7 CARD STUD HIGH ONLY

1. 7 Card Stud is played with two down cards and one up card, then a betting round, then three more cards up (with betting after each) then a final down card and a final round of betting. The best 5 Card Poker hand wins the pot. There is no Joker in this game.
2. In a structured game, such as $2 - $4, the smaller bet is made on the first two betting rounds and the larger bet is made after the fifth, sixth and seventh cards.
3. In all 7 – Card games, a bet and three raises are allowed, unless "heads up" when there is no limit to raises.
4. The low card by suit, is forced to open the bet for the minimum amount required.
5. While a bet and three raises are allowed for each betting round, completing an opening forced bet does not count as a raise.
6. On all fixed limit games (i.e. $2-$4) if a player makes an open pair on the fourth card the player has the option of betting either the smaller or larger limit. If he bets $2 the next player may raise in increments of $2 or $4. If a $4 bet or raise is made, the next raise must be in increments of $4. If that player checks all other players, in turn, have the option to bet $2 or $4.
7. If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. He then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If there are more than five players left, there will be a burn card and then a community card will be placed in the center of the table for all to use.

7 CARD STUD HI-LO Split(8 or better)

Game Specific Rules and Game Description

1. 7 Card Stud Hi-Lo is played with a regular 52 card deck. There is no joker.
2. At the $2-$4 and the $4-$8 limits, each player places a $1 ante into the pot.
3. Each player receives initially two down cards and one up card. The cards are dealt clockwise in rotation, beginning with seat one. A "Dealers Button" is not utilized in Stud games.
4. After the initial three cards are dealt, there is a betting round. The "high card" must make a "forced bet". At the $4-8 level, the forced bet is $4. Each player in turn may then fold, call, or raise.
5. After the initial betting round, the remaining players each receive another card dealt face up, and another round of betting follows. There are a total of five possible rounds of betting. The third through sixth cards are dealt face up. On the final round, the seventh and final card is dealt face down.
6. In a structured game, such as $4-$8, the smaller bet is made on the first two betting rounds and the larger bet is made after the fifth, sixth and seventh cards.
7. A bet and three raises are allowed, unless "heads up" when there is no limit to raises. While a bet and three raises are allowed for each betting round, completing an opening forced bet does not count as a raise.
8. If a player makes an open pair on the fourth card, he/she has the option of betting either the smaller or larger limit. If he bets $4 the next players may raise in increments of $4 or $8. If a $8 bet or raise is made, the next raise must be in increments of $8. If that player checks all other players have option to bet $4 or $8.
9. If there are not enough cards left in the deck for each player, the dealer is to deal all the cards except the last card. He then scrambles the last card and the four burn cards, cuts the deck, burns a card and delivers the remaining down cards using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card.
10. Determination of the Winning Hand: In all poker games that are played high-low split, the winner is determined as follows:
    - The highest (best) hand is awarded 1/2 the pot.
    - The "low" hand wins the other 1/2 of the pot.
    - If there is no qualifying "low hand", then the "high hand" wins the entire pot. To qualify as a "low" hand, the hand must contain at least five non-paired cards that are of value of an 8 or lower, such as 7-5-4-3-2. A "flush" or a "straight" is of no value in determining the low hand. The best low is a "wheel", 5-4-3-2-A.
    - In all high-low split poker games, there can be two or more winners for both the high hand and the low hand.
    - When there are *extra* chip(s), the odd chip(s) are awarded to the "high" hand.
    - If there are tie hands for high or low, the extra chip is awarded to the hand closest to seat one.
11. All other rules a covered in the general Poker Rules of The 101 Casino.

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:** Per Petaluma City Ordinance 21-420.24, there can be no more than ten active players at a table, plus the House Dealer. There is no minimum number of players, as long as there is at least one player and one Player/Dealer.

6. **Table Limit**: $10-200 per spot ($1600 per seat)

[redacted]

8. **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.

9. **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. The bank may not set a fouled hand.

10. **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 hands.

- 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.

11. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.
12. **Player/Dealer (Bank)**

- Any player may be the Player-Dealer (Banker). All players bet against the Bank.
- The bank must rotate in a continuous and systematic fashion. The Bank is offered to each seated player spot in a clockwise fashion. A 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 banker 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 banker for the next hand, in order of the

square in which they bet the prior hand.

- Come-Come bets (in the banker 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 "open/close" disk will be moved to closed, a short pause will take place and then the button will be moved back to open and the game may continue.

- 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.

13. 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/Bankers hand being opened, if any card(s) of the Player/Bankers hand is exposed by the house

dealer, that deal 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.

14. Specific Rules

- Once the Player Banker exposes his cards, the players cannot touch theirs.

- 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 banker 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.

15. Play of the Game

- 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, the Player/Banker 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/Banker 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/Banker's position is always 1, 8 or 15. The dealer counts clockwise from the Banker'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 banker 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.

16. 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.

17. 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.

OMAHA HIGH ONLY
AND
OMAHA HIGH/LOW SPLIT 8 OR BETTER
DEALING PROCEDURES

1. Each Player receives four down cards as his initial hand followed *by a* round of betting.

2. Players may then either release (fold) their hand or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.

3. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting (lower bet).

4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed *by* another round of betting (higher bet).

5. Finally, the Dealer will burn and turn the last card (the fifth card, *commonly* known as the river card), followed *by* the last betting round (higher bet). Example: In a $4 -$8 Omaha game, the blinds are $1 and $4. The first two betting rounds are in $4 increments, the third and fourth betting rounds are in $8 increments. The same betting strategy would be true for a ½ Kill with the limits raised to $6 and $12.

6. In Omaha High/Low Split, 8 or better, there can be two winners; a straight high hand and a low hand as long as the 5 card board has 3 separate cards 8 or lower and a player has two additional low cards in their hand. The best low hand is A, 2, 3, 4, 5, called a Wheel. If there is a qualifying low hand and high hand, they split the pot equally. If there is only a high hand and no qualifying low hand, the high hand wins the entire pot. If the low hand is the only calling hand, he will win the entire pot.
7.
8. After all betting has been completed, a player must use *a* combination of five cards (two in his hand, three from the board) to determine his best hand.

9. Omaha uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.

10. There are designated blinds in Omaha *(usually* two, in the first and second positions to the left of the dealer button.) The blinds are considered to be

bets, and used to initiate action.

11. On all subsequent betting rounds the action is begun *by* the first active player clockwise from the button. Players must post both blinds each round.

12. In a new game, players are dealt cards, with the highest card *by* suit receiving the button.

MEXICAN STUD

Game Specific Rules and Game Description

1. Mexican Stud is played with a regular 52-card deck plus a joker.
2. There is a $1 ante per player per hand.
3. The dealer's "button" rotates clockwise around the table. The deal always begins to the player's left of the dealer's button for each round.
4. Initially each player is dealt two cards. The first card is dealt face down and the second face up. The first round of betting is initiated.
5. If the joker is dealt face up, it can be used for a flush, straight, or an ace.
6. If the joker is dealt face down, it is wild and can be used as any card, even if the player with the joker later turns it face up.
7. The "low" card must "bring it in" for at least the table minimum. Subsequent players may then fold, or bet any amount between the table minimum and maximum.
8. For the subsequent three rounds, each player may request that their card be dealt face down or face up. If face down, then the player has to turn the remaining cards face up, so that at any one time, only one card per player is face down.
9. There are a total of four possible rounds of betting, after the second, third, fourth, and fifth cards are dealt.
10. The winning hand is the best five-card hand, high only.
11. Betting is limited to one bet and 3 raises. There is unlimited number of raises if head-up. Raises must be equal to or exceed the last bet.
12. It is permissible for a player to pick up and "mix" his cards. However, if another player wants to see any players "exposed" cards, the player with the "mixed" cards must display his "exposed" cards.
13. The dealer may not supply information as to which cards may have constituted the "exposed" cards for any player on a prior round of betting.
14. English only is to be spoken during the period of time that the cards are in play.

Dealer Errors

1. If a player's card is exposed by the dealer, there can be no betting action on any player's hand on that round. However, if a player accidentally exposes a card, the betting on that round proceeds as usual.
2. If a dealer deals a card off the table, it will be picked up by the floor person and remain in play. However there is no betting action by any player on that round.
3. If the dealer accidentally does not deal a card to a player involved in a hand, the subsequent cards will be backed up in order. This pertains also if the player is all-in.

TEXAS HOLD'EM (HIGH ONLY)
AND
NO-LIMIT TEXAS HOLD'EM
DEALING PROCEDURES

1. Each Player receives two down cards as his initial hand followed *by a* round of betting.

2. Players may then either release (fold) their hand or they must call the amount of the big blind which, in structured betting games, is the lower bet, or raise the amount equal to the big blind.

3. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting (lower bet).

4. The Dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed *by* another round of betting (higher bet).

5. Finally, the Dealer will burn and turn the last card (the fifth card, *commonly* known as the river card), followed *by* the last betting round (higher bet). Example: In a $3 -$6 Hold'em game, the blinds are $1 and $3. The first two betting rounds are in $3 increments, the third and fourth betting rounds are in $6 increments.

6. After all betting has been completed, a player *may* use *any* combination of five cards (one in his hand, four from the board, etc.) to determine his best hand.

7. Hold'em uses a flat disc called a dealer button to indicate position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds except the first.

8. There are designated blinds in Hold'em *(usually* two, in the first and second positions to the left of the dealer button.) The blinds are considered to be bets, and used to initiate action.

9. On all subsequent betting rounds the action is begun *by* the first active player clockwise from the button. Players must post both blinds each round.

10. In a new game, players are dealt cards, with the highest card *by* suit receiving the button.

No Collection
21st Century Blackjack Rules
The 101 Casino

Values of Cards

1. All cards have their face value.
   Aces are 1 or 11.
2. Face cards have a value of 10.
3. There is one joker per deck. We utilize six (6) decks per shoe.

Object of the Game

1. Make a "Natural" on the first two cards.
   - Joker-Joker is a "Natural" and pays 2:1.
   - If both the "Player" and "Player-Dealer" have "Naturals", the hand is a "push".
2. If a "Natural" is not made on the first two cards, the next highest hand is a "21". All of the hands shown below are considered equal.
   - Ace-Ten or Ace-Face is a "21" and pays even money.
   - Any hand with a Joker is a "21", pays even money.
   - Any combination of cards that equals "21".
3. The hand closest to, but not exceeding "21", wins the hand and is paid even money.
4. If both the "Player" and the "Player-Dealer" have the same hand value that is equal to or below "21", the hand is a "push" and the bet is returned to the "Player".
5. If there is a "tie" on a hand of value greater than"21", that is not a "Natural" the "Player-Dealer" wins the hand.
6. Ace-Ace is not a "Natural". Ace-Ace may be split by the "Player" but not by the "Player-Dealer".
7. If the hand value of both the "Player" and the "Player-Dealer" exceeds "21":
   - If the value of the "Players" hand is closer to "21" than the Player/Dealers, the hand is a "push" and the player's bet is returned.

- If the value of the "Player-Dealers" hand is closer to "21", the "Player-Dealer" wins the hand.

8. If the "Player-Dealers" "first card" is a joker, the Players will receive only the first two cards. The "Player/Dealer" will receive a second card and bets are paid or collected based upon the first two cards.
9. If the "Player-Dealers" second card is a joker, there is action only on the initial bet of a "double-down" or "split" hand.
10. If the "Player-Dealers" hand is a "Natural", there is action only on the initial bet of a "double-down" or "split" hand.
11. "Players" can not split, double-down, or surrender any hand with the "Joker".

Play of the Hands

1. The "Player" must:
   - Stand on hard "21".
   - Stand on a "Natural" 22.
2. The "Player-Dealer" must:
   - Stand on Hard-17 or above.
   - Hit on Soft-17 or less.

Players Splitting

1. Split aces will receive one draw card only. However, if another ace is received, that ace may be re-split up to three times.
2. Any pair other than aces may be split and receive multiple draw cards.
3. Any two cards of 10- value may be split.
4. Multiple splitting up to 3 times is permitted.

Double-Down

1. "Players" can double-down on any two cards and receive one draw card.
2. "Players" may double-down after splitting

Surrender

1. "Players" may "surrender" on their first two cards and receive back half of their original bet.
2. "Player" cannot surrender when the "first card" of the "Player-Dealer" is a joker.

Bet Size
(Per spot with three spots to each seat)

Minimum bet per spot:	$5
Maximum bet per spot:	$200

Fee Collections

Please refer to Sheet No. 8

Per Petaluma City Ordinance 21-420.24, there can be no more than 10 active players at a table, plus the house dealer. There is no minimum number of players, as long as there is at least one Player and one Player/Dealer.

Player-Dealer and the Deal

1. The "Player-Dealer" position "button" rotates clockwise.

Banking Rules for Blackjack

1. **Number of Banks**: Each "Player" has the opportunity to "bank" two consecutive hands as the "Player-Dealer". The "Player" may choose not to act as the "Player-Dealer", or may act as such for only one hand of the two allotted

2. **Two to a Bank:** There can be a maximum of two players on any first bank. The seated player may decline to allow another player to share the bank with him.
3. **Three Banks to a Round:** One player can participate in a maximum of three first banks (two turns each) on any one banking round at a table.
4. **First Bank:** If two players participate in the first turn of a two turn banking sequence, and one of the two players decides not to bank the 2nd round of that sequence, the other player has the right to bank the second round. If that player decides not to bank, the "behind bank", or "3rd Party Prop." can take the final sequence.
5. **Players cannot bank on an empty spot.**
6. **Minimum Bankroll to Bank**

- California laws specifically state that the Player/Banker does not have to cover all bets at the table. Therefore, any player can act as Player/Dealer for the table rninimum of $5 per hand in the First Bank. Other players may request to "bank behind". The 3rd Party Proposition Players have the right of first refusal to "bank behind".
- California law requires:
  "There must be and 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 App. 4th 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 must stop. To comply with this ruling, we have placed a plastic disk on the table. One side says "game open" the other says "game closed". As a player is banking the "game open" sign is used when he has completed his second bank, the bank is offered to all other seated players. If no other player accepts, the disk is turned to "game closed", there is a momentary pause, then the disk is turned back to "game open" and action commences. This would also pertain to the corporation. After their second bank, if no one else wants to back, turn the disk to closed, pause, and turn it back to open and commence the action.

7. **Pushes are <u>not</u> considered as part of the "Action".**

8. **Buy Bets**

- A Player may "buy" bets only when they are acting as the Player/Banker.
- In order for a Player/Banker to "buy" a bet, they must have in their bank an amount that is at least three times the amount of the buy bet, plus the minimum bet as the First Bank.
- The "3rd Party Props" are not required to "buy" a bet on a spot over which they do not control the decision as to the play of the hand.

9. **Preceding Bank**

- In order to bank, the player must have played at least one hand of the two hands that transpired in the preceding bank.
- The above "preceding bank" rule does not apply if the succeeding banker is either:
    - Part of the first bank on the preceding bank.
    - Banking behind on the preceding bank.
    - 3rd Party Proposition Players who have paid "collection fees" on the next available banking spot.

10. **Come-Come**

Two players may go come-come in a bank, as long as one player is the seated player for that bank.

- However, a player can not go come-come in the second hand of a banking sequence if he was not involved in the first hand of the banking sequence.

Bonuses

1. The General Rules for Bonuses are stated on the Blackjack Bonus Board.
2. The Blackjack Bonuses only apply to the initial hand dealt to that seat. The bonuses do not apply to a hand that has been split.

EXPOSED CARDS AND MISDEALS

1. **Exposed Cards During Play of Hand**

- If the House Dealer exposes a card when the player currently acting did not indicate that they wanted a card, the exposed card is dead. An additional card is burned, and play continues at the same point.

- If the House Dealer exposes the Player/Dealer's second card out of turn, this card is dead and an additional card is burned.
- If the house dealer removes a card from the shoe out of turn and the card was not exposed, the card plays.

2. **HOUSE DEALER SKIPS A PLAYER.**

- If no one has drawn any cards since the player was skipped, they may play their hand in turn.
- If other players have drawn, the skipped player may draw cards after all other players have acted but before the Player/Banker received their second card.
- If the Player/Dealer's second card has been dealt, the skipped player's hand receives no action and the collection is refunded.

3. **CARDS DEALT OFF THE TABLE**

   A card dealt off the table is live and will play. The House Dealer will call the Floor Supervisor to retrieve the card.

4. **CARDS DEALT OUT OF ORDER**

   If any cards are dealt out of order, or dealt to spots without wagers, and the cards cannot be put into the correct rotation, it is a misdeal. A subsequent card is burned, and play resumes.

5. **PLAYER DEALT THE WRONG NUMBER OF CARDS**

- If any player discovers they have the wrong number of cards in their hand **BEFORE** action begins, and the cards can't be backed up, a misdeal is called.
- If any player discovers they have the wrong number of cards I n the hand **AFTER** action begins, that hand receives no action and the collection is returned.
- If the dealer does not receive exactly one card, and this cannot be corrected, or if the action has begun, it is a misdeal.

MULTIPLE SPOTS

1. A player may bet on as many spots as he wishes as long as the spot is open. He must complete play on one spot before looking at he next spot, playing them in the order of normal action.

- 2 spots, minimum of $10 per spot
- 3 spots, minimum of $20 per spot
- 4 spots, minimum of $40 per spot
- 5 spots, minimum of $80 per spot

2 If other players arrive and wish to play the extra spots, **and the original player was betting multiple spots for at least 15 minutes,** the original player may then play his seated spot plus one adjacent spot, with the appropriate minimum bet of $20 per spot.

DECISIONS WITH MULTIPLE PLAYERS

If more than one player has a wager on a hand, the seated player makes the decision on the play of the hand.

- If the seated player chooses to double, the other players are not obligated to increase their bets. However, the hand will still receive only one card.
- If the seated player chooses to split, the other players are not obligated to increase their bets. They will receive action only on the first hand.
- If the seated player wished to surrender, a backline player may continue to play the hand. The seated player gets on-half of his wager back and a button is placed on his wager. A backline player may not surrender if the seated player does not.

ACTION PROCEDURES

Action will be determined by the Player/Dealers second card. The action procedure will only be used when someone other than the "Corporation" is banking. All seats are counted except the bank and the count starts to the left of the bank. The action button will be placed after the dealer completes the dealing of the Player/Dealers hand.

3 Card Texas Hold'em

Patents Pending

DEALING PROCEDURE

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

3 Card Texas Hold'em is played with a deck of 52 cards on a blackjack-sized table.
The game is played by up to seven players and a player dealer. The game can be dealt with or without a card shuffler. A house dealer deals the game.

OBJECT OF THE GAME

Each player and the player dealer will use 3 out of their 5 cards to make their best three-card poker hand. All players try to beat the player dealer's three-card poker hand.

BETTING LIMITS

The table limit(s) are minimum of $5.00 and maximum of $600. There is one betting spot per player. Players may only play one hand, there is no backline betting allowed.

FEE COLLECTION

The fee collections are collected from each player before any cards are dealt. Fee collections will be collected per betting spot from the player, and per hand from the player/dealer.
The following is the fee collection schedule:

Schedule 1

Table Limit	Total Action on Table	Player	Player/dealer
$5 - $600	$5 - $10	$0.50	$0.50
	$11- $50	$1.00	$0.50
	$51 - $100	$1.00	$1.00
	$101 - $200	$2.00	$1.00

Schedule 2

Table Limit	Total Action on Table	Player	Player/dealer
$5 - $600	$5 - $50	$0.00	$0.50
	$51 - $100	$0.00	$1.50
	$101 - 200	$0.00	$3.00
	$201 - $300	$0.00	$6.00
	$301+	$0.00	$8.00

Schedule 3

Table Limit	Total Action on Table	Player	Player/dealer
$5 - $600	$5 - $100	$0.00	$1.00
	$101 - $300	$0.00	$3.00
	$301 - $500	$0.00	$6.00
	$501 +	$0.00	$8.00

Only one collection schedule will be in play at a time. Collection schedules will not be changed while a game is in progress. All collection schedules will be posted when in use at the tables.

RULES OF PLAY

1) Each player makes a compulsory Ante bet and places the appropriate amount of the collection fee. (Players may only play one hand.) The Flush Or Pair and Straight Or Up side bets are optional (see below) but can be made only if an Ante bet is made. The Ante and the two side bets need not be equal as long as they are within the table limits.

2) All players and the dealer get two hole cards face down. The player cards will remain face down until the player dealer receives his hand.

3) Three communal cards known as the "flop" in Texas Hold'em are dealt on the board with only the first card revealed.

4) After looking at their hand and the open communal card, the player can (a) fold and forfeit the Ante, or (b) match the Ante with an additional equal bet. If the player chooses to fold after seeing his first two cards, the Ante bet loses but both the Flush Or Pair and Straight Or Up side bets, if made, remain in action.

5) The dealer reveals the second communal card. Now each player can either check or match the Ante with an additional bet.

6) The dealer reveals the third communal card and the player dealer's two hole cards. Now everyone has 5 cards – their 2 hole cards plus the 3 communal cards. All players and the dealer use any 3 of the 5 cards, including the board, to make their best three-card poker hand.

7) Each player hand is compared with the player/dealer hand. Whoever has the higher rank wins. <u>If the player wins, the player/dealer must have a pair of fours (4s) or better, for the ante to be paid.</u>

<u>Side Bets</u>

<u>Flush or Pair</u> -This side bet is optional. If the player's first two cards make a pair or are suited, it will be paid according to the pay tables below:

(All payouts are "to 1.")

Player 2 card Hand	A1	A2
AK Suited	30	30

AA	15	12
One Pair	5	5
Flush	1	1

Straight Or Up -
This side bet is optional. If the player's best three-card poker hand is a straight or better, it will be paid according to the pay table below:

(All payouts are "to 1.")

Hand Type	B1	B2
Straight Flush plus a Pair*	40	40
AKQ Suited	33	30
Straight Flush	10	10
Three of a Kind	6	6
Straight plus a Pair*	4	4
Straight	1	1

* All five cards must be used to win "Straight flush plus a pair" and "Straight plus a pair." Example: A♣K♣Q♣5♥5♦ or 8♣9♣10♣3♥3♦

NOTES

- There are no two pairs, 4 of a kinds, nor full houses. Any 4 of a kind and any full house
  will be paid the same as a 3 of a kind.
- When a hand can have more than one rank, only the highest rank applies. For example, if a hand has both a 3 of a kind and a straight flush, such as 8♥8♦8♣7♣9♣, then it is a straight flush because a straight flush outranks a three of a kind. A hand of 8♥8♦8♣7♥9♣ is a 3 of a kind but not a straight because a three of a kind outranks a straight.
- The outcome of the Ante bet has no bearing on the two side bets.
- Always look for a 3-card straight or flush first when determining the rank of a hand.

DEALING THE GAME

The game may be dealt by hand or by an automatic shuffler.

Deal by Hand

The dealer will shuffle the deck using the house procedure for single deck shuffling. Upon completion of the shuffling process, the dealer will cut the deck in half using a one-handed "poker" cut before dealing to the players. The cut must be at least ten cards away from either the top or the bottom of the deck.

Automatic Shuffler

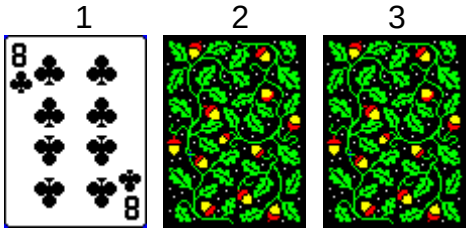
When using a shuffler, the casino will be permitted to use a second deck of cards to play the game provided that:

a) The backs of the cards are of different colors.
b) The shuffling machine is shuffling one deck while the other deck is either being dealt or used to play the game.
c) Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.

If the shuffler can be programmed to output two cards at a time, the dealer will pick up each two card hand from the shuffler and hand it to each player one at a time clockwise. If the shuffler can't output two cards at a time, the dealer must pick up the entire deck after the shuffle and deal according to the **Deal by Hand** rules above.

Dealing

Two cards are dealt face down to each player one at a time and clockwise. The dealer then deals the three communal cards with the first card being face up and the remaining two cards, face down. The player/dealer's hand is not dealt until the third and final communal card is turned up.

