The schedule below identifies all the fees collected on all base and bonus wagers in the play of Pai Gow Poker Triple Bonus Bets. For **schedule options 1 through 6**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no collection fee taken on the Ultimate Push, Happy Pai Gow and the Double Luck Bonus bets. For **schedule options 7 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of are as shown below:

Pai Gow Poker with Triple Bonus Bets

Schedule Options	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	$10 - $200	$10 - $200	$1.00	$2.00
2	$25 - $200	$10 - $200	$1.00	$2.00
3	$100 - $200	$10 - $200	$1.00	$2.00
4	$10 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
5	$25 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
6	$100 - $200	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	

Schedule Options	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
7	$10 - $200	$10 - $100	$1.00	$0
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
8	$25 - $200	$10 - $100	$1.00	$0
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
9	$100- $200	$10 - $100	$1.00	$0
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
10	$10 - $200	$10 - $300	$2.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
11	$25 - $200	$10 - $300	$2.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
12	$100- $200	$10 - $300	$2.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	

13	$10 - $200	$10 - $300	$1.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
14	$25 - $200	$10 - $300	$1.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
15	$100- $200	$10 - $300	$1.00	$0
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	

GLOSSARY:

Action - This is the amount of money that is wagered or at stake to be won or lost.
Back Hand – The five card hand.
Betting Limits - These limits mark the minimum and maximum amounts that can be bet.
Copy – When two hands are of equal rank.
Cut Card - This is the plastic card that is put on the bottom of the deck to cover it from view.
Dice Cup – Used to determine the action or starting point.
Even Money - This means you get paid equal to your original bet.
Front Hand – The two card hand.
House Way – A set way to play a hand according to the Casino rules that are posted.
Joker Card – Used as an Ace or to complete a straight or flush.
Layout – A felt placed on top of the table used to describe the games playing surface.
Pai Gow – A hand with seven singletons where no Straight or Flush is possible.
Player-Dealer Button – A two sided button that represents who is occupying the banker position. A player may occupy the position for two consecutive hands before it's offered to the next player clockwise. The player banker position is not dealt a hand.
Push – When a player wins one hand and loses the other.
Random Shuffler – An electronic machine to shuffle the cards.
Random Number Generator – Used to determine the Action number.

Pai Gow Poker with Triple Bonus Bets

Table Layout

EZ BACCARAT™

Panda 8

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

EZ BACCARAT PANDA 8

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

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

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

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

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

Description of Table Used and Total Number of Seated Positions
The game shall be played on the following types of gaming tables: a standard blackjack style table that accommodates up to seven players and a player-dealer position for a total of eight seated positions, a standard bat-wing table, and/or a standard craps table up to 12 feet long that accommodates up to nine players and a player-dealer position for a total of 10 seated positions.

Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

EZ BACCARAT PANDA 8

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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:

EZ BACCARAT PANDA 8

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

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

How Each Wager Wins, Loses, or Pushes

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

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player player-dealer shall collect all losing banker line wagers made by players when the player hand is closer to nine than the banker hand.

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player’s hand and the total of the banker’s hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player’s hand and the total of the banker’s hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player’s hand and the total value of the banker’s hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player’s hand and the banker’s hand are of the same value (tie), the tie bet wager shall win. In the event that the player’s hand and the banker’s hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.