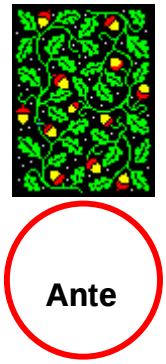


<= Communal cards

First Betting Round

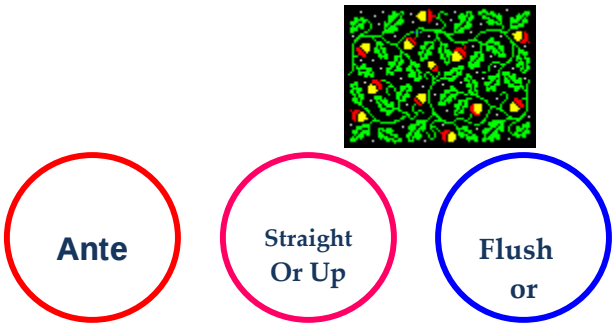
Now the players look at their cards. They may fold their hand or bet:

Fold - If a player folds, he must place his cards face down above his Ante bet.



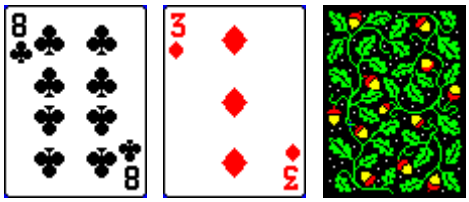
Bet - If a player wishes to stay in the game, he must place a bet equal to the Ante on the betting circle labeled "Bet or Fold" beneath the Ante bet.

After all players have made their decisions, the dealer will pick up the Ante bets and cards from those players who folded. However, if the player who folded has a bet on any of the two side bet circles, the dealer should pick up the player's cards and place them in front of his side bet(s) because the side bet(s) remain in action:



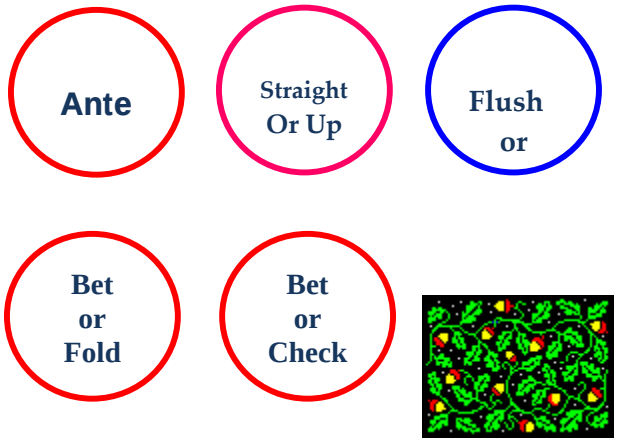
Final Betting Round

After the dealer has picked up all bets and cards from those who folded, the dealer will turn up the second communal card:



Dealer hand area

Now the player may either check or place another bet equal to the Ante on the betting circle labeled "Bet or Check." No folding is allowed at this point. After all players have made their decisions, they must tuck their cards face down under their last bet.



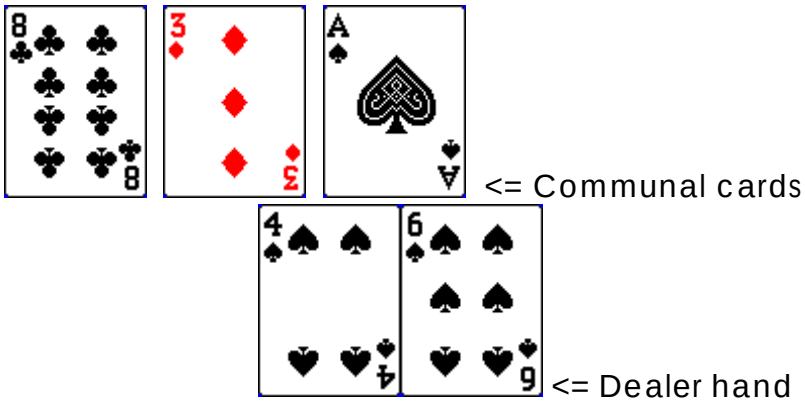
After all players have made their decisions, the dealer burns a card off the top of the remaining deck and deals the player/dealer two cards face up, which should be placed between the chip tray and the row of communal cards.

ARRANGING THE PLAYER DEALER'S HAND

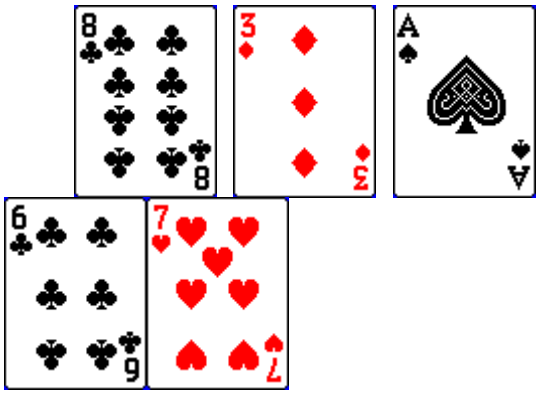
On behalf of the player/dealer, the dealer will pick 3 of the 5 cards to make the player/dealer's best Three Card Poker hand. Depending on the player/dealer's two hole cards, the dealer must place the cards as follows. Simply put, the 3 cards the player/dealer uses should be placed as close to one another as possible:

a) If both hole cards are used, the two cards must be placed below the one communal card that will be used:

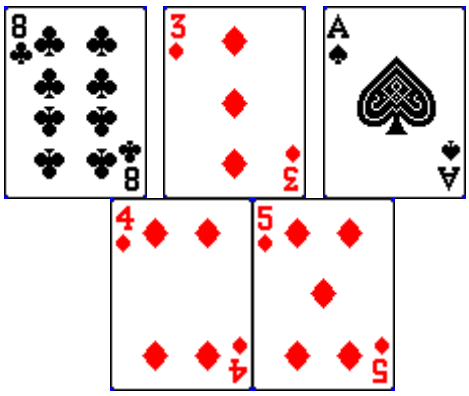
1) When using the right communal card (A-high flush):



2) When using the left communal card (8-high straight):

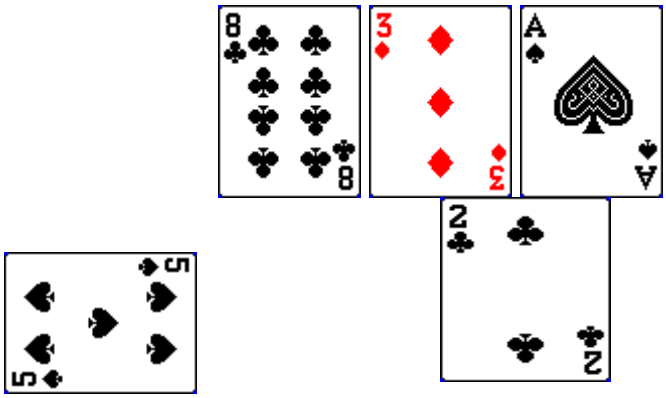


3) When using the center communal card (5-high straight flush):

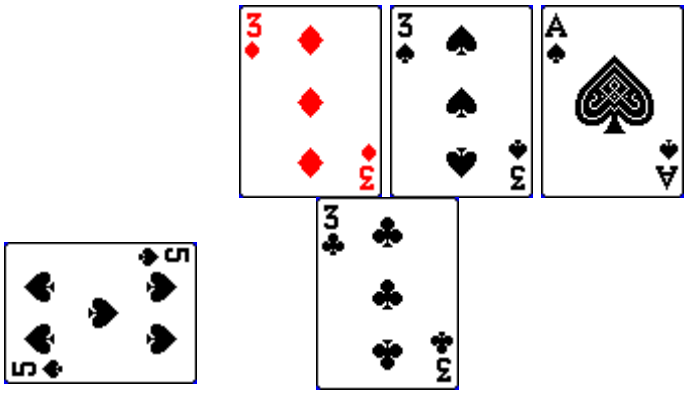


b) If just one of the two hole cards is used, the card that won't be used must be placed perpendicular to the card that is used and the card that is used must be placed below the two communal cards to use as follows:

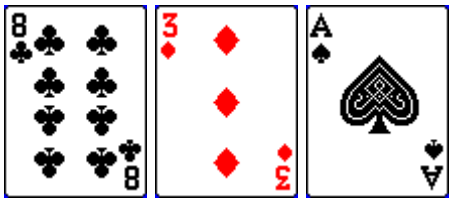
1) When using the right two communal cards (3-high straight):



2) When using the left two communal cards (3 of a kind):

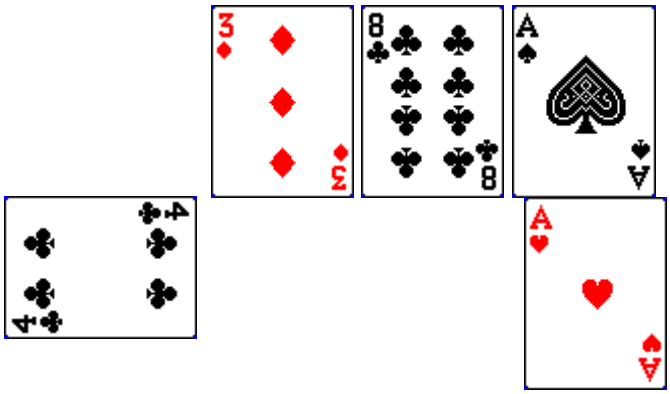


3) When the left and right communal cards will be picked, the center communal card must be swapped with the left or right communal card before the one hole card is placed below them. Assume the player dealer has A♥ and 4♣ to make a pair of Aces with the following 3 communal cards:



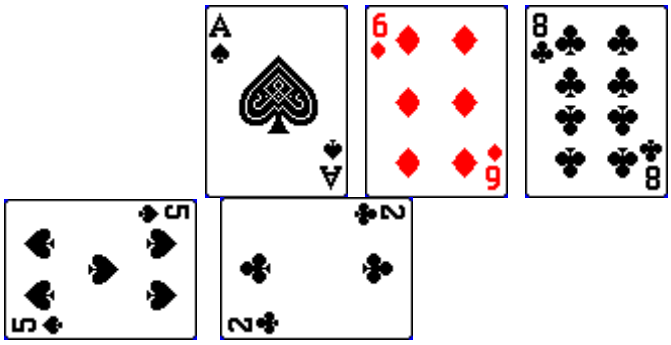
The dealer must swap 8♣ and 3♦ and then place A♥ below

A♠ and 8♣.



<u>This is the only time the communal cards must be swapped</u>.

c) If the two hole cards will not be used at all, they must be placed as follows:



(Note: That everyone including the player/dealer can use the board if the hand on the board is their best three card poker hand.)

After the dealer has properly arranged the player/dealer's hand, starting with the first player to his right, he turns over each player's hand to determine the hand rank. The dealer should place the player's hand in front of his Ante bet with one card partially superimposing the other as in blackjack. The top card should only cover a corner of the bottom card such that the rank and the suit of the bottom card can be seen easily.

SETTLING THE BETS

Ante/Bets - Only the best 3 out of the 5 cards, including using all 3 cards on the board, are selected to make a three-card poker hand. The hand ranking is the same as Three Card Poker:

Straight flush
3 of a kind
Straight (A-2-3 is the lowest straight.)
Flush
One pair

The hand is settled as follows:

- If the player/dealer beats the player, the Ante and Bets lose.
- If the player beats the player/dealer, the outcome depends on whether the player/ dealer has at least a pair of fours:
  - If the player dealer hand is less than a pair of fours, all Bets are paid 1 to 1 and the Ante pushes
  - If the player dealer has a pair of fours or better, the Ante and all Bets are paid 1 to 1.
  - Ties are pushes.

Side Bets

If a Straight Or Up bet was made, check the player hand against the Straight Or Up pay table to see if it qualifies for a payoff.

If a Flush Or Pair bet was made, check the player hand against the Flush Or Pair pay table to see if it qualifies for a payoff.

All bets receive action to the extent that the player/dealer's bankroll covers.

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

PUTTING AWAY THE CARDS

Each player's hand should be picked up and put in the discard rack as soon as his hand is settled. When all bets have been settled, the dealer will pick up the player/dealer's cards and use it to scoop up the three communal cards; these five cards are then put back, face down, in the discard rack.

PLAYER/DEALER AND THE DEAL

The player/dealer position rotates. Each player is allowed to bank two consecutive hands. 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, AB 1416, Wesson's Bill (an act to add Section 330.11 to Penal Code, relating to gambling establishments), and any future regulatory guidelines from the Bureau of Gambling Control with respect to the operation of controlled games featuring a player/dealer position.

The game will be closed if at least one other intervening player at the table does not accept the deal when offered. To comply with this ruling, we will place a plastic disk on the table. One side of the disk states “game open,” and the other side states “game closed.” As a player is banking, the “game open” sign is in use. When he has completed his second banking, banking is offered to all other seated players. If no other players accept banking, the disk is flipped to the “game closed” side. After a momentary pause, the disk is turned back to the “game open” side and a new game commences. This procedure would also pertain to the Third Party Proposition Players when they are banking and no one else wishes to bank.

When a player/dealer's wager has been exhausted, the player's wagers not covered by the player/dealer will be returned to the player. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where
the action will begin. Additionally, each player's wager receives action in the following order: base game wager, side bet(s).

The House never participates as a player/dealer.

The House never takes a percentage of the wagers placed in the game.

IRREGULARITIES

a) We will attempt to deal with what we believe are reasonable errors to expect and offer solutions. In all floor rulings, the rule of fairness may supersede a hard rule. It needs to also be understood that in all decisions, the floor supervisor’s ruling is final.

b) If any card is found face up in the shuffler, or the deck, while the cards are being dealt, all hands will be voided and the cards will be reshuffled.

c) If any player, or the player/dealer, is dealt an incorrect number of cards, all hands will be voided and the cards will be reshuffled.

d) If an automated shuffler is being used and the device malfunctions, jams or fails to deal the appropriate number of cards, the round of play will be voided and the cards will be removed from the device, checked by a casino supervisor, and reshuffled.

e) Other errors that may occur in the card game:

1) **Card on the Floor:**
If a player drops a card from their hand, that card will still be in play. A floor supervisor should be called to pick up the card.

2) **Exposed Card in the Player/Dealer's Hand:**
If a card is exposed in the player/dealer's hand, the round will be declared a misdeal.

3) **Boxed Card:**
If a boxed card is found and it is in a player's hand, the player will receive the top card from the stub after the deal is completed. If there is a boxed card in the player/dealer's hand the hand will be declared a misdeal. If more than one boxed card is noted the entire round of play will be declared a misdeal.

4) **If a Player Lacks Sufficient Funds to Make Additional Bets:**
Dealers will make every attempt to keep players alerted to the fact that they must have sufficient funds to match their additional bets with their ante bet. In case that this is not noted prior to the hand being dealt, the player will have the following options: (1) purchase chips at the table to complete the bet; (2) have a player at the table complete the bet for them; or (3) forfeit their ante bet and side bet(s). They will not be allowed to stop the game and use a cash machine to complete the hand.

5) **Additional Bets do not Equal Ante Bet:**
If the hand is completed and it is determined that the player had made an additional bet or bets that are less than the ante bet, and the player has a winning hand, the player will be paid based on the smallest additional bet. The difference between the ante bet and the smallest additional bet will be refunded. If it is a losing hand, all monies wagered will be lost. If the additional bet is larger than the ante bet, and it is a winning bet the player will be paid based on the smaller ante bet and the overage on the additional bet(s) will be refunded. This will also hold true if the hand is a losing hand.

6) **If a Player is not Dealt a Hand: (missed by the dealer)**
All players must be seated at the table in order to receive a hand. If the player is seated, has placed a bet, and is missed by the dealer, the hand will be declared a misdeal and all hands will be voided and collected.

Glossary

Ante	The compulsory wager players make before seeing their hands.
Fold	The player option to surrender his Ante, rather than continue in the game.

Check	After the second communal card is revealed, each player has the option to stay in the game without making an additional bet.
Collection	The amount that the House collects for the players and player/dealer's to play their hand.
Communal Cards	The three cards that are dealt to the center of the table which are shared by all players and the player/dealer. The three communal cards will be combined with each player's two cards to form their best three-card poker hand.

CAL BLACKJACK

Version 2.0 Up Card Luck

Patent Pending

Richard Godoy

Cal Blackjack

How to Play

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 soft thirty-one and if not, then the player will try to get as close to a soft twenty-one which is the third best hand.

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 Soft 31, no matter the value of the player/dealers hand.

♣ A Natural consists of a “Cal Blackjack” Ace card and a 10-point card.

♣ The second best hand is a Soft 31. A soft 31 is achieved by first drawing to a soft 21 and then taking a hit card, in the event the 1st card received is a 10-point card for a total of Soft 31 then the player will be paid 6:5 on their wager and if the player receives any other card then the hand plays to 21.

♣ All cards have face value. Face cards have a value of 10. “Cal Blackjack” Aces have a value of 1 or 11 except when dealt with a 10-Point card on the initial two-card deal then it has a “Cal Blackjack” value of “21.”

♣ If the player/dealer does not have a ‘Natural’ the player’s 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”, Soft 21 and a hand that totals between 22 and 30. The player has an option when their hand total is between 2 and Soft 21.

♣ Player/dealer must hit soft 17 and stands on hard 17 or above.

Hand Ranking

1. Natural 31
2. Soft 31
3. A hand totaling a 21
4. A hand totaling a 20
5. A hand totaling a 19
6. A hand totaling a 18
7. A hand totaling a 17
8. A hand totaling a 16
9. A hand totaling a 15
10. A hand totaling a 14
11. A hand totaling a 13
12. A hand totaling a 12
13. A hand totaling a 11
14. A hand totaling a 10
15. A hand totaling a 9
16. A hand totaling a 8
17. A hand totaling a 7
18. A hand totaling a 6
19. A hand totaling a 5
20. A hand totaling a 4
21. A hand totaling a 3
22. A hand totaling a 2
23. A hand totaling a 22 - 30

Section III Game Information / Specifics
Number 3 – A
Standards of Play.

HOW IT'S PLAYED

Cal Blackjack follows all the basic rules of the game of Blackjack. The player's 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. The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a "Cal Blackjack" 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. A two card 31 is called a Natural and beats all other hands, the second best hand is a Soft 31 and the third best hand is Soft 21. 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 Soft (31) and will lose on any other total, no matter the value of the player/dealer hand. Thirty-one (31) is the highest number achievable in the game so the players hand that totals between 22 and 30 is not said to have busted or gone over.

Game Rules

1. The game requires at least two players to begin, one player to occupy the player/dealer position and one player to wager against the player/ dealer.

2. The game is played with two tiles. The player/dealer tile, which designates the person who is banking the table at the time. The tile is double sided with a 1 on one side and a 2 on the other side. The action tile, which will determine were the payoffs between the player/dealer and the player will begin.

3. The player/dealer tile designates the player occupying the house position. A player is allowed to bank the game two times before relinquishing it to the next player. If no one occupies this position then the game cannot start. The person in the player/dealer position may add money in between the first deal and the second deal. The player is not required to cover all wagers placed against it by the players. Bets will be cover to the extent that money covers.

4. The action tile is placed in front of a player to represent the random order of determining who will be paid first in the case that the player banking does not have enough money in their bank to cover all the wagers that are bet on the table. The action tile is used to determine which seat number the payoffs will start in. The placement of the action tile is determined by counting from the right of the player/dealer or from a position on the table. If no player is occupying the seat that coincides with the value then the dealer will then move the action tile to the next occupied space to the right and play resumes

    a. The sum of one or two cards may be used to determine the action number.

5. The dealer checks the hole card by using a mirror or prism built into the table before the draw when the player/dealer's up card is either a 10-point card or a "Cal Blackjack" Ace card to see if the player/dealer was dealt a "Natural."

6. The table layout resembles that of a standard blackjack layout. The game will be played on a standard blackjack table.

7. Double Down:

    a. The player may receive only one hit card after Doubling Down.
    b. The player may double on any two cards, except a "Natural".
    c. Player may double for the full amount of the original wager.
    d. The player may double down after the split.

8. Split:

    a. The player may split any two cards of equal value.
    b. Player may split three times for a total of four hands or the player may split unlimited times depending on the Casino.
    c. Split aces receive one hit card.
    d. The player may or may not re-split aces.
    e. Split aces after the draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.

9. Surrender

    a. The player may surrender before the dealer checks the player/ dealer's hole card.
    b. The player may forfeit half their wager when surrendering.
    c. The player may not surrender after the split.
    d. The player may surrender only on the first two cards dealt.

10. Insurance:

    a. Insurance will only be offered when the player/dealer is showing an ace card.
    b. The player may put up a bet that totals half of the initial wager and place it in front of the original wager.
    c. 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.'
    d. 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.'
    e. The player will lose their insurance wager if the player/dealer does not have 'Natural' and play out their original wager.

11. Soft 31 Feature

    a. A soft 31 is achieved when a players hand totals soft 21 after the draw, (by containing a "Cal Blackjack" Ace Card). The player will be given the option to hit or stand. In the event their first hit card is a 10-point card for a total of Soft 31(using the Cal Blackjack Ace card as an 11) then they will receive 3:1 on their wager, however if their first hit card is anything other than a 10-point card then the hand plays to 21.

12. Rules for the Player Dealer.

    a. Player/dealer hits on soft seventeen and below.
    b. Player/dealer stands on hard seventeen and above.

13. Rules for the Player.
    a. The player must stand on a natural.
    b. The player must stand on a hand with a value between 22 and 30.

14. Bust portion of the game.

    Thirty-one (31) is the highest number achievable in the game so the players hand that total between 22 and 30 is not said to have busted. Both the player and the player/dealers 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 Soft (31) and will lose on any total between 22 and 30, no matter the value of the player/dealer hand. Below are examples of players hands.

    a. Here is an example after the draw when the players original wager wins on a Soft 31 when their overall hand exceeds 21; the players hand consists of (Ace, 2, hits a 8 and hits again and gets a 10 point card as their hit card for a total of a Soft 31, which is the 2nd best hand, and is paid 3:1 on their initial wager).

    b. Here is an example after the draw when the player hand is treated as a standard 21 rather than a soft 31; the players hand consists of (Ace, 2, hits a 8 and hits again and gets a 4 and hits again and gets a 6 for a total of a soft 21, which is the 3rd best hand).

    c. Here is an example when the player exceeds 21 and loses their original wager, the player may be dealt (5, 10, and hits a 10-point card for a total of 25).

15. Side Bet.

    The “Side Bet” is optional it may or may not be included in the game. The Side bet is offered when the Players hand totals between 22 and 30. Each player placing a side wager will add the value of the player/dealers 2nd card to their hands total to again try to total 31. The original wager loses. The dealers 2nd card acts as a community card for the players. The player/dealer will not receive their 2nd card until each player has acted on their hand.

    The new hand total will be rounded down a tenth, for example if the player has a hand with a value of 26 and the dealers 2nd card is a 10 card, the players hand totals 36 however it is round down to total 26. When exceeding 21 the player loses when their total is between 22 and 30 and wins when their hand totals 31.

    a. A player may wager up to or equal their original bet.

b. The side wager that totals 31 wins. A hand totaling any other amount loses.

c. Here is an example when the player exceeds 21, and loses their original wager but places up a side wager to total 31 and win (5, 10, 10, for a total of 25 plus dealers 2nd card a 6 for a total of 31).

d. The player/dealer will pay all winning side bets and will collect all losing side bets. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

16. Payoff Odds

Natural	pays 1:1
Soft 31(first hit is a 10-point card)	pays 6:5
21 & Under	pays 4:1
Side bet	pays 2:1

Section III Game Information / Specifics
Number 3-B
"Standard" 52-card deck.

A standard deck of cards with no joker is used in the play of the game. All ace cards have been replaced with "Cal Blackjack" ace cards. 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.

a. The ace card will have the word ""CAL BLACKJACK"" added it to distinguish it as the "Cal Blackjack" ace card, which is needed in the play of Cal Blackjack.

b. The "Cal Blackjack" ace card has a value of "1, 11 and 21" at times. The "Cal Blackjack" ace card has a value of "21" when dealt with a 10-Point card on the initial two-card deal. The "Cal Blackjack" ace card has a value of "1 or 11" after the draw.

c. Any two-card hand after a split that consists of any "Cal Blackjack" ace card with any 10-Point card has a value of 21 and is paid even money if won.

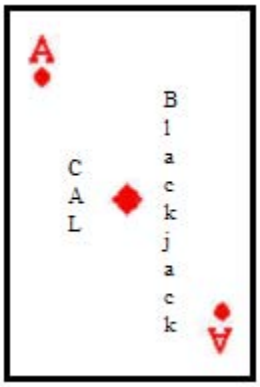
d. All cards from 2 -10 have face value.

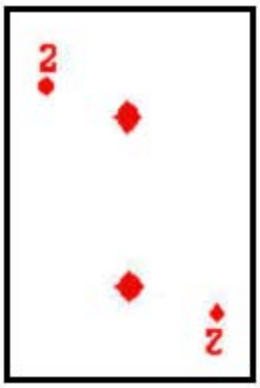
e. Face cards have a value of 10-Points.

Below is a visual description and example of the cards being used in this game:
1. The Blue Back; 2. The Red Back; 3. The Ace; 4. The Deuce.

#1

#2





#3 #4

Section III Game Information / Specifics
Number 3 – C
Describe dealing procedures.

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. Once a player decides to occupy the player/dealer position, the house dealer will place the player/dealer tile in front of their seat allowing the other player's at the table to see who is occupying this position.

4. The dealer will ask for bets.

5. Once the player/dealer position is filled then at least one player must place a wager to start the game.

6. The dealer deals a total of two cards to the player face up and two cards to the player/dealer, one card face up and one card face down.

7. At this point the player will be offer the option to surrender unless the player/dealer's up card is an ace then the player will be offered the option to take Insurance as well.

8. Once the players have acted on their hand and the player/dealer has completed their hand the numerical value of their hands will be compared against each other to determine if the player wins, loses or pushs their wager.

9. Once the option to act on both the player and the player/dealers hand, the game is over and now the dealer determines the placement of the action tile.

10. The action tile is determined by the sum of one or two cards, and will be the player/dealer's 2nd card, and is placed by starting with one and counting from the right of the player/dealer position.

11. 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.

12. The casino dealer will then collect the action tile.

13. The dealer will turn over the player/dealer tile to the second side to show that the players that the person has one more opportunity to occupy the player/dealer position.

Section III Game Information / Specifics
Number 3-D
Number of players in the Game.

Cal Blackjack provides seats for up to eight players.

Section III Game Information / Specifics
Number 3 – G
Betting scheme.

The object is to play to 31. In the event the player does not receive a two-card 31, then the game plays to Soft 31. The third best hand is soft 21. A players hand totaling between 22 and 30 is frozen from receiving any further draw cards and loses.

Section III Game Information / Specifics
Number 3-H
How winners determined and paid

1. The players hand will be compared against the player/dealers hand to determine if the hand wins, loses, or ties.

2. 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’.

3. After the draw, if the player totals soft 31 they will win their original wager provided the dealer is not dealt a ‘Natural’. The player loses on a hand with a value between 22 and 30. The player wins if their hand total is closer to thirty-one with out 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.

4. The player whose hand exceeds twenty-one after the draw will win on a soft 31 and lose on any other total no matter the value of the player/ dealers hand total.

5. After determining if the players hand wins, loses or ties, the action tile will be utilized to determine the payoff order between the player’s wager against the player/dealer in the event the player/dealer does not cover all wagers placed against it by the players.

6. Money will cover to the extent that the player/dealer wager covers.

Section III Game Information / Specifics
Number 4
Describe a "round of play." Also provide a video of the controlled game being played, if available.

ROUND OF PLAY

1. Cal Blackjack is played on a standard semi-circle blackjack gaming table. The casino dealer stands opposite the players, and in the center of the table. The play starts from seat one and continues clock-wise.

2. A standard round of play begins when a player/dealer is designated. The player/dealer will place a wager in front of their seat and that money will be used to pay the winners and will also set the amount the player/dealer may collect from the losers. The casino dealer will place the "Dealer Tile" in front of the player which is designates that they are occupying the "Player/Dealer" position, along with further designating whether it is the first or second turn for the player occupying the player/dealer position.

3. Players at a table then place their wagers in designated betting circles.

4. The dealer will deal two cards to the players and one card the player/ dealer. All cards dealt face up. The dealer will then deal the player/dealers 2nd card face down. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals to describe Hit, Stand or Surrender. The casino dealer deals the first card to the player in seat one and continue in a clock-wise fashion. The player/dealer's first card will be placed in front of the casino dealer.

5. The casino dealer will ask if the players would like to surrender at this point or asked for insurance if the player/dealer's up card is an ace. Then the player/dealer will receive a 2nd card face down. If the player/ dealer's up card is an ace or a 10-Point card then the dealer will use a mirror built into the table to check for a "Natural."

6. Players act on their hand in turn starting from seat one.

7. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the dealer will turn over the player/dealer's down card. This card will determine the placement of the "Action Tile".

8. The payout or collection of the wagers will begin on the seat that contains the action tile. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

9. The player/dealer must stand on hard 17 & above and must hit on soft 17 and below.

10. Once the player/dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the player/dealer's. If there is not enough money from the player/dealer position to cover all winning wagers, there will be no refund, of collection for the players.

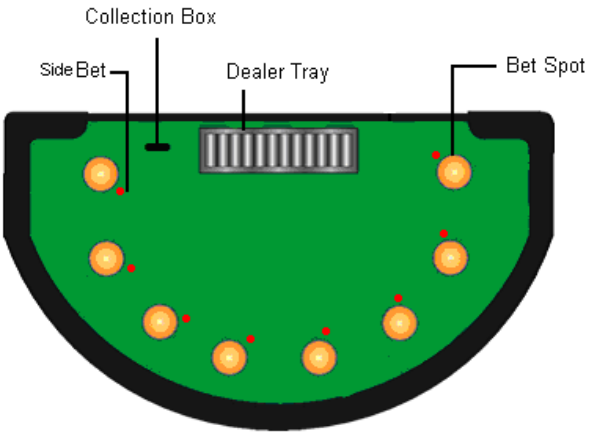
11. After all wagers are settled, the cards are collected and discarded. The bank button is turned over to read Deal 2 and the game begins again. The player/dealer position is offered every two hands and rotates in a clock-wise around the table.

12. On the next round of play if the same person has already held the player/dealer position twice and not another player wishes to occupy the player/dealer position, then the game will be "closed" or stopped, and reopened.

Section III Game Information / Specifics
Number 5
Describe the type of gaming table utilized for this game

Table is built for 8 players and is played on a standard blackjack table. The basic table design will be a semi-circle in shape. Only one dealer will be needed to deal this table. Chairs may be provided for the players to sit on. Seat numbers may aid in distinguishing the different players.

The player may place their original wager in the betting circle.



Section III Game Information / Specifics
Number 6
List other equipment used.

The following equipment is needed.

1. A standard blackjack table – used to play on and accommodate 8 players and one employee.

2. A Layout – a felt placed on top the table and used to describe the games playing surface.

3. A Deck of cards – standard 52 card deck no Joker and the word “CAL BLACKJACK”” stamped on the ace card.

4. A Shoe – used to hold the cards that the dealer will deal from.

5. A Dealer tile – used to determine who is occupying the house position for the Players to bet against.

6. An Action tile – used to determine which player wins or loses first.

7. A Cut Card – used to determine when to shuffle the shoe when dealt.

8. A random shuffler may be used to shuffle the cards.

9. A mirror will be installed in the table to allow the Dealer to check the Players hole card.

Section III Game Information / Specifics
Number 7
Provide a glossary of terms used in the controlled game.

Glossary of Terms:

Ace "Cal Blackjack" Card – The ace has a value of twenty-one when dealt with a 10-point card on the initial two card deal; and has a value of one when totaling over 21; and a value of one or eleven when totaling under 21.

Action - This is the amount of money a player uses during an entire play of the hand.

Action Tile – Placed in front of the player where the payoffs will begin.

Betting Limits - These limits are created to mark the minimum and maximum amounts that can be bet at a time.

Burn Card - This is the card that is put on the bottom of the deck or in a discard tray after the shuffle and the deck is cut.

Color Up - Exchange your chips of smaller value into chips with higher value.

Cut - The dealer will divide the deck into two or more parts before the start of the deal.

Cut Card - The card that the dealer uses to cut the deck with.

Early Surrender - This is when you give up after a player receives their first two cars, but before the dealer checks for a 'Natural'. By doing this you lose half of your bet and the game is over for that Player.

Even Money - This means you get paid the same as your original bet.

Down Card - This is the dealer's card that is facing down.

Face Cards - These cards are the Jack, Queen, and King of each of the four suits. They have a card value of 10.

First Base - This is the location at the blackjack table that players can sit at that is located nearest the dealer's left side.

Jackpot – A bonus that is offered when the player receives a certain hand along with the bank receiving an up card between 2 thru 7.

Hard Hand - This is any hand that does not contain an ace or uses it as a one.

Hit - This is when you want and take another card.

Hole Card - This is the dealer's card that is facing down.

Insurance - This is a bet on the side that the dealer has a natural 21. Insurance is offered when the player/dealer's up card is an ace. If the player/dealer has a ‘Natural’ and you have purchased the insurance bet, you win double the insurance bet if the dealer has a ‘Natural’. If the dealer does not have a ‘Natural’ and you purchased the insurance, your bet is lost and you will have to play out the original wager.

Natural - A two-card hand with a total of 31. This is possible by getting a “Cal Blackjack” ace card, which has a value of 21 when dealt together with a 10-Point card on their initial two-card deal.

Push - This is when the player and the dealer have valid hands with the same point total. This is a tie, and no money will change hands.

Side Bet – A wager that is placed next to their original wager and offered when the players hand totals between 22 and 30. The player that placed a side bet will add the value of the House’s 2nd card, which acts as a community card for all players, to their hand to try to total 31. A hand that totals 31 will win. The side bet loses on any other total.

Shoe - This is the device on the table that holds multiple decks of playing cards waiting to be dealt.

Soft Hand - This is a hand that contains an ace valued at 1 or 11.

Stand - This is what you do when you do not want any additional cards dealt to you.

Surrender - This is when you forfeit half of your bet in order to not have to complete the hand.

Up Card - This is the dealer's card that is facing up.

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 w/an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats up to 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/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, adjacent 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 them on 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 they 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 card 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 and doubling down will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit of 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.

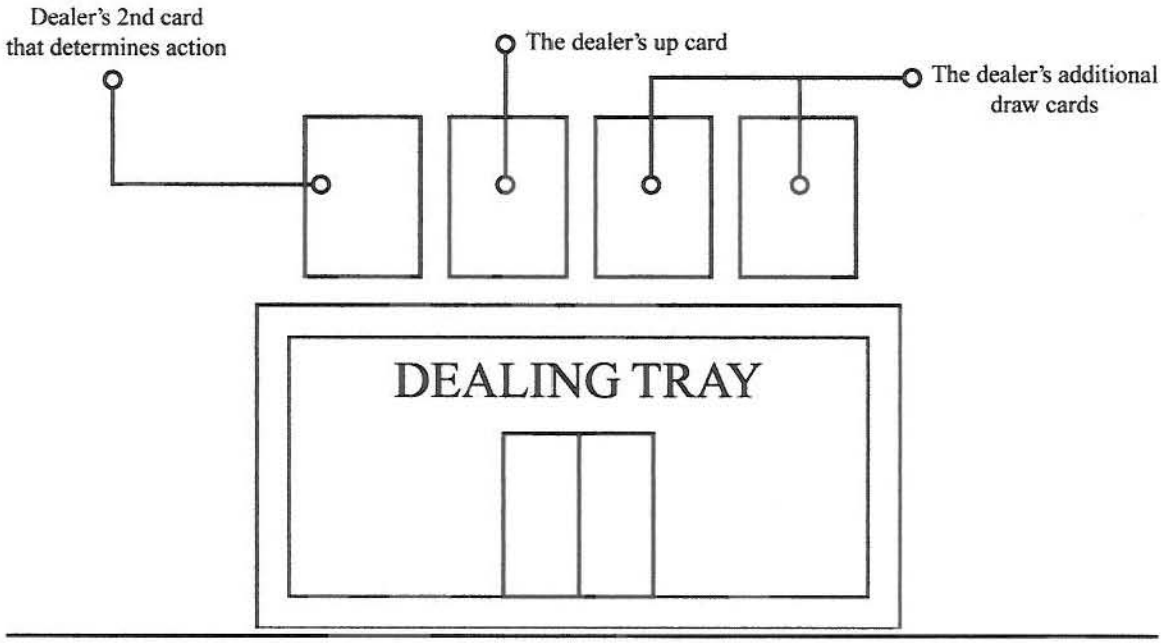
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The Ace is counted as one and is the first seat to the right of the player/dealer. The counting is then 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 #1



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/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card. 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 be take place and all players hands that do not have a Pure 21.5 Blackjack will loose.

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

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

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

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

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

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

a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 **Push**
b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose

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

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

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

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager 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.

OPTIONS

The Casino would like the following options available for implementation should the economic climate dictate they are warranted. These options would be posted if in play and would never enter the game during play nor be suspended while play continues.

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 ½ of a Player's original wager.

Surrender- 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

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

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

GLOSSERY OF TERMS

Bonus Card - There are sixteen Bonus Cards per deck. Four "KING" Bonus Cards, four "QUEEN" Bonus Cards, four "JACK" Bonus Cards, and four "TEN" (10) Bonus Cards. The value of each Bonus Card is ten unless it is dealt with an Ace on the initial two cards to a Player or the Player/Dealer when it will then be worth ten point five (10.5).

Double Down – The act of doubling ones bet on the first two cards dealt to a player. A player may double down on any first two cards. He may double down for less but the maximum double down bet is the amount of the initial wager.

Insurance - The act of placing an amount equal to one half of a players original wager as an additional bet against the Player/Dealer having a Pure 21.5 Blackjack. This process comes into play when the Player/Dealer has a Ace showing as their first card. Insurance pays 2 to 1.

Hit - The act of making a hand gesture, generally accepted as a sweeping motion with the hand toward the player, requesting an additional card.

Pure 21.5 Blackjack - The highest possible hand. It can only be made when a Player or the Player/Dealer is dealt a Bonus Card and an Ace on the first two cards. If a Player is dealt a Pure 21.5 Blackjack he/she will be paid 5 to 5 on his/her wager.

Split - The act of creating two hands from the first two cards dealt to a Player. Players may split any pairs dealt as the first two cards. When splitting these cards they must place an amount equal to the original wager on each card. Players may split up to three times. No splitting for less. Each hand will be played separately and in order. Players may double down on split hands. Players may receive multiple hits on splits up to the Player Options stated in the rules. If splitting Ace's, each Ace receives only one card.

Stand - When a player has completed his action.

Surrender - The option a player has after his first two cards are dealt and before the Player/Dealer has looked at his hole card of forfeiting half of his/her bet and declaring their hand completed.

Fortune Pai Gow Poker 1.1

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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

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 $5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

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

Round of Play

- Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.

Fortune Pai Gow Poker 1.1

- 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.

PAYTABLE OPTIONS

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

Joker Wild (Aces, Straights and Flushes)

	FPG-01		FPG-02		FPG-03	
	Pays	Envy	Pays	Envy	Pays	Envy
7 Card Straight Flush	5,000 to 1	$1,000	8,000 to 1	$5,000	5,000 to 1	$3,000
Royal Flush + Royal Match	1,000 to 1	$250	2,000 to 1	$1,000	2,000 to 1	$1,000
7 Card Straight Flush with Joker	750 to 1	$100	1,000 to 1	$500	1,000 to 1	$500
5 Aces	250 to 1	$50	400 to 1	$250	250 to 1	$250
Royal Flush	100 to 1	$25	150 to 1	$50	125 to 1	$50
Straight Flush	50 to 1	$10	50 to 1	$20	50 to 1	$20
4 of a Kind	20 to 1	$5	25 to 1	$5	25 to 1	$5
Full House	5 to 1		5 to 1		5 to 1	
Flush	4 to 1		4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1		3 to 1	
Straight	2 to 1		2 to 1		2 to 1	

Fortune Pai Gow Poker 1.1

Qualifying Hands	FPG-04		FPG-05		FPG-06	
	Pays	Envy	Pays	Envy	Pays	Envy
7 Card Straight Flush	2,500 to 1	$1,000	5,000 to 1	$5,000	5,000 to 1	$2,500
Royal Flush + Royal Match	1,000 to 1	$750	2,000 to 1	$1,000	1,000 to 1	$500
7 Card Straight Flush with Joker	750 to 1	$250	1,000 to 1	$500	500 to 1	$250
5 Aces	250 to 1	$100	4000 to 1	$250	300 to 1	$150
Royal Flush	125 to 1	$50	150 to 1	$50	100 to 1	$55
Straight Flush	50 to 1	$20	50 to 1	$20	45 to 1	$25
4 of a Kind	25 to 1	$5	25 to 1	$5	25 to 1	$6
Full House	5 to 1		5 to 1		5 to 1	
Flush	4 to 1		4 to 1		4 to 1	
3 of a Kind	3 to 1		3 to 1		3 to 1	
Straight	2 to 1		2 to 1		2 to 1	

Joker Wild (any card wild)

Qualifying Hand	FPG-01	
	Pays	Envy
5 of a Kind	200 to 1	$50
Royal Flush	100 to 1	$25
Straight Flush	20 to 1	$10
4 of a Kind	8 to 1	$5
Full House	5 to 1	$5
Flush	4 to 1	
Straight	3 to 1	
3 of a Kind (10s or better)	1 to 1	

Glossary of terms used in the controlled game:

Action Pile The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.

Action 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.

Fortune Pai Gow Poker 1.1

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

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.

The 101 Casino

No Bust 21st Century Blackjack©

5.2 version

US Patent 6,845,981

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

Patent Number*	Patent Date	Patent Name
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,776,416	August 17, 2004	No Bust Blackjack Type Game
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patents

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

5/29/2009

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or "Natural." (This hand pays 6:5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :

a) 12 on first two cards if the other card has a value of 10.
b) 1 or 11 when combined with cards valued at 2 - 9.
c) 1 or 11 in any hand with three or more cards.

- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino

Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

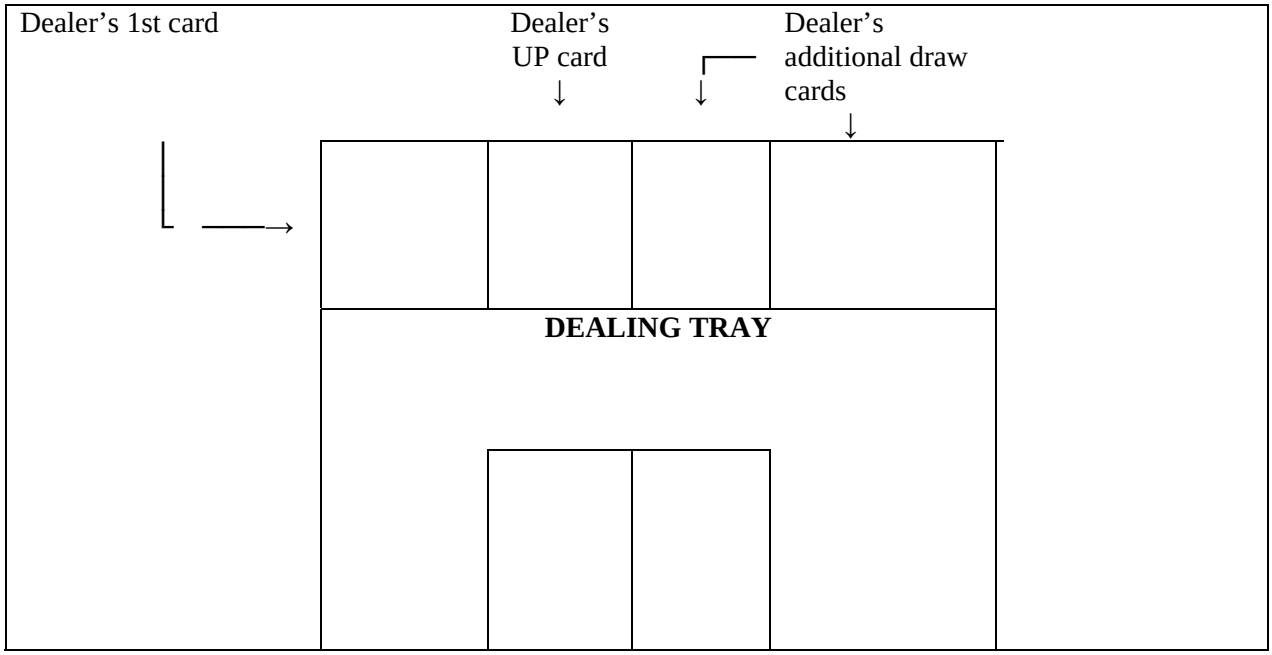
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:

   a) 12 on first two cards with all 10-value cards.
   b) 1 or 11 with all cards with value of 2-9.
   c) 1 or 11 with three or more cards.

3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21; "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. 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.

GAME RULES

1. A “Natural” is the best possible hand. If the player and the Player-Dealer’s hands are both a “Natural,” the hand is a push or tie, and no action is taken on the wager.
2. If a Player’s total is less than a “Natural” and the Player-Dealer’s total is more than a “Natural” the Player wins the hand.
3. If a Player’s total is less than a “Natural” and the Player-Dealer’s hand is less than a “Natural,” the hand closest to a “Natural” wins.
4. If a Player and the Player-Dealer have the same total and it is less than a “Natural,” the hand is a push or tie, and no action is taken on the wager.
5. If a Player’s and the Player-Dealer’s totals are more than a “Natural”, the following will apply:
    a. If the Player-Dealer is closer to a “Natural”, the Player-Dealer wins the hand.
    b. If the Player is closer to a “Natural”, the player loses except when the player has a 3-card hand totaling 25 and then they will push/tie.
6. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
7. A two card 22 beat all other hands.
8. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
10. Backline betting is allowed.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- DOUBLE-DOWN
    - Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SPLIT
    - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
    - Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.

    - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
    - Players can not surrender at anytime.
- INSURANCE
    - There is no insurance offered on the game.
- ODDS :
    - Natural 22 pays 6:5

All pay-offs are to the extent that the Player-Dealer's money covers the action on the table. A Player-Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Collection Fees

There are two fee collection rates in this game, which are pre-determined based on the table limits. A.) A fee collection is taken per betting spot of every player, prior to the start of any play of hand or round. B.) The player/dealer pays a per hand fee collection.

Table Limit	Player/Dealer (per hand)	Player/Dealer (per spot)
$2 - $10	$0.50	$0.25
$5 - $50	$1.00	$0.50
$10 - $100	$2.00	$1.00
$25 - $100	$2.00	$1.00
$25 - $200	$3.00	$2.00
$50 - $300	$4.00	$2.00
$100 - $500	$5.00	$3.00
$100 - $1,000	$10.00	$5.00

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 that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

21st CENTURY

BACCARAT

8.0 Version

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

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

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

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

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

a. Player line which pays 1 to 1
b. Dealer line which pays 19 to 20 or 9 ½ to 10
c. Tie bet which pays 8 to 1

5. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.

6. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

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

How Winners are Determined and Paid

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

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

Dealer Hand:

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

House Way

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

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager. There is a collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

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

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards.

21st CENTURY BACCARAT Version 8.0

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

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

Each player wagering in the base game has the option of placing a wager (minimum of $5.00, maximum of $200.00) on the designated DB spot located next to each player's position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Dealer Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. A player that wagers on the player line may only place a wager on the Player Dragon Bonus Bet circle and a player that makes a wager on the dealer line may only place a wager on the Dealer Dragon Bonus Bet circle.
4. There is no collection for the DB bet.
5. Players must place a wager for the base game to be able to wager on the Dragon Bonus.
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 PAYTABLE

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

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Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

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Table Limits & Collection Rates

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

Table Limits	Player/dealer	Player
$5- $50	$1	$0.50
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$5	$ 3

Rules of Play

Magic Sevens features a side bet that allows the player to bet that they will be dealt a specific set of cards on their hand in addition to what the player/dealer hand is dealt as well. The quantity and type of card in the player's hand and the player/dealer's hand will determine the odds paid out to the player.