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

Dragon 7 Bonus Bet

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

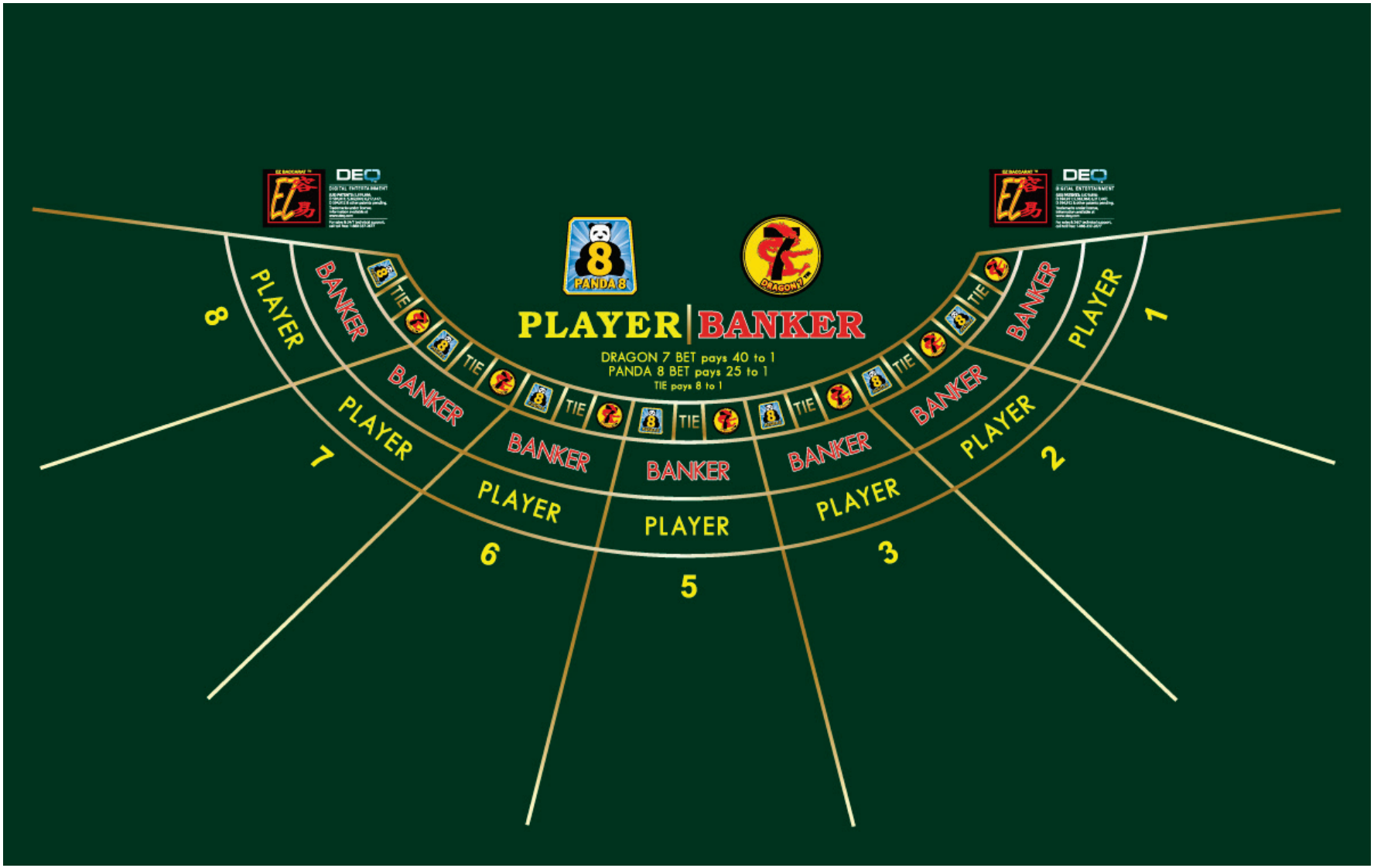
Panda 8 Bet

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

Collection Fee Schedule: How and When are House Fees Collected

Please refer to the most recent California Games Collection Rate Modification (GEGA-003523), dated September 10, 2015 for the collection rate schedules for EZ Baccarat Panda 8.

Table Layout for Standard Blackjack Table



EZ BACCARAT PANDA 8

Table Layout for Standard Batwing Table

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.

Jade Baccarat

Type of Game

The game of Jade Baccarat utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered to the next player in a clockwise fashion around the gaming table. The gambling 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 two standard 52-card deck and no jokers. Cards will be dealt using two multiple deck shoes. A minimum of three decks and a maximum of eight decks will be used for each shoe during the play of the game.