The game can be played on any blackjack-style game that has six or eight decks and uses a continuous shuffle machine. In addition to the base bet, the player has the option to make a "Magic Sevens" bonus bet. Furthermore, a player must place a base bet in order to make a "Magic Sevens" bonus bet. The bonus bet wager cannot exceed the base game wager and a minimum of $5 and a maximum of $100, in $5 increments, must be wagered. There is no additional collection fee taken for placing a bonus bet. After all bets are made, the dealer deals himself and each player two cards. One of the player/dealer's cards is revealed. All players then play out their hands according to the house rules.

The Magic Sevens bonus bet remains in action whether or not the player busts or has a wining hand. Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. Then all bets are resolved according to the rules of the game. The payoff for the Magic Sevens bonus bet will pay odds according to the cards in the player's initial two-card hand and player/dealer's initial up-card:

Hand	Pay to 1
Three Red Sevens	300
Three Sevens	100
Two Red Sevens	50
Two Sevens	10
One Red Seven	3
One Seven	1
All Others	*Lose*

The Player/Dealer position is responsible for paying all winning Magic Sevens bets and collecting all losing Magic Sevens bets. All wagers are paid to the extent that money covers.

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 house 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 house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make a tie 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. Cards between 1 and 9 have face value.
4. Picture cards and 10's are counted as 0.
5. Prior to the deal, all players must place a wager in accordance with table limits.
6. Players have the following options when placing their bet:
    a. Player line which pays 1 to 1 on all wins
    b. Dealer line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
    c. Tie line which pays 8 to 1 on all push (tie) hands
7. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.
8. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
9. The house dealer deals two hands, in rotation, one at a time. The dealer will deal one card face-up to the player, one card face-up to the dealer, and then one card face-up to the player again.
10. 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.
11. *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.
12. The house dealer will deliver additional hit card to player's hand as requested.
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.
    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 dealer'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 dealer hand is closer to nine then the dealer wagers win. If the dealer hand wins with a total of 6 it will only receive half pay on its wager (1:2).
    c. If the player and dealer 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 dealer wagers.
18. Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
19. 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.

Pure 21.5 Blackjack with Buster Blackjack Bonus Bet

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack (6 to 5) is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting 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 game can be played with a minimum of six (6) 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 w/ an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the dealer's left 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 seats. That money will be used to pay the winners and will set the amount that he/she can collect from 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 placed 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 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 they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side-to-side motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, 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 surrendering will be outlined later.)

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

10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.

11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The Ace is counted as one and is the first seat to the right of the player/dealer. The counting is then 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 #2**

DIAGRAM #1

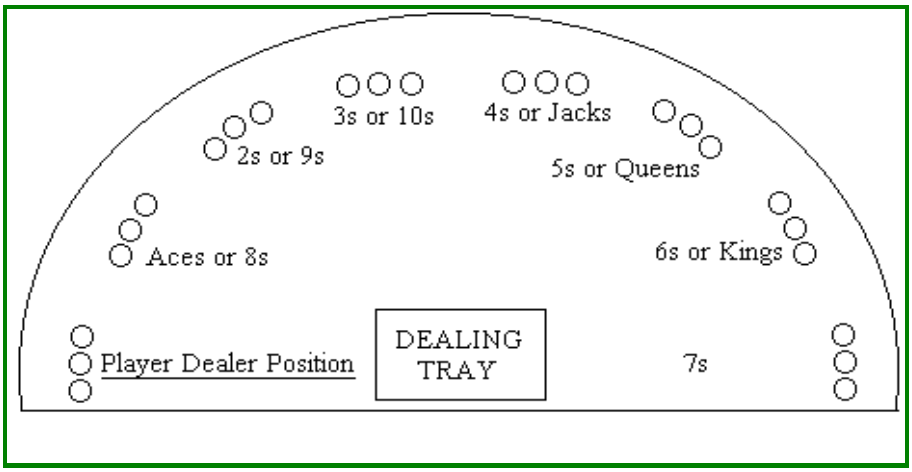
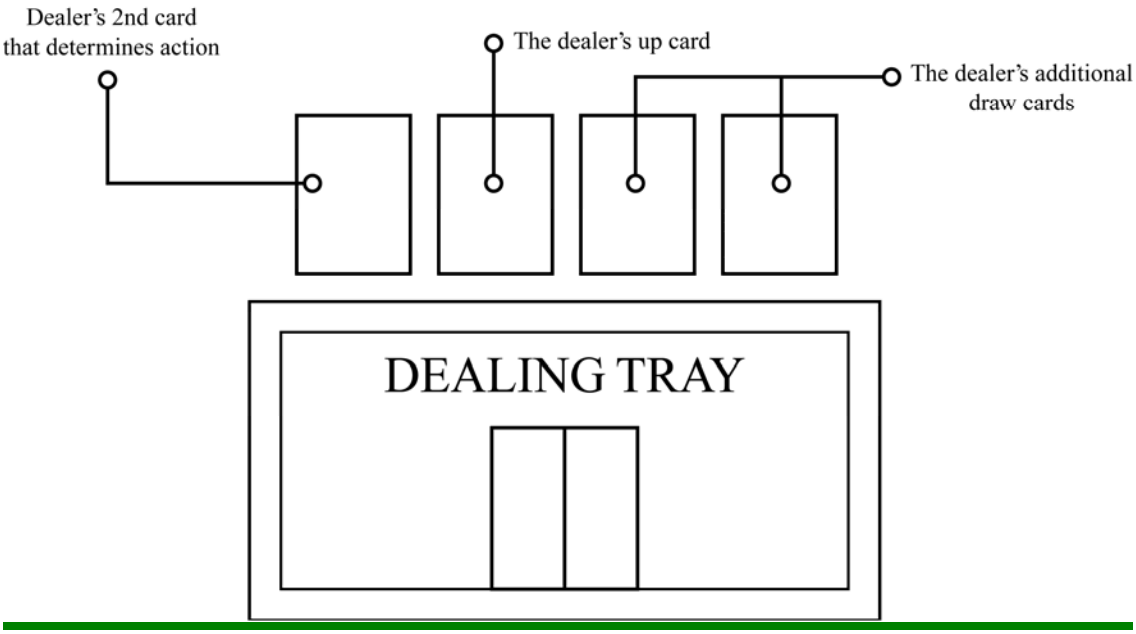


DIAGRAM #2



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

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

CHART 1A PLAYER OPTIONS

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**

GAME RULES

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

2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card. 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 players 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 21.5 Blackjack", the Player wins the hand.

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

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

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

8. If the Player/Dealer's hand is 888 (three eights), all players who have a total exceeding 21.5 win.

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 Players 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 the first two cards dealt to them. The player must place a second wager which may be equal to or less (double down for 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. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5. 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. Aces may only be split once. When splitting two Aces, a player may only receive one additional card per Ace. If the draw card is a “BONUS” card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.

4. Players can surrender on their initial two cards. 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.

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

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

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added Section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

20 PAYS BLACKJACK

BONUS BET

20 "Pays" Blackjack Wager

a. 20 Pays Blackjack wager is an additional bonus wager allowing the player to bet on his hand getting a 20 with the first two cards. A player who places a 20 "Pays" wager will also be paid 3:2 on their base wager if their base wager receives a natural "blackjack".

b. Rules of Play

   i. Prior to any cards being dealt, all players have the option to make a 20 pays Blackjack wager.

   ii. If the Player makes one of the posted qualifying hands he will be paid in rotation by the player/dealer, to the extent money covers.

   iii. If the player's first card is a face card he will be eligible to win the 20 pays wager. In order to win the 1 to 1 payoff (the first level of payoff) the players' first card must be a face card. 10's will not qualify for this payoff. However, 10's will qualify for all other payoffs.

   iv. The player's first card or first two cards will determine the outcome of the 20 pays wager.

   v. All 20 Pays wagers will be paid off according to the posted pay table chart.

   vi. Once all players have made decisions concerning their hands, according to the rules of the base game, the player/dealer will pay off or collect the 20 pays wagers based on the first two cards of the players hand. If the Player does not make a 20 pays hand, he or she will lose the 20 pays wager in rotation to the extent that money covers.

   vii. Payouts will be made according to the following chart:

Player Hand Is:	**Pays:**
K of Spades pair with dealer BJ	1000:1
K of Spades pair without dealer BJ	25:1
Matched 20 (same rank and suit)	5:1
Suited 20 (A+9 or two tens)	4:1
Unsuited 20 (A+9 or two tens)	3:1
First Card J,Q,or K (without a 10)	1:1
None of the Above	Lose

Collection Rates

Schedule Option	Table Limit	Total Bet	Player/Dealer Collection Rate	Player Collection Rate
1	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401 +	$5.00	
2	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 +	$5.00	
3	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.00	$0.00
		$105 - $200	$2.00	
		$205 - $300	$3.00	
		$305 - $600	$5.00	
		$605 +	$8.00	
4	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	

Standards of play:

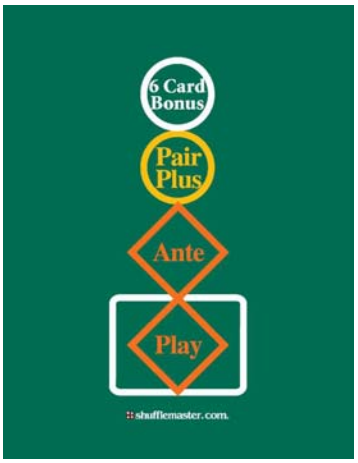
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

3. For Pair Plus wagers the words "Pair Plus"; and

4. For 6 Card Bonus wagers on the words "6 Card Bonus."

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards.

3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager

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

5. Backline betting is permitted on all wagers.

Dealing procedures:

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

2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the house dealer will announce, "No more bets."

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

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

Round of Play

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

2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of if a player placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
    b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.

4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

   a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund this bet to players.

   b. If the player-dealer's hand did NOT qualify, The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.

   c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

      i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
      ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

   d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The action on payout will always beginning with the player to the left of the player-dealer and continuing cockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wager must be placed prior to the initial deal.
3. Pair Plus wager must be a minimum of $5 and a maximum of $200.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

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

<u>6 Card Bonus:</u>

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus Bets must be placed prior to the initial deal.
3. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.

8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

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	20:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

Action Button A token used to designate where the settling of wagers will begin (the action).

Action The player position where the settling of wagers begins.

Ante The mandatory wager players make before seeing their hand.

Backline Betting Any wager made by a player on any position other than their own position.

Bet Chips placed on the table in a betting square.

Betting Square A specially marked area on the table designated specifically for wagers.

Bonus Bet An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.

Boxed Card A card that is turned face up in the deck.

Cut Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card A card used to determine the location of the cut.

Fold The player option to surrender his/her ante, rather than continue the game.

Hand A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

Play An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.

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

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

Wagering Limits and Collection Fees

For schedules options 1 through 2, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player-Dealer Fee (per hand)	Player Fee
1	$5 - $600	$5 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501 +	$8.00	
2	$5 - $600	$5 - $50	$0.50	$0
		$51 - $100	$1.00	
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501 +	$8.00	

6 CARD BONUS
THREE CARD POKER™

Two Card Peek

1. Game Outline:

1.1. Two Card Peek is a game where the dealer will deal out three, two-card hands. After the first three hands are dealt, the dealer will then deal out three more cards to each hand in order to make a complete five-card poker hand. Players make pick-row wagers prior to the start of play to determine which one of three two-card hands will be the highest ranked. In addition, players may also make optional bonus bets on a 2 Card poker bet, a peek bonus, and a Super-Bet.

2. Game Rules:

2.1. Pick Row Wager

2.1.1. The pick-row bet is made prior to the dealing of any cards and players choose one of three hands to play A, B, C, or two of the three hands to play AB, AC, or BC. The dealer has to have dealt at least one hand with a poker ranking of at least Ten-high in order to qualify.

2.1.2. If the qualifier is met, the hand with the highest poker ranking (either A, B, or C) will be the winner and all other hands will lose. If the qualifier is not met, then all other pick-row wagers will lose.

2.1.3. Winning pick-row wager hands will be paid according to the following chart:

2.1.3.1. A,B, or C is the highest ranked hand with a Ten-High or better pays 2:1

2.1.3.2. AB, AC, or BC- one of the hands selected is the highest ranked hand and has a Ten-High or better pays 1:1

2.1.3.3. Nine-High or less loses

2.2. Bonus Bets

2.2.1. 2 Card Poker

2.2.1.1. The 2 Card poker bet may be made on any of the three hands (A, B, and/or C) and paid out according to the hand ranking. Players will be paid odds on a qualifying two-card hand depending on their rank.

2.2.1.2. A player shall place a Pick Row wager in order to have the option of placing a 2 Card Poker wager.

2.2.1.3. The 2 Card Poker wager shall be placed prior to any cards being dealt.

2.2.1.4. A player may place a 2 Card Poker wager on row A, B, and/or C.

2.2.1.5. The 2 Card Poker wager shall be within the minimum and maximum table limits.

2.2.1.6. The 2 Card Poker wager can win regardless of the outcome of the Pick Row wager.

2.2.1.7. There is no collection fee taken for placing a 2 Card Poker wager.

2.2.2.

2.2.2.1. All Two-Card pokerbets will be paid according to this chart:

Hand	Payout
Two-Card Flush	1 to 1
Two-Card Straight, Off Suit	1 to 1
Pair	3 to 2
Two-Card Straight Flush	3 to 1
Mini Royal: AK suited	10 to 1

2.2.3. Super Bet

2.2.3.1. The Super bet may be made prior to the start of the round before any cards are dealt. After the first three hands are dealt by the dealer and all

pick-row bets are resolved, the dealer will deal three more cards to each of the two-card hands to make a complete five-card poker hand.

2.2.3.2. The Super bet will pay out for any poker hand that is rated three-of-a-kind or higher, and players can win on one, two, or all three hands off of a single wager. A player shall place a Pick Row wager in order to have the option of placing a Super Bet wager.

2.2.3.3. The Super Bet wager shall be placed prior to any cards being dealt.

2.2.3.4. A player may place one Super Bet wager, which corresponds to row A, B, and C.

2.2.3.5. The Super Bet wager shall be a $1 bet.

2.2.3.6. The Super Bet wager can win regardless of the outcome of the Pick Row wager.

2.2.3.7. There is no collection fee taken for placing a Super Bet wager.

2.2.3.8. They will be paid according to the following chart:

Hand	Payout
Three of a Kind	5 to 1
Straight	7 to 1
Flush	15 to 1
Full House	30 to 1
Four of a Kind	100 to 1
Straight Flush	2,000 to 1
Royal Flush	20,000 to 1

2.2.4. Peek Bonus

2.2.4.1. The peek bonus bet may be made after the dealer deals out the three, two-card hands but prior to the completion of the five-card hands. Players will have the option to place a peek bet on any of the three hands (A, B, or C) that were dealt out. The hand is resolved after the remaining cards are dealt and the best five-card hand is made for each hand.

2.2.4.2. A player shall place a Pick Row wager in order to have the option of placing a Peek Bonus wager.

2.2.4.3. The Peek Bonus wager shall be placed after the Pick Row and 2 Card Poker wagers have been settled, but before the third, fourth, and fifth sets of three cards are dealt.

2.2.4.4. A player may only place one Peek Bonus wager on row A, B, or C.

2.2.4.5. The Peek Bonus wager shall be at least the minimum table limit up to a maximum of $50.

2.2.4.6. The Peek Bonus wager can win regardless of the outcome of the Pick Row wager.

2.2.4.7. There is no collection fee taken for placing a Peek Bonus wager.

2.2.4.8. The Peek Bonus will pay out for any five-card hand that is rated two-pair or better according to the chart:

Hand	Payout
Two Pair (when the selected row has a pair in the initial two-card hand)	1 to 1
Two Pair	6 to 1

Two Card Peek

(when the selected row does not have a pair in the initial two-card hand)	
Three of a Kind (when the selected row has a pair in the initial two-card hand)	2 to 1
Three of a Kind (when the selected row does not have a pair in the initial two-card hand)	8 to 1
Straight	10 to 1
Flush	12 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

3. Dealing Procedures:

3.1. Lightly scramble the deck.
3.2. Shuffle once and place the deck in the shuffle machine.
3.3. Call for all pick-row bets and 2 Card Poker bets, and Super bets.
3.4. Announce, “No more bets.”
3.5. Press the button on the shuffler. The machine will kick out three cards at a time.
3.6. Place the first set of three cards (face-up) to the far left of the dealer position, pulling downward, leaving the top card at the top of the row, etc.
3.7. Place the second set of three cards to the left of the first set of three cards and repeat pull down procedure.
3.8. Reading left to right, hand position A, B, and C will now each have a two-card poker hand.
3.9. Dealer will look for and confirm that there is a qualifying card in one of the three hands.
3.9.1. In order for the pick-row bet to qualify, there must be a ten-high or better in one of the three hands.
3.9.2. If none of the three hands qualify the dealer will collect all losing pick-row wagers.
3.9.3. If there is a qualifying hand then all pick-row bets are in play and will be given action.
3.9.4. Dealer will establish the winning hand between A, B, and C.
3.10. Dealer will establish any and all two card bonus qualifying hands
3.11. Wagers shall be settled in a clockwise manner, starting with the player to the left of the house dealer, in the following order: the Pick Row bets and the 2 Card Poker bets are settled first for each player
3.12. Call for all “peek bonus” bets
3.13. Announce, “No more bets.”
3.14. Place the third set of three cards to the left of the second set of three cards and repeat pull down procedure.
3.15. Place the fourth set of three cards to the left of the third set of three cards and repeat pull down procedure.
3.16. Place the fifth set of three cards to the left of the fourth set of three cards and repeat pull down procedure.
3.17. Dealer will establish any and all five-card Peek and Super bet qualifying hands.
3.18. Announce the value of all qualifying five-card poker hands

Two Card Peek

3.19. The Peek Bonus bets and the Super Bet wagers are settled beginning with the player to the left of the house dealer and continuing clockwise.

3.20. Reconcile action in the following way:

3.20.1. Win – pay and push back the chips.

3.20.2. Lose – award the chips to the Player-Dealer .

3.21. Drop the collection. Clear hands.

3.22. Offer the Player-Dealer position, if applicable.

3.23. Lightly scramble the deck.

3.24. Shuffle once and place the deck in the shuffle machine.

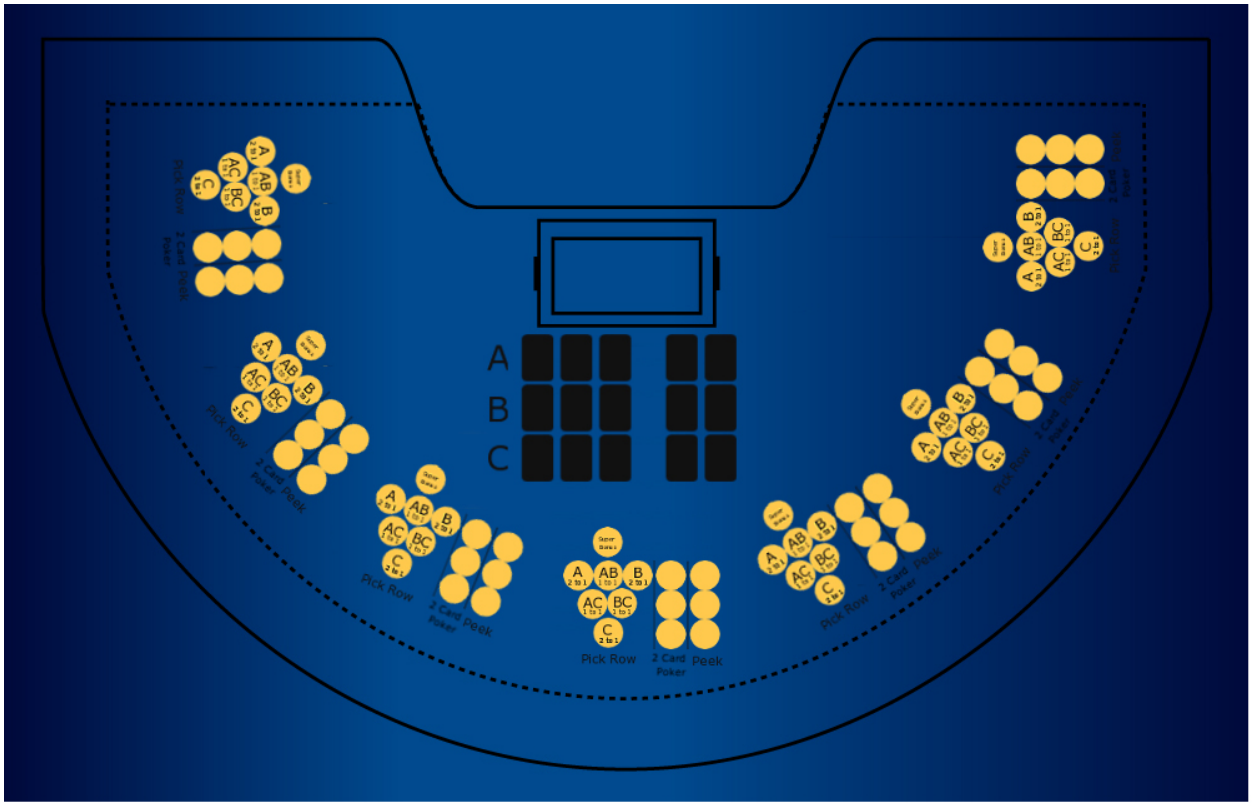
3.24.1. If the shuffle machine breaks, or no shuffle machine is available for the game, then it can be played with the house dealer manually shuffling the cards.

Collection Schedule:

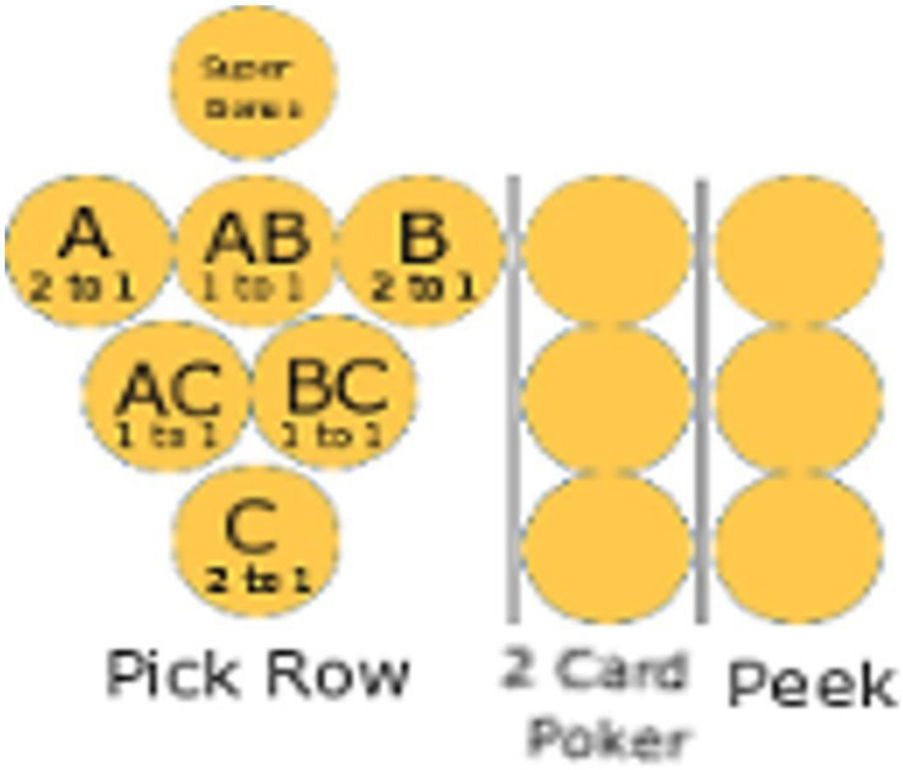
Schedule Option	Table Limit (Pick Row and 2 Card Poker)	Peek Bonus	Super Bet	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$1- $100	$1 - $50	$1	$1 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
2	$5- $100	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
3	$5 - $200	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
4	$5 - $200	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
5	$5 - $500	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
6	$10 - $500	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	

Two Card Peek

7	$10 - $1,000	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
8	$25 - $1,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,000 +	$15	
9	$25 - $2,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,000 +	$15	



Two Card Peek



Limit Texas Hold'em (GEGA-000669)

Schedule Options	Table Limit	Number of Players	Player Fee
1	$3-$6	7 or more	$4.00
2	$3-$6	5 or 6	$3.00
3	$3-$6	4 or less	$2.00
4	$4-$8	7 or more	$5.00
5	$4-$8	5 or 6	$4.00
6	$4-$8	4 or less	$3.00
7	$5-$15	7 or more	$5.00
8	$5-$15	5 or 6	$4.00
9	$5-$15	4 or less	$3.00
10	$6-$12	7 or more	$5.00
11	$6-$12	5 or 6	$4.00
12	$6-$12	4 or less	$3.00
13	$8-$16	7 or more	$5.00
14	$8-$16	5 or 6	$4.00
15	$8-$16	4 or less	$3.00
16	$10-$20	7 or more	$5.00
17	$10-$20	5 or 6	$4.00
18	$10-$20	4 or less	$3.00
19	$15-$30	7 or more	$5.00
20	$15-$30	5 or 6	$4.00
21	$15-$30	4 or less	$3.00

No Limit Texas Hold'em (GEGA-000671)

Schedule Options	Table Limit	Number of Players	Player Fee
1	$50-$200	7 or more	$5.00
2	$50-$200	5 or 6	$4.00
3	$50-$200	4 or less	$3.00
4	$100-$1,000	7 or more	$5.00
5	$100-$1,000	5 or 6	$4.00
6	$100-$1,000	4 or less	$3.00
7	$200-$2,000	7 or more	$5.00
8	$200-$2,000	5 or 6	$4.00
9	$200-$2,000	4 or less	$3.00
10	$500-$5,000	7 or more	$5.00
11	$500-$5,000	5 or 6	$4.00
12	$500-$5,000	4 or less	$3.00
13	$1,000+	7 or more	$6.00
14	$1,000+	5 or 6	$5.00
15	$1,000+	4 or less	$4.00

Omaha Hi-Low Split (GEGA-000673), Omaha (GEGA-000672)

Schedule Options	Table Limit	Number of Players	Player Fee
1	$4-$8	7 or more	$5.00
2	$4-$8	5 or 6	$4.00
3	$4-$8	4 or less	$3.00
4	$8-$16	7 or more	$5.00
5	$8-$16	5 or 6	$4.00
6	$8-$16	4 or less	$3.00
7	$15-$30	7 or more	$5.00
8	$15-$30	5 or 6	$4.00
9	$15-$30	4 or less	$3.00
10	$5-$100	7 or more	$5.00
11	$5-$100	5 or 6	$4.00
12	$5-$100	4 or less	$3.00

Seven Card Stud (GEGA-000674),
Seven Card Stud High-Low Split (GEGA- 000675)

Schedule Options	Table Limit	Number of Players	Player Fee
1	$2-$4	7 or more	$5.00
2	$2-$4	5 or 6	$4.00
3	$2-$4	4 or less	$3.00
4	$4-$8	7 or more	$5.00
5	$4-$8	5 or 6	$4.00
6	$4-$8	4 or less	$3.00
7	$8-$16	7 or more	$5.00
8	$8-$16	5 or 6	$4.00
9	$8-$16	4 or less	$3.00
10	$15-$30	7 or more	$5.00
11	$15-$30	5 or 6	$4.00
12	$15-$30	4 or less	$3.00

Mexican Poker (GEGA-000677)

Schedule Options	Table Limit	Number of Players	Player Fee
1	$4-$50	7 or more	$5.00
2	$4-$50	5 or 6	$4.00
3	$4-$50	4 or less	$3.00
4	$5-$500	7 or more	$5.00
5	$5-$500	5 or 6	$4.00
6	$5-$500	4 or less	$3.00

The 101 Casino Poker Collection Rate MASTER

Collection Procedures

Poker Style Games

- For the games of Texas Hold Em, Omaha and Omaha High/Low Split, the collection fees are taken from the pot after the flop, based on the number of seated players. If the flop does not occur, then the collection fee will not be taken for that round of play.
- For the games of Seven Card Stud and Seven Card High/Low, the collection fees are taken from the pot before cards are dealt, based on the number of seated players.
- Collection rates shall be determined prior to the start of play of any hand or round. Furthermore, rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- The 101 Casino shall provide ample notice to the patrons of fee collection rates and procedures. Furthermore, collection rates shall be conspicuously posted on or within view of every gaming table.

EZ BACCARAT™

Panda 8

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BGC ID: GEGA-003547 (June 2012)

EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

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.

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

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

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

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

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

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

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

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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

For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or the Panda 8. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Dragon 7 and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be a minimum of $5 and a maximum of $500. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee
1	$5- $1,000	$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- $1,000	$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- $2,000	$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	

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4	$5- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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	

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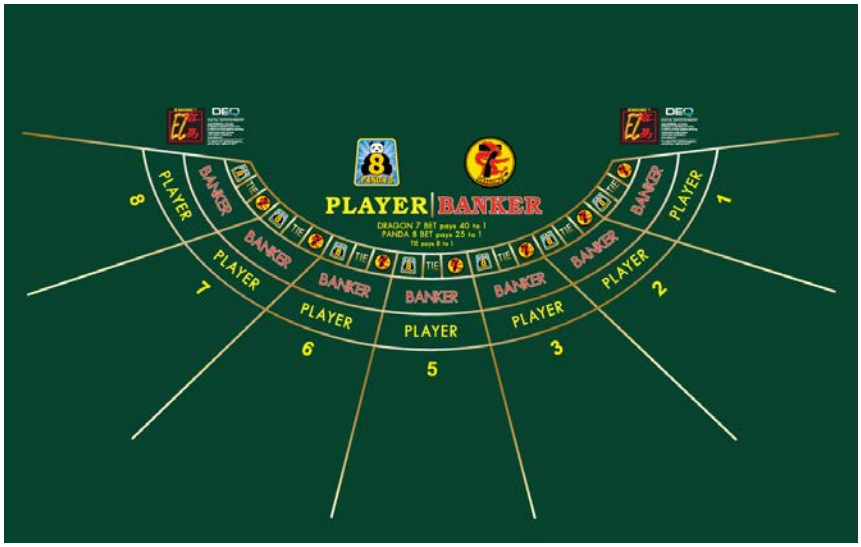
14	$25- $1,000	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	
15	$100- $2,000	$5 - $500	$5.00	$0.00
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 - $4,000	$50.00	
		$4,001 +	$75.00	

Table Layout



Equipment Used

EZ BACCARAT

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.

101 Casino

Mini Pai Gow

Rules of Play

The game shall be played using a standard 52-card deck and one joker for a total of 53 cards. The joker may be used as an ace or to complete a straight, flush, or straight flush hand. Cards may be dealt using either an automated shuffling machine or by the house dealer manually shuffling the cards. The game shall be played on a standard Mini Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated position, there shall be three separate betting spaces specifically designated for the Mini Pai Gow game wager, the Double-down Mini Pai Gow wager, and the Mini Pai Gow Aces Bonus Bet. Each betting space on the table has a minimum and maximum amount that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice is one, nine, or seventeen, 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 the following order: the Mini Pai Gow game wagers, any double-down wagers placed, and the Mini Pai Gow Aces Bonus Bets placed. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Object of the Game and Card/Hand Rankings

The object of the game is for each player to form two hands with the highest ranking possible for both hands; a five-card hand and a one-card hand, which ranks higher than the player-dealer's five-card hand and one-card hand, according to the rankings shown below.

The rank of each card used in Mini Pai Gow, in order of highest to lowest rank, shall be: joker, ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The joker may be used as an ace or to complete a straight, flush, or straight flush hand. When used as an ace, the joker is considered the highest possible ranking ace. All suits shall be considered equal in rank. The one-card hand shall be ranked according to the card rankings listed above. The five-card ranking of hands for Mini Pai Gow, in order from highest to lowest rank, shall be:

5-Card Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five cards of the same rank. A five of a kind is only possible with four cards of the same rank and a joker.

Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.
Four of a Kind	A hand that consists of four cards of the same rank.
Full House	A hand that consists of a three of a kind and a pair.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.
Three of a Kind	A hand that consists of three cards of the same rank.
Two Pairs	A hand that consists of two pairs.
One Pair	A hand that consists of two cards of the same rank.
High Card	A hand that consists of five cards that do not make any of the hands listed above.

Round of Play

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

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

- Place a Mini Pai Gow game wager which pays 1 to 1.
- If a player placed a Mini Pai Gow game wager, that player may place a wager on the Mini Pai Gow Aces Bonus Bet which pays according to the paytable, as shown below.

Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout the house dealer will complete the deal of eight piles of six cards face-down in front of the house dealer. When dealing manually the eight piles of six cards, the house dealer shall deal one card at a time in front of himself/herself until there are eight cards, starting from left to right, face-down. Once there are eight cards laid out face-down, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two face-down cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has six face-down cards. The remaining five cards shall be placed in the discard pile. The player-dealer then selects one of the eight piles. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed after the placement of the action button has been determined, as described above. Once the action button position is determined, the house dealer shall distribute the eight piles of cards, starting with the pile that has the action button, and continuing clockwise around the table. All eight 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 collected the piles distributed to seats without a wager and place them in the discard pile.

When dealing the eight piles of six cards using an automatic shuffler, the automatic shuffler deals eight piles of six cards each. The action button, which determines the first player to receive first action from the player-dealer, is placed on the first pile dealt by the automatic shuffler. Once the action button position is determined, the house dealer shall distribute the eight piles of six cards, starting with the pile that has the action button and continuing clockwise. All eight piles of six cards shall 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 collected the piles distributed to seats without a wager and place them in the discard pile. Each player shall set their hands by arranging the six cards into a one-card hand, which is placed face-down in front of the five-card hand, and a five-card hand, which is placed face-down behind the one-card hand. The five-card hand must rank higher than the one-card hand, according to the hand rankings, as shown above. At this time, each player is given an opportunity to double-down with a wager equal to their original Mini Pai Gow wager.

Once all players have set their hands, the house dealer will expose the player-dealer's hand and set it "House Way," as shown below. A player may also request the house dealer to set his/her hand according to the "House Way Chart" below.

House Way Chart	
Hand Dealt	**Logical Way Hand Setting**
No Pairs	Put the highest ranking card in the high hand, the second highest ranking card in the low hand, and the remaining cards in the high hand.
One Pair	Put the highest ranking non-paired card in the low hand, and the pair and the other odd cards in the high hand.
Two Pairs	Put the highest ranking non-paired card in the low hand and the other 5 cards in the high hand.
Three Pairs	Put the highest card in the front and the two lower pairs and odd card in the back.
Three of a Kind	Put the highest ranking card that is not the same rank as the three of a kind in the low hand, and put the other 5 cards in the high hand.
Straight	Put either the highest card in a 6 card straight or the card not included in the 5 card straight in the low hand, and put the other 5 cards in the high hand.
Flush	Put either the highest card in a 6 card flush or the odd-suited card in the low hand, and put the other 5 cards in the high hand.

Two Three of a Kinds	Break up the higher ranking three of a kind and place one of that value in the low hand, and place the other 5 cards in the high hand.
Four of a Kind	Put the highest card that is not one of the four of a kind in the low hand, and play the other 5 cards in the high hand.
Full-house or better	Play the full-house or better that allows the highest card to be put in the low hand.

How Wagers are Paid, Collected, and Pushed

Once each player has set their hands and the house dealer has set the player-dealer's hand, each player's hand shall be compared against the player-dealer's hand. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a push.

- The Mini Pai Gow game wager wins if the one-card hand and five-card hand held by the player ranks higher than the player-dealer's one-card hand and the five-card hand. The player-dealer shall pay all winning Mini Pai Gow game wagers 1 to 1.
- The Mini Pai Gow game wager loses if the one-card hand and the five-card hand held by the player ranks lower than the player-dealer's one-card hand and the five-card hand. The player-dealer shall collect all losing Mini Pai Gow game wagers.
- The Mini Pai Gow game wager shall push 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.
- If one hand is identical in rank to the player-dealer's hand, it is a copy hand. The player-dealer wins all copy hands.

Mini Pai Gow Player Options

Double-Down- After viewing their hand, players may double-down by placing a wager equal to their original Mini Pai Gow wager in the separate betting space specifically designated for the double-down wager. If the dealer qualifies for the double-down wager with a minimum hand of a pair of fives or higher, the player's double-down wager pays 1 to 1; otherwise, the double-down wager is a push. If the double-down wager is a push the double-down wager will be returned to the player prior to opening the player's hand.

Mini Pai Gow Aces Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Mini Pai Gow Aces Bonus Bet wager. A player may only place a Mini Pai Gow Aces Bonus Bet wager if they have also placed a Mini Pai Gow game wager prior to the initial deal.
- Seated players as well as backline bettors are eligible to place a Mini Pai Gow Aces Bonus Bet.
- The Mini Pai Gow Aces Bonus Bet takes into account the first six cards dealt as a player's hand. In the event that the first six cards dealt to a player that placed a Mini Pai Gow Aces Bonus Bet wager is a pre-determined and designated qualifying hand, as described below, the Mini Pai Gow Aces Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the pay table, as shown below. Any other combination of the first six cards dealt, other than the hands described below, shall lose. There is no opportunity for the Mini Pai Gow Aces Bonus Bet wager to push, it may only win or lose.
- The joker may be used as an ace or to complete a straight, flush, or straight flush hand, but not a Royal Flush.
- The Mini Pai Gow Aces Bonus Bet wager remains in action regardless of whether the player's Mini Pai Gow game wager wins, loses, or is a push.
- **The player-dealer shall pay all qualifying Mini Pai Gow Aces Bonus Bet wagers and shall collect all Mini Pai Gow Aces Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- Qualifying Mini Pai Gow Aces Bonus Bet wagers shall be paid according to the table, as shown below.

Hand Dealt	Mini Pai Gow Aces Bonus Bet
5 Aces	2,500 to 1
Royal Flush (w/ no joker)	1000 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Full House	15 to 1
Flush	5 to 1
Three Pairs	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Two Pairs	1 to 1
8 High	50 to 1

Mini Pai Gow

California Game

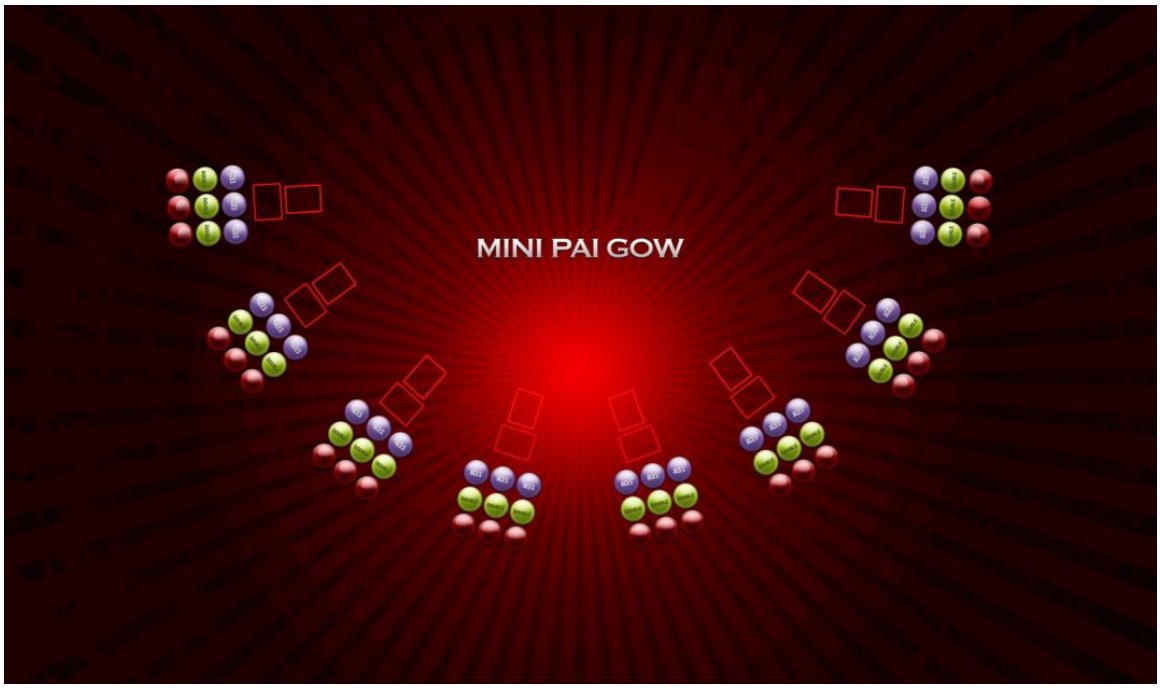
The game of Mini Pai Gow utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or 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.

Collection Fees

For **schedule option 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Mini Pai Gow game wagers and Mini Pai Gow Aces Bonus wagers placed, referred to as "Total Table Action." There shall be no collection taken from the player for placing a base game wager or bonus bet. The Mini Pai Gow Aces Bonus wager may be less than, equal to, or greater than the Mini Pai Gow game wager, but must fall within the table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer while the players set their hands but prior to hands being compared and wagers being settled. 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. The approved collection fees and schedule for the game of Mini Pai Gow are as shown below:

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
1	$5 - $1,000	N/A	$5 - $100	$1.00
			$101 - $300	$2.00
			$301 - $500	$4.00
			$501 - $700	$6.00
			$701+	$8.00
2	$5 - $1,000	N/A	$5 - $100	$1.00
			$101 - $300	$3.00
			$301 - $500	$5.00
			$501 - $700	$7.00
			$701+	$10.00
3	$5 - $1,000	N/A	$5 - $100	$1.00
			$101 - $300	$2.00
			$301 - $600	$5.00
			$601 - $1,000	$8.00
			$1,001+	$15.00

Table Layout



ULTIMATE WAR
The 101 Casino

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.

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 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.

ULTIMATE WAR
The 101 Casino

- 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	P
Banker Wins with 5 before War	40:1
Banker Wins with 5 after War	120:1

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
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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. There shall be no collection fee taken from any players for placing any wagers. 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. The approved collection fees and schedules for the game of Ultimate War are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
1	$5 - $1,000	$5 - $300	$0	$1
		$301 - $600	$0	$3
		$601 - $1,000	$0	$6
		$1,001 - $2000	$0	$10
		$2001 +	$0	$20
2	$25 – $1,000	$5 - $300	$0	$1
		$301 - $600	$0	$3
		$601 - $1,000	$0	$6
		$1,001 - $2,000	$0	$10
		$2,001 +	$0	$20
3	$100 - $1,000	$5 - $300	$0	$1
		$301 - $600	$0	$3
		$601 - $1,000	$0	$6
		$1,001 - $2,000	$0	$10
		$2,001 +	$0	$20

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4	$5 - $1,000	$5 - $300	$0	$2
		$301 - $600	$0	$5
		$601 - $1,000	$0	$9
		$1,001 - $2,000	$0	$15
		$2,001 +	$0	$25
5	$25 - $1,000	$5 - $300	$0	$2
		$301 - $600	$0	$5
		$601 - $1,000	$0	$9
		$1,001 - $2,000	$0	$15
		$2,001 +	$0	$25
6	$100 - $1,000	$5 - $300	$0	$2
		$301 - $600	$0	$5
		$601 - $1,000	$0	$9
		$1,001 - $2,000	$0	$15
		$2,001 +	$0	$25
7	$5 - $1,000	$5 - $300	$0	$3
		$301 - $600	$0	$6
		$601 - $1,000	$0	$12
		$1,001 - $2,000	$0	$20
		$2,001 +	$0	$30
8	$25 - $1,000	$5 - $300	$0	$3
		$301 - $600	$0	$6
		$601 - $1,000	$0	$12
		$1,001 - $2,000	$0	$20
		$2,001 +	$0	$30
9	$100 - $1,000	$5 - $300	$0	$3
		$301 - $600	$0	$6
		$601 - $1,000	$0	$12
		$1,001 - $2,000	$0	$20
		$2,001 +	$0	$30
10	$5 - $1,000	$5 - $200	$0	$2
		$201 - $500	$0	$5
		$501 - $1,000	$0	$15
		$1,001 - $2,000	$0	$25
		$2,001 +	$0	$35

11	$25 - $1,000	$5 - $200	$0	$2
		$201 - $500	$0	$5
		$501 - $1,000	$0	$15
		$1,001 - $2,000	$0	$25
		$2,001 +	$0	$35
12	$100 - $1,000	$5 - $200	$0	$2
		$201 - $500	$0	$5
		$501 - $1,000	$0	$15
		$1,001 - $2,000	$0	$25
		$2,001 +	$0	$35
13	$5 - $1,000	$5 - $500	$0	$5
		$501 - $1,000	$0	$15
		$1,001 - $2,000	$0	$25
		$2,001 - $4,000	$0	$50
		$4,001 +	$0	$75
14	$25 - $1,000	$5 - $500	$0	$5
		$501 - $1,000	$0	$15
		$1,001 - $2,000	$0	$25
		$2,001 - $4,000	$0	$50
		$4,001 +	$0	$75
15	$100 - $1,000	$5 - $500	$0	$5
		$501 - $1,000	$0	$15
		$1,001 - $2,000	$0	$25
		$2,001 - $4,000	$0	$50
		$4,001 +	$0	$75

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.

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.

Qualifying Hands	
	2:1
B	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 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	

The 101 Casino
BLACKJACK X MAGIC 7

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 -2
5. 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 3:2
    - 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.
- 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 forfeit half their wager when surrendering.
    - Players may only surrender prior to taking a hit.
    - The Player may not 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.

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.
- 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	Payout
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

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.
- 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 pays 40:1 (instead of 10:1) if a player has a pair and the player-dealer has a natural.

Magic Sevens Blackjack-Style Bonus Bet

Magic Sevens features a side bet that allows the player to bet that they will be dealt a specific set of cards on their hand in addition to what the player-dealer hand is dealt as well. The quantity and type of card in the player's hand and the player-dealer's hand will determine the odds paid out to the player.

Magic Sevens Blackjack-Style Bonus Bet

- The game can be played on any blackjack-style game that has six or eight decks and uses a continuous shuffle machine.
- In addition to the base bet, the player has the option to make a "Magic Sevens" bonus bet.
- A player must place a base bet in order to make a "Magic Sevens" bonus bet.
- Seated players as well as backline bettors may place a Magic Sevens Bonus wager.
- The player-dealer shall pay all winning Magic Sevens 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.
- The Magic Sevens bonus bet remains in action whether or not the player busts or has a wining hand.
- The Player-dealer position is responsible for paying all winning Magic Sevens bets and collecting all losing Magic Sevens bets. All wagers are paid to the extent that money covers.

- The payoff for the Magic Sevens bonus bet will pay odds according to the cards in the player's initial two-card hand and player-dealer's initial up-card. Players will be paid out according to the chart below:

Hand	Payout
Three Red Sevens	100 to 1
Three Sevens	40 to 1
Two Red Sevens	25 to 1
Two Sevens	5 to 1
One Red Seven	1 to 1
One Seven	1 to 1

California Game

The game of Blackjack X Magic 7 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.

Collection Rates

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

For schedule options 1 through 3, the collection fees shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action. There is no collection fee taken when a player places any wager or 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 Buster Blackjack Bonus Bet wagers may be less than or equal to, but may not exceed the game 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. The bonus bet wager cannot exceed the base game wager and must be within a minimum of $5 and a maximum of $100, in $5 increments, and must be wagered. There is no additional collection fee taken for placing a Bonus bet. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. 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 Magic 7 are as shown below:

The 101 Casino
Blackjack X Magic 7

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	

The 101 Casino
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
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 it 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.
- Player 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.

- 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 offered 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.

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	Payout
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

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 pays 40:1 (instead of 10:1) 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.