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on two different types of gaming tables: a standard blackjack style table that accommodates up to nine players and a player-dealer position for a total of ten seated positions and a standard bat-wing table that accommodates up to nine players and a player-dealer position for a total of ten seated positions. Both tables will have a cloth layout with betting areas for each seated player. Within each betting area for each seated player, there shall be six separate betting spaces specifically designated for six separate wagers; the player line, the banker line, the Tie Bet, the Bonus 8 wager, the Bonus 7 Bet, and the Triple Bac Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

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;
- The Bonus 7 Bet, which pays 40 to 1.
- The Bonus 8 Bet, which pays 25 to 1.
- The Triple Bac Bet, which pays 3 to 1 on a win and 1 to 1 on a tie.

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 action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Triple Bac Bet wagers, all Bonus 8 wagers, and then all Bonus 7 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. 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:

Jade Baccarat

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

Once the initial hand, for both the player and banker hand, has been completed one bonus hand consisting of two cards is dealt from a separate shoe. This hand is specifically used to settle the Triple Bonus Wager. The bonus hand wins if it has a value that is greater than or equal to the highest valued player or banker hand.

How Winners are Determined and Paid

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.

Bonus Bets

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet 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 Bets 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 Bets when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet.
- 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.
- All winning Tie Bet 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.

Bonus 7 Bet

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

Bonus 8 Bet

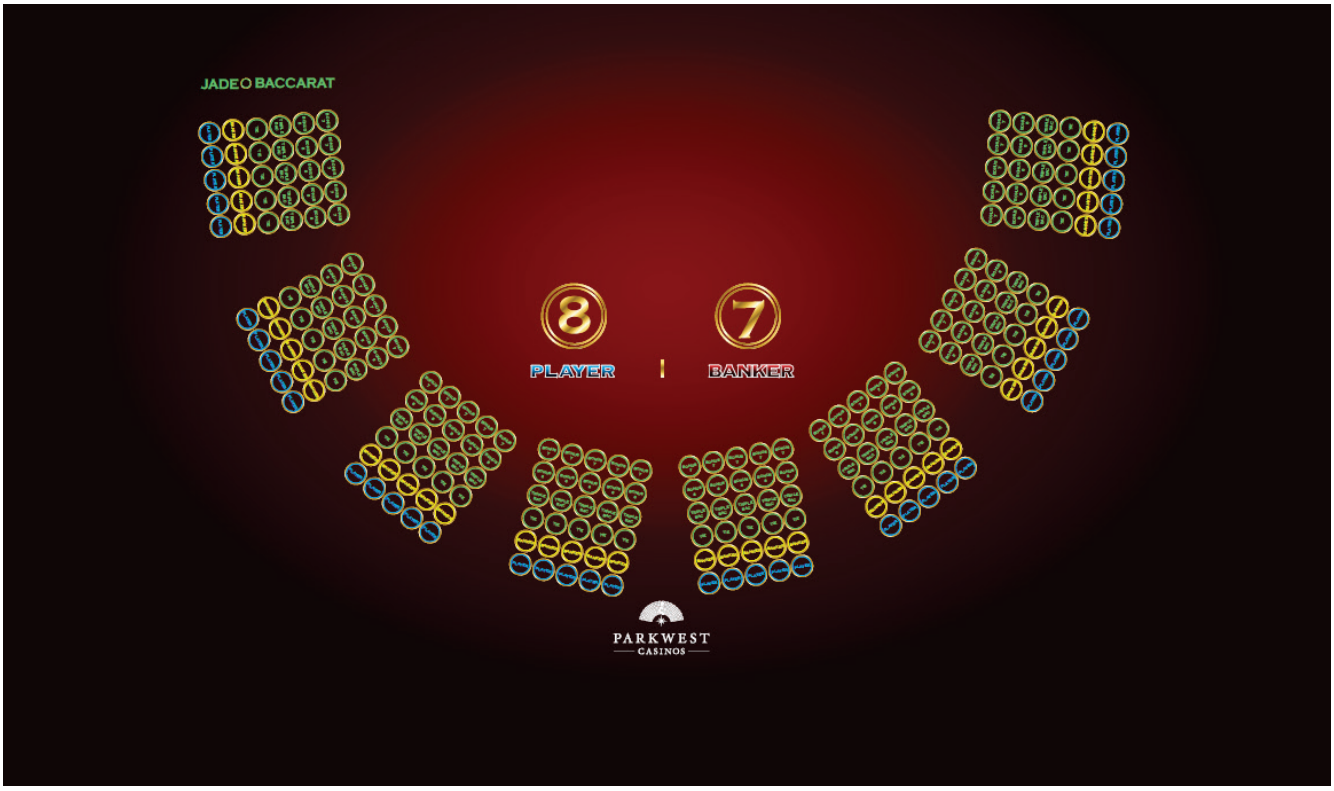
- For each seated position, there shall be one separate and specifically designated area for the placement of a Bonus 8 Bet. A player may place a Bonus 8 Bet even if they have not also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted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