Collection Rates

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

For schedule options 1 through 9, 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 any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places a 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:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	
5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	

8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	

Cal Quick Draw Poker

Type of Game
The game of Cal Quick Draw Poker utilizes a player-dealer position and is a California game. The position shall be offered continuously and systematically 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 for a player to assemble the best five-card poker hand competing against the player-dealer position.

Description of the Deck and Number of Decks Used
The game is played with one 53-card deck of playing cards, consisting of a standard 52-card deck of playing cards with one joker added. The joker is fully wild, and may either act as any card not already in the hand, or it can be combined with four cards of the same rank to make five of a kind, the highest ranking hand.

Card Values and Hand Rankings
The rank of the cards used in Cal Quick Draw Poker, 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. All suits shall be considered equal in rank.

The ranking of hands for Cal Quick Draw Poker in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of four cards of the same rank and a joker. Four Aces and a joker is the highest ranked Five of a Kind and four 2's and a joker is the lowest ranked Five of a Kind.
Royal Flush (no joker)	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit without a joker.
Royal Flush (with joker)	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.

High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to five players including a player-dealer position. Within each betting area for each seated player, there shall be two separate betting areas specifically designated for two separate wagers; the Play wager, and the Quick Draw Bonus Bet wager. 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 Play wagers, and then all Quick Draw 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 Play wager which pays 1 to 1 if the player's hand beats or copies the player-dealer's hand; the Play wager also pays an additional pay out according to the pay table below if the player's final hand is at least a straight, regardless if it beats the player-dealer's hand;

Play Wager	
Qualifying Hand	**Payout**
Royal Flush (no Joker)	100 to 1
Five of a Kind	50 to 1
Royal Flush (with Joker)	25 to 1
Straight Flush	10 to 1
Four of a Kind	4 to 1
Full House	2 to 1
Flush	1 to 1
Straight	1 to 1

- The Quick Draw Bonus Bet wager which pays according to the pay table below.

Once all wagers are placed, 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 the cards in stacks of five. The house dealer shall deliver the first stack of cards dispensed by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in-turn, to each of the other players, including the player-dealer, moving clockwise around the table.

After the dealing procedures above have been completed, each player shall examine his or her cards. After each player has examined his/her cards, they will decide which cards, between 0-5, they would like to discard. The players will place the cards they wish to discard in a designated, marked area face down.

Cal Quick Draw Poker

Once all players have placed their desired cards in the discard spot, the replacement cards for each player will be dealt in stacks manually by the house dealer, beginning with the player to the player-dealer's left and moving clockwise around the table. For example, if seat 2 discards 3 cards, he/she will receive the next 3 cards from the deck. If seat 3 discards 4 cards, he/she will receive the next 4 cards and so on.

One replacement card will be exchanged for each discarded card. Replacement cards will be dealt face down, in stacks, and will not be allowed to be viewed or touched by the player until the round of play has concluded.

After all players have received his/her replacement cards, the player-dealer will then receive two additional cards, known as “Draw Cards”, to complete their hand. The house dealer will then expose the player-dealer’s hand and make the best 5 card hand out of the original 5 cards dealt in addition to the 2 Draw Cards.

After the player-dealer’s hand is completed, the house dealer shall, beginning with the player to left of the player-dealer position and moving clockwise around the table, expose each of the player’s hands. The house dealer shall then resolve each hand by examining each player’s cards, and comparing them with the player-dealer’s hand.

How Each Wager Wins, Loses, or Pushes

Once all players’ hands are revealed 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 Play wagers when the hand dealt to a player copies or beats the player-dealer’s hand, and then pay according to the table above for any player hand which makes a straight or better.
- The player-dealer shall collect all losing Play wagers when the hand dealt to a player does not copy or beat the player-dealer’s hand, and then pay according to the table above for any player hand which makes a straight or better.
- The player-dealer shall pay all winning Quick Draw Bonus Bet wagers when the 5 cards dealt to the player qualify according to the pay table shown below.
- The player-dealer shall collect all losing Quick Draw Bonus Bet wagers when the 5 cards dealt to the player do not qualify according to the pay table shown below.

Quick Draw Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Quick Draw Bonus Bet wager. A player may place a Quick Draw Bonus Bet wager regardless if he/she has also placed a Play wager prior to the initial deal. The Quick Draw Bonus Bet only considers the first 5 cards dealt. If a player receives additional cards, they will not be disqualified but they will not be eligible for the Quick Draw Bonus Bet.

- The player-dealer shall pay all winning Quick Draw Bonus Bet wagers when the 5 cards dealt to the player qualify according to the pay table below.
- The player-dealer shall collect all losing Quick Draw Bonus Bet wagers when the initial 5 cards dealt to the player do not qualify for pay out according to the pay table below.
- The Quick Draw Bonus Bet wager will be paid and collected at the end of the round of play and after the base game bets have been settled.
- Backline betting is permitted on the Quick Draw Bonus Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Quick Draw Bonus Bet and any collection fees that may be taken.
- All winning Quick Draw Bonus Bet wagers shall be paid according to the 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.

Cal Quick Draw Poker

Quick Draw Bonus Bet	
Qualifying Hand	**Pay table #1**
Royal Flush (no Joker)	500 to 1
Five of a Kind	100 to 1
Royal Flush (with Joker)	50 to 1
Straight Flush	30 to 1
Four of a Kind	15 to 1
Full House	8 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	2 to 1

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 reserves the right to: (1) review the lawfulness of the game of Cal Quick Draw Poker; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Cal Quick Draw Poker to be unlawful; (3) require gambling establishments to cease and desist offering the game of Cal Quick Draw 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.

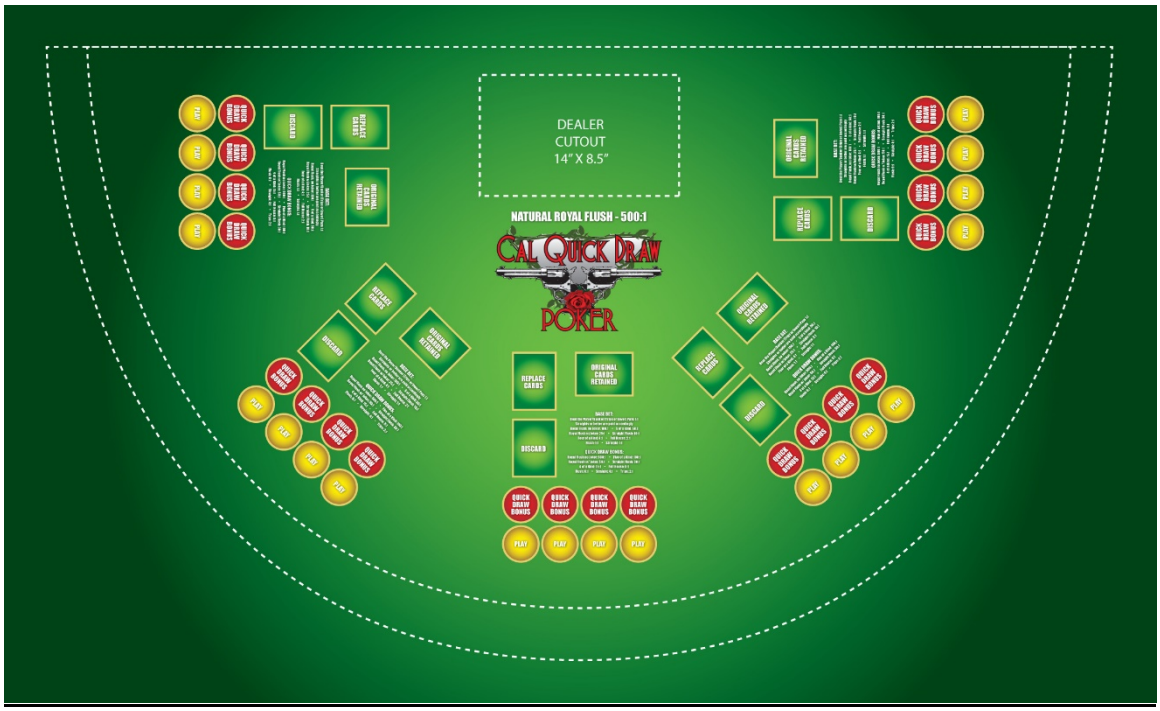
For **schedule options 1 through 4,** a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and Quick Draw Bonus Bet wagers. There shall be no fee taken from a player for placing a Play wager or Quick Draw Bonus Bet wager. The Quick Draw Bonus Bet wager may be less than, equal to, or greater than the Play wager so long as it is within the wagering limits listed at the table. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The total table action does not include the player-dealer's wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial five card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Cal Quick Draw Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $10,000	$5 - $50	$1	$0
		$51 - $100	$2	
		$101 - $200	$3	
		$201 - $400	$5	
		$401+	$8	
2	$25 - $10,000	$25 - $200	$3	$0
		$201 - $400	$5	
		$401 - $600	$8	
		$601 - $800	$12	
		$801+	$16	
3	$100 - $10,000	$100 - $600	$8	$0
		$601 - $800	$12	
		$801 - $1,000	$16	
		$1,001 - $1,500	$20	
		$1,501+	$25	

Cal Quick Draw Poker

4	$500 - $10,000	$500 - $1,000	$16	$0
		$1,001 - $1,500	$20	
		$1,501 - $2,000	$25	
		$2,001 - $3,000	$30	
		$3,001	$40	

Table Layout



Big O

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker. Cards used to play Big O shall be dealt from a single deck automatic card shuffling device, cut, and then manually dealt by the house dealer.

Card Values and Hand Rankings

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

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

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

Big O

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

Description of Table Used and Total Number of Seated Positions

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

Action and Distribution of Cards

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

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

Dealing Procedures and Round of Play

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

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

Big O

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

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

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

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

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

Big O

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

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

How The Pot Is Awarded

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

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

Big O

Collection Fee Schedule

For **schedule option 1 - 12,** the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, a collection fee shall not be taken. The appropriate fees are dependent on the number of players as shown. 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 Big O are as shown below:

Schedule Options	Table Limit	Number of Players	Player Fee
1	$4-$8	7 or more	$5.00
2	$4-$8	5 or 6	$4.00
3	$4-$8	4 or less	$3.00
4	$8-$16	7 or more	$5.00
5	$8-$16	5 or 6	$4.00
6	$8-$16	4 or less	$3.00
7	$15-$30	7 or more	$5.00
8	$15-$30	5 or 6	$4.00
9	$15-$30	4 or less	$3.00
10	$5-$100	7 or more	$5.00
11	$5-$100	5 or 6	$4.00
12	$5-$100	4 or less	$3.00

THE 101 CASINO

BLACKJACK X with BUSTER BLACKJACK BONUS BET v1.2

Type of Game

The game of Blackjack X with Buster Blackjack Bonus Bet v1.2 utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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 and Summary 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 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 and this is considered a loss. 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 unless the dealer also has 31 which will result in a tie.

Description of the Deck and Number of Decks Used

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.

Card Values and Hand Ranking

1. All cards have face value
2. Face cards have a value of 10 unless paired with an Ace on the first two cards then the value is 20
3. Ace have a value of 1 or 11
4. *Natural 31
5. **"Blackjack X"
6. Hard 31
7. A hand totaling a 21 - 2
8. A hand totaling a 22 – 30

* 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 and King suited.

Description of Tables Used and Total Number of Seated Positions

The game shall be played on a standard Blackjack table which shall accommodate up to 7 seated positions.

Dealing Procedures and Round of Play

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 offered 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 player's cards to the player-dealers cards 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 person occupying the player-dealer position.

Rules for the player-dealer:

- Player-dealer hits on soft seventeen and below.
- Player-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.

How Winners are Determined and Paid

Once the player-dealer's hand has been revealed, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both Natural 31s, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a Natural 31 and the player-dealer's hand total is more than a Natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack X game wagers.
- If the player-dealer makes a hand totaling 22-30; players who have wagers on the buster bet will be paid according to the chart below.

Player Options

Odds

- A Natural 31 will be paid 3:2
- 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.

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 a natural and play out their original wager.
- Insurance wager is compared against the player-dealers after the initial wager.

<u>Buster Bonus Bet</u>

- 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	Payout
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

Collection Rates 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.

For **schedule options 1 through 9**, the collection shall be taken per hand from the player-dealer position based on the total aggregate amount of all wagers placed. There is no collection taken when a player places any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager. The collection 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 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 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 and schedules for the game of Blackjack X are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	

		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	

		$301 - $600	$7.50	
		$601 +	$10.50	

THE 101 CASINO

BLACKJACK X with BUSTER BLACKJACK and Jack Magic BONUS BET

Type of Game

The game of Blackjack X with Buster Blackjack and Jack Magic utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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 and Summary 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 and this is considered a loss. 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 unless the dealer also has 31 which will result in a tie.

Description of the Deck and Number of Decks Used

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.

Card Values and Hand Ranking

1. All cards have face value
2. Face cards have a value of 10 unless paired with an Ace on the first two cards then the value is 20
3. Ace have a value of 1 or 11
4. *Natural 31
5. **"Blackjack X"
6. Hard 31
7. A hand totaling a 2-21
8. A hand totaling a 22-30

* 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 and King suited.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Blackjack table which shall accommodate up to 7 seated positions.

Dealing Procedures and Round of Play

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 offered 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.

Rules for the player-dealer:

- Player-dealer hits on soft seventeen and below.
- Player-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.

<u>How Winners are Determined and Paid</u>

Once the player-dealer's hand has been revealed, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both Natural 31, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a Natural 31 and the player-dealer's hand total is more than a Natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack X game wagers.
- If the player-dealer makes a hand totaling 22-30; players who have wagers on the buster bet will be paid according to the chart below.

- If a player wagers on the Jack Magic bonus and receive any Jacks on their hand or player-dealers hand then they will be paid according to the chart below.

Player Options

Odds

- A Natural 31 will be paid 3:2
- 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.

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.

Bonus Bet

Buster 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	Payout
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

Jack Magic Bonus Bet

Jack Magic features a bonus bet on the player that they will be dealt a specific set of cards on their hand in addition to what the player-dealer hand is dealt as well. The quantity and type of card in the player's hand and the player-dealer's hand will determine the odds paid out to the player.

- A player must place a base bet in order to make a Jack Magic bonus wager.
- The player-dealer shall pay all winning Jack Magic bonus wagers and shall collect all losing Jack Magic bonus wagers. Once the player-dealer wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- The Jack Magic bonus wager remains in action whether or not the player bust or has a winning hand.
- The player-dealer position is responsible for paying all winning Jack Magic bonus wagers and collecting all losing Jack Magic bonus wagers. All wagers are paid to the extent that money covers.
- The payoff for the Jack Magic bonus wagers will pay odds according to the cards in the player's initial two-card hand and player-dealer's initial up-card. Jack of Spades and

Jack of Hearts are one-eyed. Jack of Diamond and Jack of Clubs are Two-eyed. Players will be paid out according to the chart below:

Hand	Payout
Three One-Eyed Jacks	300 to 1
Three Jacks	100 to 1
Two One-Eyed Jacks	40 to 1
Two Jacks	10 to 1
One One-Eyed Jack	3 to 1
One Jacks	1 to 1

Collection Rates 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.

For **schedule options 1 through 9**, the collection shall be taken per hand from the player-dealer position based on the total table action. There is no collection taken when a player places any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager. The collection 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 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 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 and schedules for the game of Blackjack X are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	

		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	

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Standards of play:

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

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

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

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

1. For ante wagers on the word “Ante”;

2. For blind wagers on the word “Blind”;

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

4. For play wagers on the word “Play.”

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold’em shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold’em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

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

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

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

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

Ranking of Hands:

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

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

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

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

a.	1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	3 cards of the same value.
d.	Straight	5 cards of any suit in sequence. An ace may be counted as high or low.
e.	Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	4 cards of the same value.
h.	Straight Flush	5 cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

<u>Betting scheme:</u>

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

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

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

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

b. An equal wager in the “Ante” and “Blind” circles <u>and</u> a “Trips Bonus Wager.”

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

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

<u>Dealing procedures:</u>

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

    a. Call “No more bets”; and then

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

2. All cards shall be dealt face down.

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

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

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

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

4. When an automatic shuffler is used the cards shall be dealt as follows:

    a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by

    b. 2 cards to the player/dealer; followed by

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

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

Round of Play

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

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

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

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

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

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

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

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

    c. Place the cards in the discard rack.

7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.

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

When the player/dealer does not qualify:

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

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

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

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

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

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

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:

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

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

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

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

11. A player's hand shall:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Ultimate Texas Hold'em Paytable

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

Collection Rates

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

For **schedule options 1 through 3**, a collection fee will 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 prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection	Player Collection
1	$5 - $300	$5 - $50	$1	$0
		$51 - $100	$2	
		$101 - $200	$3	
		$201 - $300	$6	
		$301+	$9	
2	$25- $1000	$25 - $200	$3	$0
		$201 - $400	$6	
		$401 - $600	$12	
		$601 - $800	$15	
		$801+	$20	
3	$100 - $2000	$100 - $400	$6	$0
		$401 - $800	$15	
		$801 - $1200	$20	
		$1201 - $1600	$25	
		$1601+	$30	

Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.

Face-Up Chinese Poker

Type of Game

The players of Chinese Poker play against each other for the entire stack of chips that each player has on the table, referred to as table stakes. Each player's entire stack of chips shall be eligible to be won or lost during each round of play. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form three hands, also referred to as "segments;" a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. Each player's back hand must rank higher than their middle and front hands, their middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Description of the Deck and Number of Decks Used

Chinese Poker is played with one standard 52-card deck which does not include a joker.

Card Values and Hand Rankings

The rank of each card used in Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a straight. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

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

One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Hand Dealt	Hand Requirements
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. Except as noted in the clean sweep section.
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, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Straights and Flushes are not considered in the three card hand

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to five seated positions. However, in a five-handed game, only four players will receive a hand and will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the four hands chooses not to participate during that round of play. When five players are seated at the table, only the player that has both the action button and the dealer button, and the three players clockwise around the table from that player, shall receive cards. Also, if there are only two players at the table, they will have the option of playing two hands each. However, if both players do not agree to play two hands, each player will only receive one hand. The settling of hands will follow the same guidelines below. If a player does play two hands, their hands will only be compared to the other player's.

Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. At the beginning of each round, each player shall be required to have a minimum of nine points worth of chips in their stack.

Dealing Procedures and Round of Play

After each player has placed their wager, the action button and the dealer button shall be placed. When first opening a game, the player to the left of the house dealer shall receive both the action button and the dealer button. Once a player has received both buttons, the house dealer shall complete the dealing procedures as described below.

Face-Up Chinese Poker

The casino dealer deals cards one at a time, face-up, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards. The active player to the left of the dealer button must then place his initial cards face-up in either the top, middle, or bottom segments with no more than three cards in the top segment. The initial five cards can be split up between the three segments. This process continues clockwise until all active players have placed their initial five cards in their respective segments. The casino dealer will then deal one card face-down to the active player to the left of the dealer button. That player must place the card face-up in either the top, middle or bottom segment of their hand. Once the card lays face-up on the table in any of the segments, it will be set and cannot be altered. This process continues clockwise to each active player until all active players have 13 cards face-up with three cards in the top segment and five cards in both the middle and bottom segments.

Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand. A player may bet no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money once the hand is dealt. In between hands however, a play is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy in. In addition, players may not remove any chips from their table stakes in between hands.

Dealer Button

The game shall utilize a flat white disk with the words dealer button on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play.

Action Button

The game shall also utilize a disk with the words action button on it to visually designate which player received first action on their wager. It also signifies that the player with this button is in position #1 and shall begin the comparison of his/her hands against all other players at the table, according to the settling of hands described below. The other players in clockwise rotation represent position #2, position #3, and position #4.

When a new game is opened, the player to the left of the house dealer shall receive both the action button and the dealer button. Both buttons shall stay with the same player at all times and shall rotate clockwise to the next player after each round of play. Wagers shall be settled according to the rules below.

<u>How Winners are Determined and Paid</u>

Once each player has set their three hands, all three segments of a player's hand shall be compared to the next player's three segments, in the following order:

- The player in position #1 shall compare their hands against the position to their left, which is position #2.
- The player in position #1 shall compare their hands against the position to the left of the position #2, which is the position #3.
- The player in position #1 shall compare their hands against the position to the left of the position #3, which is the position #4.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #3.

- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to the left of the position #3, which is the position #4.
- The player in the position #3, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #4.

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a foul hand, that player must pay a penalty to each player. The penalty shall be three points to each player for each segment. No matter which segment has been fouled, the whole hand will be considered fouled and the penalty will be nine points. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System, or if there is a Clean Sweep hand. However, the player with the foul hand is not eligible for bonus points according to the Bonus System or if they have a Clean Sweep.

When comparing each player's segments, each player shall be paid according to the point system, as described below.

Point System

The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push) and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System or Clean Sweep rules, as shown below. All of these shall be offered together at all times that this game is being played.

Bonus System

Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Pair of Sixes (6s)	1 point	N/A	N/A
Pair of Sevens (7s)	2 points	N/A	N/A
Pair of Eights (8s)	3 points	N/A	N/A
Pair of Nines (9s)	4 points	N/A	N/A
Pair of Tens (10s)	5 points	N/A	N/A
Pair of Jacks (Js)	6 points	N/A	N/A
Pair of Queens (Qs)	7 points	N/A	N/A

Pair of Kings (Ks)	8 points	N/A	N/A
Pair of Aces (As)	9 points	N/A	N/A
Three of a Kind (2s)	10 points	N/A	N/A
Three of a Kind (3s)	11 points	N/A	N/A
Three of a Kind (4s)	12 points	N/A	N/A
Three of a Kind (5s)	13 points	N/A	N/A
Three of a Kind (6s)	14 points	N/A	N/A
Three of a Kind (7s)	15 points	N/A	N/A
Three of a Kind (8s)	16 points	N/A	N/A
Three of a Kind (9s)	17 points	N/A	N/A
Three of a Kind (10s)	18 points	N/A	N/A
Three of a Kind (Js)	19 points	N/A	N/A
Three of a Kind (Qs)	20 points	N/A	N/A
Three of a Kind (Ks)	21 points	N/A	N/A
Three of a Kind (As)	22 points	N/A	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 points	6 points
Four of a Kind	N/A	20 points	10 points
Straight Flush	N/A	30 points	15 points
Royal Flush	N/A	50 points	25 points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Players need not win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall still be paid the bonus.
- Bonus Hand values are always additional points.
- Fouled Hands will not be paid the bonus.

Example: if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and ten points for the four of a kind in the back for a total of twelve points.

Clean Sweep

A Clean Sweep, also referred to as a Natural occurs when all thirteen cards dealt to a player make a qualifying hand, as shown below. Clean Sweep hands have a special ranking and automatically win. A Clean Sweep hand must be declared after the player has received their cards but prior to the segments being compared. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a Clean Sweep hand, all 13 cards are considered. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the Clean Sweep hands ranked from highest to lowest:

Clean Sweep Hands	
Hand Dealt	**Point Value**
Super Dragon Ace (low) through king, One suit	26

Face-Up Chinese Poker

Dragon Ace (low) through king, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

Clean sweep hands with the same value are pushed. Clean sweep hands with a higher value will be paid the full amount of the winning value. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the Clean Sweep hand has been paid, all hands will be compared according to the rules above.

When a player declares a Clean Sweep hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The Clean Sweep hand will be viewed first on the showdown and the player collects its value first. If more than one player has a Clean Sweep hand the higher ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If two Clean Sweep hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players.

Fantasy Land

Fantasy Land gets triggered if a player gets a pair of Queens (Qs) or better, as their front hand segment without fouling. On the next hand, that player receives all 13 cards dealt face down right from the deal. The player must then place those 13 cards optimally into their 3 hands before the cards are dealt to the remaining players. To stay in Fantasy Land a player must make a straight flush or quads on the bottom hand, a full house or better in the middle or trips on top. If a player stays in Fantasy Land they must make a verbal announcement to the other players in the game.

Collection Procedure

For **schedule options 1 through 8**, a collection fee is taken per player, per 40 minute down, based on the table limit. The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e., in a $5.00 limit game each point would have a money value of $5.00. Players who enter the game prior to the 20 minute mark of the 40 minute down will be charged the posted collection rate for that down. Players who enter the game after the 20 minute mark of the 40 minute down will be charged half the posted collection rate for that down. 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. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Face-Up Chinese Poker

Schedule Options	Table Limit	Player Fee (per 40 minute down)
1	$1	$10
2	$5	$10
3	$10	$12
4	$20	$12
5	$30	$15
6	$40	$15
7	$50	$18
8	$100	$18

THE 101 CASINO

BLACKJACK X with BUSTER BLACKJACK BONUS BET v1.1

Type of Game

The game of Blackjack X with Buster Blackjack Bonus Bet v1.1 utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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 and Summary 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 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 and this is considered a loss. 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 unless the dealer also has 31 then it would result in a tie.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Blackjack table which shall accommodate up to 7 seated positions.

Description of the Deck and Number of Decks Used

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.

Card Values and Hand Ranking

1. All cards have face value.
2. Face cards have a value of 10 unless paired with an Ace on the first two cards then the value is 20
3. Ace have a value of 1 or 11
4. *Natural 31
5. **"Blackjack X"
6. Hard 31
7. A hand totaling a 21 - 2
8. A hand totaling a 22 – 30

* 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 and King suited.

Dealing Procedures and Round of Play

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 player-dealer, the first card face up and the second card face down.
    a. At this point, if the player-dealer's up card is an Ace, the player will be offered the option to take insurance.
    b. In the event the player-dealer is dealt a "Natural 31," 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's cards to the player-dealers cards 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.

Rules for the player-dealer:

- Player-dealer hits on soft seventeen and below.
- Player-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.

<u>How Winners are Determined and Paid</u>

Once the player-dealer's hand has been revealed, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both Natural 31, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a Natural 31 and the player-dealer's hand total is more than a Natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack X game wagers.
- If the player-dealer makes a hand totaling 22-30; players who have wagers on the buster bet will be paid according to the chart below.

Player 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 shall 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.

Double Down

- The player may receive only one hit card after doubling down.
- The player may only double down on 10 and 11.
- 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 shall not double down after the split.

Surrender

- The player shall not surrender

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.

Buster 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	Payout
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

Collection Rates 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.

For **schedule options 1 through 9**, the collection shall be taken per hand from the player-dealer position based on the aggregate amount of all wager placed. There is no collection taken when a player places any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager. The collection 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 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 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 and schedules for the game of Blackjack X are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	

5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	

THE 101 CASINO

BLACKJACK X with BUSTER BLACKJACK BONUS BET v1.3

Type of Game

The game of Blackjack X with Buster Blackjack Bonus Bet v1.3 utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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 and Summary 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 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 and this is considered a loss. 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 unless the dealer also has 31 which will result in a tie.

Description of the Deck and Number of Decks Used

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 spades will have an "X" stamped on the card.

Card Values and Hand Ranking

1. All cards have face value
2. Face cards have a value of 10 unless paired with an ace on the first two cards then the value is 20
3. Ace have a value of 1 or 11
4. *Natural 31
5. **"Blackjack X"
6. Hard 31
7. A hand totaling a 21 - 2
8. A hand totaling a 22 – 30

* 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 and king suited.

Description of Tables Used and Total Number of Seated Positions

The game shall be played on a standard Blackjack table which shall generally accommodate up to 10 seated positions.

Dealing Procedures and Round of Play

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 offered 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 player's cards to the player-dealers cards 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 person occupying the player-dealer position.

Rules for the player-dealer:

- Player-dealer hits on soft seventeen and below.
- Player-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.

How Winners are Determined and Paid

Once the player-dealer's hand has been revealed, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both Natural 31s, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a Natural 31 and the player-dealer's hand total is more than a Natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack X game wagers.
- If the player-dealer makes a hand totaling 22-30; players who have wagers on the Buster Bet will be paid according to the chart below.

Player Options

Odds

- A Natural 31 will be paid 3:2
- 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.

Double Down

- The player may <u>only</u> double down on 10 and 11.
- The player may receive only one hit card after Doubling Down.
- 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 <u>not</u> double down after the split.

Surrender

- The player may <u>not</u> surrender.

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 a natural and play out their original wager.
- Insurance wager is compared against the player-dealers after the initial wager.

<u>Buster Bonus Bet</u>

- 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 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.
- The Buster Blackjack Bonus Bet 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 shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Buster Blackjack Bonus Bet shall be collected in rotation to the extent of the money in action. There is no opportunity for the Buster Blackjack

Bonus Bet 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 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 and shall collect all losing Buster Blackjack Bonus Bet. 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 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	Payout
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

Collection Rates 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 Blackjack X Buster Bet v1.3; (2) notify all law enforcement agencies and gambling establishments if further review determines that Blackjack X Buster Bet v1.3 is unlawful; (3) require gambling establishments to cease and desist offering Blackjack X Buster Bet v1.3, 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 9**, the collection shall be taken per hand from the player-dealer position based on the total aggregate amount of all wagers placed. There is no collection taken when a player places any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet. The collection 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 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 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 and schedules for the game of Blackjack X are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	

5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	

Face-Up Pineapple Chinese Poker

Type of Game

The players of Face-Up Pineapple Chinese Poker play against each other for the entire stack of chips that each player has on the table, referred to as table stakes. Each player's entire stack of chips shall be eligible to be won or lost during each round of play. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form three hands, also referred to as "segments;" a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. Each player's back hand must rank higher than their middle and front hands, their middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Description of the Deck and Number of Decks Used

Face-Up Pineapple Chinese Poker is played with one standard 52-card deck which does not include a joker.

Card Values and Hand Rankings

The rank of each card used in Face-Up Pineapple Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a straight. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.

Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Hand Dealt	Hand Requirements
Three of a Kind	A hand that consists of three cards of the same rank. Three aces are the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind. Except as noted in the clean sweep section.
One Pair	A hand that consists of two cards of the same rank. Two aces are 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, queen, jack and 9 are the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Straights and Flushes are not considered in the three card hand

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to four seated positions. However, in a four-handed game, only three players will receive a hand and will be actively playing. The fourth player will become eligible during the next round of play when the action button and dealer button rotates. The fourth player may also be eligible to participate provided that one of the three hands chooses not to participate during that round of play. When four players are seated at the table, only the player that has both the action button and the dealer button, and the two players clockwise around the table from that player, shall receive cards. The settling of hands will follow the same guidelines below. If a player does play two hands, their hands will only be compared to the other player's.

Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. At the beginning of each round, each player shall be required to have a minimum of nine points worth of chips in their stack.

Dealing Procedures and Round of Play

After each player has determined table stakes, the action button and the dealer button shall be placed. When first opening a game, the player to the left of the house dealer shall receive both the action button and the dealer button. Once a player has received

both buttons, the house dealer shall complete the dealing procedures as described below.

The casino dealer deals cards one at a time, face-down, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards. The active player to the left of the dealer button must then place his initial cards face-up in either the top, middle, or bottom segments with no more than three cards in the top segment. The initial five cards can be split up between any of the three segments. This process continues clockwise until all active players have placed their initial five cards in their respective segments. The casino dealer will then deal three cards face down, to the active player to the left of the dealer button. That player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered. This process continues clockwise to each active player until all active players have 13 cards face-up with three cards in the top segment and five cards in both the middle and bottom segments.

Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand. A player may bet no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money once the hand is dealt. In between hands however, a player is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy in. In addition, players may not remove any chips from their table stakes in between hands.

Dealer Button
The game shall utilize a flat white disk with the words dealer button on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play.

Action Button
The game shall also utilize a disk with the words action button on it to visually designate which player received first action on their wager. It also signifies that the player with this button is in position #1 and shall begin the comparison of his/her hands against all other players at the table, according to the settling of hands described above. The other players in clockwise rotation represent position #2, and position #3.

When a new game is opened, the player to the left of the house dealer shall receive both the action button and the dealer button. Both buttons shall stay with the same player at all times and shall rotate clockwise to the next player after each round of play. Wagers shall be settled according to the rules below.

<u>How Winners are Determined and Paid</u>
Once each player has set their three hands, all three segments of a player's hand shall be compared to the next player's three segments, in the following order:

- The player in position #1 shall compare their hands against the position to their left, which is position #2.

- The player in position #1 shall compare their hands against the position to the left of the position #2, which is the position #3.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #3.

When comparing each player's segments, each player shall be paid according to the point system, as described below.

Foul Hand
A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a foul hand, that player must pay a penalty to each player. The penalty shall be one point to each player for each segment, plus the Scoop Bonus, which is an additional three points. No matter which segment has been fouled, the whole hand will be considered fouled. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System, or if there is a Clean Sweep hand. However, the player with the foul hand is not eligible for bonus points according to the Bonus System or if they have a Clean Sweep.

Point System
The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push), and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System or Clean Sweep rules, as shown below. All of these shall be offered together at all times that this game is being played.

Bonus System
Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Pair of Sixes (6s)	1 point	N/A	N/A
Pair of Sevens (7s)	2 points	N/A	N/A
Pair of Eights (8s)	3 points	N/A	N/A
Pair of Nines (9s)	4 points	N/A	N/A
Pair of Tens (10s)	5 points	N/A	N/A
Pair of Jacks (Js)	6 points	N/A	N/A
Pair of Queens (Qs)	7 points	N/A	N/A
Pair of Kings (Ks)	8 points	N/A	N/A

Pair of Aces (As)	9 points	N/A	N/A
Three of a Kind (2s)	10 points	2 points	N/A
Three of a Kind (3s)	11 points	2 points	N/A
Three of a Kind (4s)	12 points	2 points	N/A
Three of a Kind (5s)	13 points	2 points	N/A
Three of a Kind (6s)	14 points	2 points	N/A
Three of a Kind (7s)	15 points	2 points	N/A
Three of a Kind (8s)	16 points	2 points	N/A
Three of a Kind (9s)	17 points	2 points	N/A
Three of a Kind (10s)	18 points	2 points	N/A
Three of a Kind (Js)	19 points	2 points	N/A
Three of a Kind (Qs)	20 points	2 points	N/A
Three of a Kind (Ks)	21 points	2 points	N/A
Three of a Kind (As)	22 points	2 points	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 Points	6 points
Four of a Kind	N/A	20 Points	10 Points
Straight Flush	N/A	30 Points	15 Points
Royal Flush	N/A	50 points	25 points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Players need not win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall still be paid the bonus.
- Bonus Hand values are always additional points.
- Fouled Hands will not be paid the bonus.

Example: If a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and ten points for the four of a kind in the back for a total of twelve points.

Clean Sweep

A Clean Sweep, also referred to as a Natural occurs when all thirteen cards dealt to a player make a qualifying hand, as shown below. Clean Sweep hands have a special ranking and automatically win. A Clean Sweep hand must be declared after the player has received their cards but prior to the segments being compared. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a Clean Sweep hand, all 13 cards are considered. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the Clean Sweep hands ranked from highest to lowest:

Clean Sweep Hands	
Hand Dealt	**Point Value**
Super Dragon Ace (low) through king, One suit	26
Dragon Ace (low) through king, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

Clean sweep hands with the same values are pushed. Clean sweep hands with a higher value will be paid the full amount of the winning value. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the Clean Sweep hand has been paid, all hands will be compared according to the rules above.

When a player declares a Clean Sweep hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The Clean Sweep hand will be viewed first on the showdown and the player collects its value first. If more than one player has a Clean Sweep hand, the higher ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If two Clean Sweep hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players.

Fantasy Land

Fantasy Land gets triggered if a player gets a pair of Queens (Qs) or better, as their front hand segment without fouling. On the next hand, the player will receive fourteen cards with the initial five cards dealt out normal and the nine additional cards needed to complete the Fantasy Land hand will be dealt out once the other players have received their initial five cards. The player with the Fantasy Land Hand will then place thirteen out of the fourteen cards into the three segments and discard one before any of the other players place their initial five cards into their segments. To stay in Fantasy Land a player must make quads or better on the bottom segment, or quads or better in the middle segment, or trips on the top segment. If a player stays in Fantasy Land they must make a verbal announcement to the other players in the game.

Scoop Bonus

If a player wins all three segments, after the comparison of the hands, the winning player will receive a Scoop Bonus worth three points in addition to the one point won from each segment, for a total of six points plus any bonus points. The Scoop Bonus will be applied to all foul hands.

Face-Up Pineapple Chinese Poker

Collection Procedure:

For **schedule options 1 through 8**, a collection fee is taken per player, per 40 minute down, based on the table limit. The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e., in a $5.00 limit game each point would have a money value of $5.00. Players who enter the game prior to the 20 minute mark of the 40 minute down will be charged the posted collection rate for that down. Players who enter the game after the 20 minute mark of the 40 minute down will be charged half the posted collection rate for that down. 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. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Schedule Options	Table Limit	Player Fee (per 40 minute down)
1	$1	$10
2	$5	$10
3	$10	$12
4	$20	$12
5	$30	$15
6	$40	$15
7	$50	$18
8	$100	$18

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.

Pure 21.5 Blackjack (GEGA-000387); Pure 21.5 Blackjack 1.0 (GEGA-002964); 21st Century Blackjack (GEGA-000676); No Bust 21st Century Blackjack 5.2 (GEGA-002431); Cal Blackjack 2.0(GEGA-002026); Blackjack X Magic 7 (GEGA-003690)- For **schedule options 1 through 3**, a collection fee 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 is no collection fee taken when a player doubles-down, splits cards, surrenders their hand, places an insurance wager, or places any Bonus Bet wagers. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted

Schedule Option	Table Limit	Total Bet	Player/Dealer Collection Rate	Player Collection Rate
1	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	
2	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
3	$5 - $600 or $10 - $600 or $25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	

Blackjack X (GEGA-003057) - For **schedule options 1 through 9**, 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 any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places a 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

CA Games Collection Rates

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:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	
5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$605 +	$9.50	

8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$605 +	$10.00	
9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$605 +	$10.50	

Pai Gow Poker (GEGA-000678), Fortune Pai Gow Poker 1.1 (GEGA-002385) - For **schedule options 1 and 2**, a collection fee shall be taken per betting spot from the player-dealer. There shall also be a collection fee taken from each player for placing a base game wager per betting spot. No collection fee will be taken for bonus bets. For **schedule options 3 and 4**, a collection fee 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." A collection fee shall also be collected per hand from each player, regardless of what the player wagers. For **schedule options 5 through 17**, a collection fee 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 fee taken from the player. 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.

Schedule Option	Table Limit	Player/Dealer Collection Rate (per betting spot)	Player Collection Rate (per betting spot)
1	$10 - $100 per betting spot	$1.00	$1.00
2	$10 - $200 per betting spot	$1.00	$1.00

Schedule Option	Table Limit	Total Table Action	Player/Dealer Collection Rate	Player Collection Rate
3	$10 - $100 or $10 - $200 Per betting spot	$10 -$100	$1.00	$1.00
		$101 - $500	$2.00	
		$501 - $1,600	$4.00	
4	$10 - $100 or $10 - $200 or $10 - $1,600 or $10 - $5,000 Per betting spot	$10 -$100	$1.00	$1.00
		$101 - $500	$2.00	
		$501+	$4.00	

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Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
5	$5 - $100	$5 - $100	$3	$0
		$101 - $300	$5	
		$301 - $500	$7	
		$501 - $800	$10	
		$801+	$15	
6	$5 - $100	$5 - $100	$3	$0
		$101 - $400	$5	
		$401 - $800	$8	
		$801 - $1500	$15	
		$1501+	$25	
7	$5 - $100	$5 - $100	$2	$0
		$101 - $400	$5	
		$401 - $800	$10	
		$801 - $1500	$15	
		$1501+	$20	
8	$5 - $100	$5 - $100	$2	$0
		$101 - $500	$5	
		$501 - $1000	$10	
		$1001 - $2000	$15	
		$2001+	$25	
9	$5 - $100	$5 - $100	$4	$0
		$101 - $500	$7	
		$501 - $1000	$12	
		$1001 - $2000	$20	
		$2001+	$30	
10	$10 - $100	$10 - $100	$2	$0
		$101 - $400	$4	
		$401 - $1000	$8	
		$1001 - $1500	$20	
		$1501+	$25	
11	$10 - $100	$10 - $100	$3	$0
		$101 - $400	$5	
		$401 - $800	$8	
		$801 - $1500	$15	
		$1501+	$25	
12	$10 - $100	$10 - $100	$2	$0
		$101 - $400	$5	
		$401 - $800	$10	
		$801 - $1500	$15	
		$1501	$20	
13	$10 - $100	$10 - $100	$2	$0
		$101 - $500	$5	
		$501 - $1000	$10	
		$1001 - $2000	$15	
		$2001+	$25	

14	$10 - $100	$10 - $100	$4	$0
		$101 - $500	$7	
		$501 - $1000	$12	
		$1001 - $2000	$20	
		$2001+	$30	
15	$100 - $1000	$100 - $500	$5	$0
		$501 - $1000	$10	
		$1001 - $2000	$20	
		$2001 - $2500	$25	
		$2501+	$30	
16	$100 - $1000	$100 - $500	$3	$0
		$501 - $1000	$8	
		$1001 - $2000	$15	
		$2001 - $2500	$20	
		$2501+	$25	
17	$100 - $1000	$100 - $500	$5	$0
		$501 - $1000	$10	
		$1001 - $1500	$15	
		$1501 - $2000	$20	
		$2001+	$25	

Pai Gow Poker with Triple Bonus Bets (GEGA-004160) The schedule below identifies all the fees collected for 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 additional collection fee on the Ultimate Push, Happy Pai Gow and the Double Luck Bonus bet. For **schedule options 7 through 28**, 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 Pai Gow Poker with Triple Bonus Bets are as shown below:

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

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4	$10 - $1,000	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	
5	$25 - $1,000	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	
6	$100- $1,000	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
7	$10 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
8	$25 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
9	$100- $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
10	$10 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
11	$25 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
12	$100- $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	

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13	$10 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
14	$25 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
15	$100- $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
16	$5 - $100	$5 - $100	$3	$0
		$101 - $300	$5	
		$301 - $500	$7	
		$501 - $800	$10	
		$801+	$15	
17	$5 - $100	$5 - $100	$3	$0
		$101 - $400	$5	
		$401 - $800	$8	
		$801 - $1500	$15	
		$1501+	$25	
18	$5 - $100	$5 - $100	$2	$0
		$101 - $400	$5	
		$401 - $800	$10	
		$801 - $1500	$15	
		$1501+	$20	
19	$5 - $100	$5 - $100	$2	$0
		$101 - $500	$5	
		$501 - $1000	$10	
		$1001 - $2000	$15	
		$2001+	$25	
20	$5 - $100	$5 - $100	$4	$0
		$101 - $500	$7	
		$501 - $1000	$12	
		$1001 - $2000	$20	
		$2001+	$30	
21	$10 - $100	$10 - $100	$2	$0
		$101 - $400	$4	
		$401 - $1000	$8	
		$1001 - $1500	$20	
		$1501+	$25	
22	$10 - $100	$10 - $100	$3	$0
		$101 - $400	$5	
		$401 - $800	$8	
		$801 - $1500	$15	
		$1501+	$25	

23	$10 - $100	$10 - $100	$2	$0
		$101 - $400	$5	
		$401 - $800	$10	
		$801 - $1500	$15	
		$1501	$20	
24	$10 - $100	$10 - $100	$2	$0
		$101 - $500	$5	
		$501 - $1000	$10	
		$1001 - $2000	$15	
		$2001+	$25	
25	$10 - $100	$10 - $100	$4	$0
		$101 - $500	$7	
		$501 - $1000	$12	
		$1001 - $2000	$20	
		$2001+	$30	
26	$100 - $1000	$100 - $500	$5	$0
		$501 - $1000	$10	
		$1001 - $2000	$20	
		$2001 - $2500	$25	
		$2501+	$30	
27	$100 - $1000	$100 - $500	$3	$0
		$501 - $1000	$8	
		$1001 - $2000	$15	
		$2001 - $2500	$20	
		$2501+	$25	
28	$100 - $1000	$100 - $500	$5	$0
		$501 - $1000	$10	
		$1001 - $1500	$15	
		$1501 - $2000	$20	
		$2001+	$25	

Three Card Texas Hold'em (GEGA-2029) - For **schedule option 1**, a collection fee 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 also be a collection fee taken from each player for placing a base game wager per betting spot. No collection fee will be taken from the players for bonus bets. For **schedule options 2 and 3**, a collection fee 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 fee taken from a player for any game wagers and/or bonus bet wagers. 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.

Schedule Option	Table Limit	Total Table Action	Player/Dealer Collection Rate	Player Collection Rate
1	$5 -$600	$5 - $51	$0.50	$0.50
		$51 - $100	$1.00	$1.00
		$101 +	$1.00	$2.00

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Schedule Option	Table Limit	Total Bet	Player/Dealer Collection Rate	Player Collection Rate
2	$5 - $600	$5 -$50	$0.50	$0.00
		$51 - $100	$1.00	
		$101 - $200	$3.00	
		$201 - $300	$6.00	
		$301 +	$8.00	
3	$5 - $600	$5 -$100	$1.00	$0.00
		$101 - $300	$3.00	
		$301 - $500	$6.00	
		$501 +	$8.00	

Three Card Poker 6 Card Bonus (GEGA-001195) - For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the table including the Ante, 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 fee taken from players when placing a wager on the Ante, Play, Pair Plus, and/or the 6 Card Bonus. **The Pair Plus wager must be a minimum of $5 but no more than a maximum of $200 in order to qualify for the Pair Plus payout.**

Schedule Option	Table Limit	Pair Plus Wager	Player Wagers	Player-Dealer Fee	Player Fee
1	$5 - $600	$5 - $200	$5 - $100	$1.00	$0
			$101 - $300	$3.00	
			$301 - $500	$6.00	
			$501 +	$8.00	
2	$5 - $600	$5 - $200	$5 - $100	$1.50	$0
			$101 - $300	$3.50	
			$301 - $500	$6.50	
			$501 - $1,000	$8.50	
			$1,001 +	$10.50	
3	$5 - $600	$5 - $200	$5 - $100	$1.50	$0
			$101 - $300	$4.50	
			$301 - $500	$7.50	
			$501 - $1,000	$9.50	
			$1,001 +	$11.50	

21st Century Baccarat 8.0 (GEGA-002602); Commission-Free Baccarat (GEGA-002840) EZ Baccarat Panda 8 (GEGA-003547) - For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, and any bonus bets at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, or any bonus bets. The collection fees shall be collected 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 bonus bet wagers may be less than, equal to, or greater than the game wager but must be a minimum of $5 and a maximum of $500.

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Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee
1	$5- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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- $1,000	$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- $2,000	$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- $1,000	$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- $1,000	$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- $2,000	$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	

Two Card Peek (GEGA-003048) - For **schedule options 1 through 9**, the collection fees shall be taken per hand from the player-dealer position based on the sum of all wagers placed. There is no collection fee taken from the player for any wager. A player that has placed a Pick Row bet may place a wager on the Super Bet at a maximum of $1. A player that has placed a Pick Row bet may place a Peek Bonus at a maximum of $50. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limits			Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
	(Pick Row and 2 Card Poker)	Peek Bonus	Super Bet			
1	$1- $100	$1 - $50	$1	$1 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	

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2	$5- $100	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
3	$5 - $200	$5 - $50	$1	$5 - $50	$0.50	$0
				$51 - $100	$1	
				$101 - $150	$2	
				$151 - $200	$3	
				$201 +	$5	
4	$5 - $200	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
5	$5 - $500	$5 - $50	$1	$5 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
6	$10 - $500	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
7	$10 - $1,000	$10 - $50	$1	$10 - $100	$1	$0
				$101 - $200	$2	
				$201 - $300	$3	
				$301 - $600	$5	
				$601 +	$8	
8	$25 - $1,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,000 +	$15	
9	$25 - $2,000	$25 - $50	$1	$25 - $100	$1	$0
				$101 - $300	$2	
				$301 - $600	$6	
				$601 - $1,000	$10	
				$1,000 +	$15	

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Party Craps (GEGA-004251) A collection fee is taken when the wager is initially placed, prior to each flip of the cards. The player pays a per hand initial collection fee when placing a wager. The player-dealer pays a per-hand collection fee based on which sections have wagers on them and the total amount wagered, per section. The player-dealer position is charged according to two collection fee schedules, as shown below.