Triple Bac Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Triple Bac Bet. A player may place a Triple Bac Bet even if they have not also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Triple Bac Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Triple Bac Bet and any collection fees that may be taken.
- The Triple Bac Bet is a bonus hand consisting of two cards that is dealt from a separate shoe after the player and banker hands have been completed. The Triple Bac Bet wins if the value of the bonus hand is greater than or equal to the highest valued player or banker hand. The Triple Bac Bet shall lose on all other outcomes.
- The Triple Bac Bet shall be paid 3 to 1 when the value of the bonus hand is greater than the highest valued player or banker hand.
- The Triple Bac Bet shall be paid 1 to 1 when the value of the bonus hand is equal to the highest valued player or banker hand.

- The player-dealer shall pay all winning Triple Bac Bets and shall collect all losing Triple Bac Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Table Layout



Collection Fee Schedule

For **schedule options 1 through 18**, a collection shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, Tie, and any bonus bets at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection for players when placing a wager on the player line, banker line, Tie Bet, or any bonus bets. The collections shall be taken prior to cards being dealt or any round of play being conducted. The Tie Bet may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. Any other bonus bets may be less than, equal to, or greater than the game wager but must be a minimum of $5 and no more than a maximum of $200.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	$5- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
2	$25- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
3	$100- $200	$5 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001 +	$20.00	
4	$5- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
5	$25- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
6	$100- $200	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
7	$5- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	

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8	$25- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
9	$100- $200	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
10	$5- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
11	$25- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
12	$100- $200	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
13	$5- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
14	$25- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
15	$100- $200	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
16	$5- $200	$5 - $1,000	$10.00	$0.00
		$1,000 - $2,500	$25.00	
		$2,501 - $5,000	$50.00	
		$5,001 - $15,000	$75.00	
		$15,001 +	$125.00	

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17	$25- $200	$5 - $1,000	$15.00	$0.00
		$1,000 - $2,500	$30.00	
		$2,501 - $5,000	$60.00	
		$5,001 - $15,000	$75.00	
		$15,001 +	$150.00	
18	$100- $200	$5 - $1,000	$15.00	$0.00
		$1,000 - $2,500	$35.00	
		$2,501 - $5,000	$75.00	
		$5,001 - $15,000	$100.00	
		$15,001 +	$150.00	
19	$5- $200	$5 - $2,500	$20.00	$0.00
		$2,501 - $5,000	$50.00	
		$5,001 - $15,000	$75.00	
		$15,001 - $30,000	$150.00	
		$30,001 +	$200.00	
20	$25- $200	$25 - $2,500	$25.00	$0.00
		$2,501 - $5,000	$60.00	
		$5,001 - $15,000	$100.00	
		$15,001 - $30,000	$200.00	
		$30,001 +	$250.00	
21	$100- $200	$100 - $2,500	$30.00	$0.00
		$2,501 - $5,000	$75.00	
		$5,001 - $15,000	$125.00	
		$15,001 - $30,000	$250.00	
		$30,001 +	$300.00	