Player-Dealer Collection:
An initial collection fee is taken on bets when initially placed, a bet that pushes may remain with out being charged an additional collection.
In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The initial collection fee is taken for wagers placed in the following betting sections: Pass Line, Don't Pass Line, Come Bet, and Don't Come Bets only. There is no fee for placing odds behind an established Pass Line, Don't Pass Line, Come Bet, and Don't Come Bet.

Initial Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	$5 - $300 (A,B)	$10 - $200	$1
		$201 +	$3
2	$10 - $300 (A, B)	$10 - $200	$1
		$201 +	$3

Player Dealer Additional Collection Fee:
The additional collection fee is only taken on bets that are initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The additional collection fee is taken for the following betting sections: Big 6, Big 8, Field Bets, Hard Ways, Any 7, Any Craps, C bets, E bets, Horn Bets, and Hop Bets.

Additional Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	$5 - $300 (A, B)	$1 - $100	$1
		$101 +	$3
2	$10 - $300 (A, B)	$1 - $100	$1
		$101 +	$3

Player Collection Fee:
The player pays a collection fee when placing a wager on the Place, Lay or Buy Betting sections. A winning wager along with the payout is returned to the player and an additional collection will be taken if re-bet. If the game closes and a collection fee was taken for a wager that neither won nor lost, the player will not receive a collection fee refund. If a collection was taken for a wager that neither won nor lost and the player-dealer/position moves to another player, then the wager may remain without being charged an additional collection; however, if the player removes the wager they will not receive a free collection.

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Schedule Options	Table Limits	Player Wager (per spot)	Player Collection
1	$5 - $300 (A, B)	$10 - $100	$1
2	$10 - $300 (A, B)	$10 - $100	$1

Cal Quick Draw Poker (GEGA-004282) - For **schedule options 1 through 4,** a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and Quick Draw Bonus Bet wagers. There shall be no fee taken from a player for placing a Play wager or Quick Draw Bonus Bet wager. The Quick Draw Bonus Bet wager may be less than, equal to, or greater than the Play wager so long as it is within the wagering limits listed at the table. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The total table action does not count the player-dealer's wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial five card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Cal Quick Draw Poker are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $10,000	$5 - $50	$1	$0
		$51 - $100	$2	
		$101 - $200	$3	
		$201 - $400	$5	
		$401+	$8	
2	$25 - $10,000	$25 - $200	$3	$0
		$201 - $400	$5	
		$401 - $600	$8	
		$601 - $800	$12	
		$801+	$16	
3	$100 - $10,000	$100 - $600	$8	$0
		$601 - $800	$12	
		$801 - $1,000	$16	
		$1,001 - $1,500	$20	
		$1,501+	$25	
4	$500 - $10,000	$500 - $1,000	$16	$0
		$1,001 - $1,500	$20	
		$1,501 - $2,000	$25	
		$2,001 - $3,000	$30	
		$3,001	$40	

CA Games Collection Rates

Ultimate Texas Hold'em (GEGA-004374) - For **schedule options 1 through 5**, a collection fee will 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 prior to cards being dealt, referred to as total action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection	Player Collection
1	$5 - $300	$5 - $50	$1	$0
		$51 - $100	$2	
		$101 - $200	$3	
		$201 - $300	$6	
		$301+	$9	
2	$5 - $300	$25 - $200	$3	$0
		$201 - $400	$6	
		$401 - $600	$12	
		$601 - $800	$15	
		$801+	$20	
3	$5 - $300	$100 - $400	$6	$0
		$401 - $800	$15	
		$801 - $1200	$20	
		$1201 - $1600	$25	
		$1601+	$30	
4	$5 - $300	$25 - $200	$3	$0
		$201 - $400	$6	
		$401 - $600	$12	
		$601 - $800	$15	
		$801+	$20	
5	$5 - $300	$100 - $400	$6	$0
		$401 - $800	$15	
		$801 - $1200	$20	
		$1201 - $1600	$25	
		$1601+	$30	

Blackjack X with Buster Blackjack v1.3 (GEGA-004521) - For **schedule options 1 through 9**, the collection shall be taken per hand from the player-dealer position based on the total aggregate amount of all wagers placed. There is no collection taken when a player places any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet. The collection 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 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 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 and schedules for the game of Blackjack X are as shown below:

CA Games Collection Rates

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
2	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
3	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$3.50	
		$201 - $300	$4.50	
		$301 - $600	$6.50	
		$601 +	$9.50	
4	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
5	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
6	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.00	
		$201 - $300	$5.00	
		$301 - $600	$7.00	
		$601 +	$10.00	
7	$5 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	
8	$10 - $600	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	

9	$25 - $3,000	$5 - $100	$1.50	$0.00
		$101 - $200	$4.50	
		$201 - $300	$5.50	
		$301 - $600	$7.50	
		$601 +	$10.50	

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 limit.
- The 101 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.

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 he/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. Ultimate 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, where no straight or flush or pair 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 for 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 additional collection fee on the Ultimate Push, Happy Pai Gow and the Double Luck Bonus bet. 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 Pai Gow Poker with Triple Bonus Bets 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 - $100	$10 - $100	$1.00	$1.00
		$101 - $200		
2	$10 - $200	$10 - $100	$1.00	$1.00
		$101 - $200		
3	$25 - $200	$10 - $100	$1.00	$1.00
		$101 - $200		
4	$10 - $1,000	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	
5	$25 - $1,000	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	
6	$100- $1,000	$10 - $100	$1.00	$2.00
		$101 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $400	$4.00	
		$401 - $1,000	$5.00	

Schedule Options	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
7	$10 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
8	$25 - $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	
9	$100- $1,000	$10 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $700	$5.00	
		$701+	$8.00	

Pai Gow Poker with Triple Bonus Bets

10	$10 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
11	$25 - $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
12	$100- $1,000	$10 - $300	$2.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$8.00	
		$2,001+	$12.00	
13	$10 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
14	$25 - $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	
15	$100- $1,000	$10 - $300	$1.00	$0.00
		$301 - $600	$3.00	
		$601 - $1,000	$6.00	
		$1,001 - $2,000	$10.00	
		$2,001+	$15.00	

Table Layout

Party Craps

The 101 Casino

Describe a "round of play"

Player Dealer is designated; dealer asks for bets; players place wagers; dealer announces no more bets and turns on the no more bet light, takes collection, deals two cards whose total determines the placement of the action tile and the Number needed for the Play of the game. The payout or collection of the wagers will begin at the section and seat where the Action Tile is placed. After a player banks twice the player dealer position will be offered to the next player in action.

Standards of Play

Players compete against the player dealer position by placing a wager. The standard rules of craps apply except that cards determine the number needed in the play of the game rather then dice.

1. Betting Areas

A. Pass Line Bet (Pays 1:1) - wins on 7 and 11 on the Come out, or when a point is repeated before a 7. The bet loses on 2, 3, or 12 on the come out, or when the 7 is drawn before the point is repeated. Pass Line bets remain until they win or lose no matter if the player dealer position rotates to another player. If a player is occupying the player dealer position in turn and has an established Pass Line wager that wins or loses, the wager will be returned and not compared against the player dealers wager; however the wagers will remain in the event push.

B. Don't Pass Line Bet (Pays 1:1) – wins on 2 or 3 on the come out and ties on a 12, or when the cards dealt total a 7 before the point is repeated. The bet loses if the come out is either a 7 or 11, or when the point is repeated before a 7.

C. Come Bet (Pays 1:1) – it has the same rules as the Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.

D. Don't Come Bet (Pays 1:1) – it has the same rules as the Don't Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.

E. Odds Bet – (Pays 4 or 10 2:1), 5 or 9 Pays 3:2, 6 or 8 Pays 6:5) These are additional bets made on an established Pass, Don't Pass, Come or Don't Come bets and may be taken down before the next draw.

F. Place to Win Bet Area – this is the bet that a 4, 5, 6, 8, 9, or 10 will be dealt before a 7 is dealt. Winning place bets are paid: 7:6 on numbers 6 & 8, 7:5 on numbers 5 & 9, and 9:5 on numbers 4 & 10.

G. Buy Bet – a bet that either 4, 5, 6, 8, 9, or 10 will be dealt before a 7. A buy bet button is placed on top of the bet (labeled "Buy") and placed in the corresponding spot on the craps table: "4, 5, six, 8, nine, or 10." A Fee for making these bets will be deducted from the payout. Buy bet are paid: 6:5 on numbers 6 & 8, 2:3 on numbers 5 & 9, and 2:1 on numbers 4 & 10.

H. Lay Bet - A lay bet is essentially the reverse of a buy bet. A lay bet is a bet that 7 will be dealt before 4, 5, 6, 8, 9, or 10. The lay button is placed on the top of the bet (labeled "LAY") and placed in the corresponding spot next to the number on the craps table: "4, 5, six, 8, nine, or 10". A Fee for making these bets will be deducted from the payout. Lay bet are paid: 5 to 6 on numbers 6 and 8, 2 to 3 on numbers 5 and 9, and 1 to 2 on numbers 4 and 10.

I. Buy & Lay bet fees – are deducted from payout. The break down is as follows $1 will be deducted when the winning amount is between $1 to $20; $2 will be deducted when the winning amount is between $21 to $40; $3 will be deducted when the winning amount is between $41 to $60; $4 will be deducted when the winning amount is between $61 to $80; $5 will be deducted when the winning amount is between $81 to $100.

J. Field Bets – these bets are for one deal only. If a 2, 3, 4, 9, 10, 11, 12 is dealt the player wins. If a 5, 6, 7, or 8 is dealt the player loses. Field Bets payoffs: 2 pays (2:1); 12 pays (3:1); and 3, 4, 9, 10, or 11 pays (1:1).

K. Big 6 Bet: wins on 6 loses on 7 pushes on any other number. Payoff 1:1.

L. Big 8 Bet: wins on 8 loses on 7 pushes on any other number. Payoff 1:1.

M. The following bets can be made if the player has an active wager on either of the following areas: Big 6 & 8, Field, Place, Lay, Buy, Pass Line, Don't Pass, Come, or Don't Come betting sections.

   a. Hard ways bet: the bet wins when a specific hard way 4, 6, 8, or 10 comes, loses on a 7 or the corresponding easy way, and pushes on everything else. Deuce-deuce pays (7:1); three-three pays (9:1); four-four pays (9:1); five-five pays (7:1).

   b. Any Seven: wins on 7 otherwise loses. Payoff 4:1.

   c. Any Craps: wins on 2, 3, or 12 otherwise it loses. Payoff 7:1.

   d. C Bet: wins on 2, 3, or 12 otherwise it loses. Payoff 7:1.

   e. Craps Two: wins on 2 otherwise it loses. Payoff 30:1.

f. Craps Twelve: wins on 12 otherwise it loses. Payoff 30:1.

g. Craps Three: wins on 3 otherwise it loses. Payoff 15:1.

h. Eleven: wins on 11 otherwise it loses. Payoff 15:1.

i. E Bet: wins on 11 otherwise loses. Payoff 15:1.

j. Horn Bet: bet the outcome of the next deal will either be a 2, 3, 11, or 12. The wager will be distributed equally amongst the four numbers in the horn: 2, 3, 11, and 12; however, the payoff is determined according to the number dealt. The other three bets are lost. This is a one-deal bet.

k. Hop Bet: a bet that the next deal will result in one particular combination, and is a one deal bet. The Hard Hop bets 2, 2; 3, 3; 4, 4; 5, 5 Payoff 30:1. The Easy way Hops are 1, 3; 1, 4; 2, 3; 4, 2; 1, 5; 1, 6; 2, 5; 3, 4; 5, 3; 6, 2; 5, 4; 6, 3; 6, 4; Payoff 15:1.

2. Bets that are either "On or Off" on the Come Out.

A. Place & Buy Bets are "Off" unless turned "On" (one 'on' all 'on')
B. Come Bets with Odds – Come Bet are always "On" however the Odds are "Off" unless turned "On." (one 'on' all 'on')
C. Lay Bets are "On" unless asked to be taken down.
D. Don't Come Bets with Odds – Don't Come Bets are "On" along with their Odds unless asked to be taken down.
E. The Hard Way Bets are always "On" unless asked to be taken down.

3. No bet tile

A. Once the dealer announces no more bets, the sign on the layout that reads "bets" is covered with a tile that signifies no more bets.

B. A light rope may be added that would turn on each time the "bets" sign is covered. If the light is used the players will not be able to place their hands in the tub while the light is on, when off the players may retrieve money or place new wagers (optional).

4. Player / Dealer tile

a. The Player Dealer tile, which designates the person who is occupying the Player Dealer position at the table, is double sided with a 1 on one side and a 2 on the other side.

b. The Player / Dealer position is determined at the start of the game, before any bets are made, the dealer will ask the player in first position if they would like to occupy the Player Dealer position. If no player is in position one then the dealer will continue to a position that is occupied to determine the Player / Dealer position for the game.
c. Once a player accepts, the Player / Dealer position a Tile is placed in front of the player. That player then pushes out the amount of money he/she chooses to use as their bank forward onto their position number. A player may only occupy the player/dealer position for two 'flips' of the cards. Once that has occurred, the player/dealer position will be offered to all seated players. Any established pass line or come bets will remain when the player/dealer position is rotated from one player to another.
d. The player/dealer will pay all wagers and will collect all losing 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.
e. The person in the Player / Dealer position may add or subtract money from the player dealer position between Hand One and Hand Two.
f. If a player that chooses to occupy the player dealer position has established wagers placed on the pass line or come bet from a prior deal, then the wagers will receive no action and will not count against their player dealer wager.

    i. Their wagers may remain if the total of the two cards does not have an affect on the wager.

    ii. Their wager may be returned if the total of the two cards do have an affect on the wager.

5. Action tile

A. A tile labeled "Action" is placed in the seat where the payoffs start. Its placement is determined by adding the total of the two cards, and then beginning from the left of the player dealer position count one and continue clockwise. If the seat is unoccupied then the dealer will move the Action tile to the next occupied space to the right and play resumes.

7. Determining the Number needed in the Game.

A. Total of Two cards determine the number needed in the play of the game**.**

Party Craps
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"Standard" 52-card deck or other type of card deck

A standard deck of playing cards is augmented by removing the 7's, 8's, 9's, 10's, Jacks, Queens and Kings. A deck consists of 4 – Aces, 4 – Deuces, 4 – Threes, 4 – Fours, 4 – Fives, and 4 – Sixes for a total of 24 cards. The game may be played with a minimum of one deck and a maximum of 18 decks of cards.

Dealing Procedures

1. Dealer asks the player in seat 1 if they would like to occupy the player / dealers position and then ask for bets.
2. Dealer will announce no more bets, turn on the rope light, and take collection.
3. The dealer will deal out two cards.
4. Dealer then resolved the wagers, turns off the no betting light and collects the cards and then again ask for, "bets please."
5. The dealer will turn over the player / dealer tile to the second side to show that the players that the person has one more opportunity to occupy the player / dealer position, before the dealer offers it to the next player.

Number of Players in the Game

Up to twelve players may play.

Description of how and when house fees are collected

A collection fee is taken when the wager is initially placed, prior to each flip of the cards. The player pays a per hand initial collection fee when placing a wager. The player-dealer pays a per-hand collection fee based on which sections have wagers on them and the total amount wagered, per section. The player-dealer position is charged according to two collection fee schedules, as shown below.

Player- Dealer Collection:
An initial collection fee is taken on bets when initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The initial collection fee is taken for wagers placed in the following betting sections: Pass Line, Don't Pass Line, Come Bet, and Don't Come Bets only. There is no fee for placing odds behind an established Pass Line, Don't Pass Line, Come Bet, and Don't Come Bet.

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Initial Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	$5 - $300 (A,B)	$10 - $200	$1
		$201 +	$3
2	$10 - $300 (A, B)	$10 - $200	$1
		$201 +	$3

Player Dealer Additional Collection Fee:
The additional collection fee is only taken on bets that are initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The additional collection fee is taken for the following betting sections: Big 6, Big 8, Field Bets, Hard Ways, Any 7, Any Craps, C bets, E bets, Horn Bets, and Hop Bets.

Additional Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	$5 - $300 (A, B)	$1 - $100	$1
		$101 +	$3
2	$10 - $300 (A, B)	$1 - $100	$1
		$101 +	$3

Player Collection Fee:
The player pays a collection fee when placing a wager on the Place, Lay or Buy Betting sections. A winning wager along with the payout is returned to the player and an additional collection will be taken if re-bet. If the game closes and a collection fee was taken for a wager that neither won nor lost, the player will not receive a collection fee refund. If a collection was taken for a wager that neither won nor lost and the player-dealer/position moves to another player, then the wager may remain without being charged an additional collection; however, if the player removes the wager they will not receive a free collection.

Schedule Options	Table Limits	Player Wager (per spot)	Player Collection
1	$5 - $300 (A, B)	$10 - $100	$1
2	$10 - $300 (A, B)	$10 - $100	$1

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Betting Limits

The following betting areas contain three betting spots: pass line, don't pass, come, don't come, field, big 6, big 8, place bets, lay bets, and buy bets.

The follow betting areas contain only one betting spot: e bets, c bets, any craps, any seven, horn, hop, and hard ways and the player must place a minimum of $5.

Table Limits	$5 to $300 (A)	$5 to $300 (B)	$10 to $300 (A)	$10 to $300 (B)
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Pass Line	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Don't Pass	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Come	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Don't Come	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Place (4, or 10)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Place (5, or 9)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Place (6, or 8)	$12 - $300	$12 - $300	$12 - $300	$12 - $300
Buy (4, or 10)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Buy (5, or 9)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Buy (6, or 8)	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Lay (4, or 10)	$20 - $300	$20 - $300	$20 - $300	$20 - $300
Lay (5, or 9)	$15 - $300	$15 - $300	$15 - $300	$15 - $300
Lay (6, or 8)	$12 - $300	$12 - $300	$12 - $300	$12 - $300
Field	$5 - $300	$5 - $300	$10 - $300	$10 - $300
Big 6	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Big 8	$10 - $300	$10 - $300	$10 - $300	$10 - $300
Hard Way 8	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hard Way 6	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hard Way 10	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hard Way 4	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Any 7	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Any Craps	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (6, 5)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (A, 2)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (A, A)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Horn (6, 6)	$1 - $25	$1 - $25	$1 - $25	$1 - $25
Hop 3, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 2, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 3, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 4, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 3, 3	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 4, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 3, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 6, 1	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 4, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 3	$1 - $25	$5 - $25	$1 - $25	$5 - $25

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Table Limits	$5 to $300 (A)	$5 to $300 (B)	$10 to $300 (A)	$10 to $300 (B)
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Hop 6, 2	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 6, 3	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 5, 5	$1 - $25	$5 - $25	$1 - $25	$5 - $25
Hop 6, 4	$1 - $25	$5 - $25	$1 - $25	$5 - $25
C bet	$1 - $25	$1 - $25	$1 - $25	$1 - $25
E bet	$1 - $25	$1 - $25	$1 - $25	$1 - $25

Betting scheme

The objective is to establish a “point’ and then remake it before making a 7. A Pass Line bet wins on 7 and 11, and loses on 2, 3,and 12. The point is established with a 4, 5, 6, 8, 9, or 10.

How winners determined and paid

The numerical total of the two cards will determine whether or not the Player wins, loses, or ties. The Action tile will determine where the payoffs begin. Order of comparison between the different betting areas and the Player Dealer position on the “Come Out” draw and the two cards are:

Party Craps
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Seven: Ace, 6

1. Hop Ace, 6
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 2, 5

1. Hop 2, 5
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 3, 4

1. Hop 3, 4
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Eleven: 6, 5

1. Horn (6, 5)
2. E bet
3. Pass Line
4. Field
5. Don't Pass
6. C bets
7. Any Craps
8. Hop
9. Horn (A, A; 6, 6; A, 2)
10. Any Seven

Two: Ace, Ace

1. Horn (A, A)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (6, 6; 6, 5; A, 2)
10. Any Seven

Three: Ace, 2

1. Horn (Ace, 2)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; 6, 6)
10. Any Seven.

Twelve: 6, 6

1. Horn (6, 6)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; A, 2)
10. Any Seven.

Four: Ace, 3

1. Hop Ace, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Hard 4
14. Any Seven

Party Craps
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Four: 2, 2

1. Hop 2, 2
2. Hard 4
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. E bets
10. C bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Five: Ace, 4

1. Hop A, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Five: 2, 3

1. Hop 2, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Six: Ace, 5

1. Hop A, 5
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 2, 4

1. Hop 2, 4
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 3, 3

1. Hop 3, 3
2. Hard 6
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Eight: 2, 6

1. Hop 2, 6
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

Party Craps
The 101 Casino

Eight: 3, 5

1. Hop 3, 5
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

Eight: 4, 4

1. Hop 4, 4
2. Hard 8
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Nine: 5, 4

1. Hop 5, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven
14

Nine: 3, 6

1. Hop 3, 6
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Ten: 6, 4

1. Hop 6, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Hard 10
14. Any Seven

Ten: 5, 5

1. Hop 5, 5
2. Hard 10
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. E bets
10. C bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Party Craps

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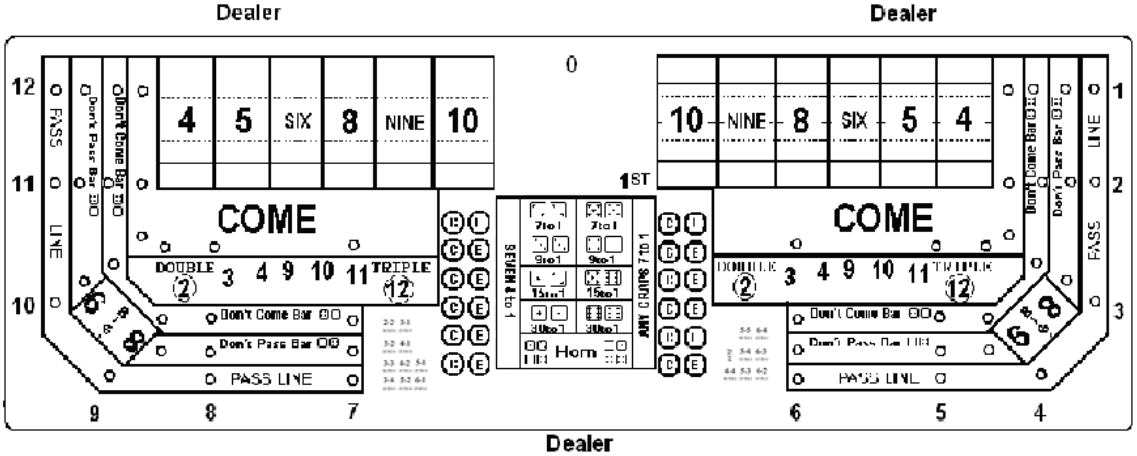
Describe the type of gaming table utilized for this game

The game may be played on a semi circle or square shaped table.



Other equipment used

1. Shuffling machine: used to shuffle cards.
2. ON/OFF Tile: determines whether the point is established and if the bet is working or not.
3. A Buy/Lay tile: used to describe a player wager who places one of these bets.
4. A Game Open/Game Closed tile: used to announce to players when the game is open.
5. Layout: a felt placed on top the table and used to describe the games playing surface.

Glossary of Terms

Aces: have a value of 1.
Collection: set fee charged by the house for each wager placed.
Come out: the first deal of the cards in a betting round is called the "come out".
Odds: an odd bet that is placed behind the original pass/come bet, don't pass/don't come.
On/Off pucks: used to mark the point.
Point: if a 4, 5, 6, 8, 9, or 10 is dealt on the come out, then this number becomes the "point".
Working bets: that can be resolved with the next deal are said to be working. Generally, place bets, buy/lay bets, and come odds bets do not work on the come-out unless you tell the dealers to make them work. All other bets (e.g., Hard way) work unless you call them "off" by telling the dealers you do not want them to work.