

Texas Hold'em

Type of Game

The players of Texas Hold'em 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 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 players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "board" cards. They may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The house dealer mixes the 52-card deck, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck.

Card Values and Hand Rankings

The rank of each card used in Texas Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands will rank, from highest to lowest, as follows:

Texas Hold'em Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. 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 comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but 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 comprised of five cards in consecutive ranking, but 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.

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Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised 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 will be played on a standard poker table, which will accommodate up to eight seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game will 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.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" will have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the small blind position and which player is in the big blind position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals the cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card will receive the flat white disk with the words dealer button.
 - b. If two or more players have the same high card, the player with the first dealt high card will receive the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button will receive the big blind button and will be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers will be placed in the designated wagering area, referred to as "the pot."

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5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have two cards face-down.
 - a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continuing clockwise around the table:
 - a. Place a wager equal to the amount of the big blind; or
 - b. Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise;" or
 - d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; and
 - e. The player in the big blind position may "check", meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn card."
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously.
 - a. This is referred to as "the flop."
 - b. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
11. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player; or
 - c. Call a wager, meaning to match the amount wagered by another player; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
13. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer will 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.
 - a. This is referred to as "the turn card."
 - b. This card will also become a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.

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16. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
18. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
 - a. This is referred to as "the river card."
 - b. This card will also become a community card and is shared by all players.
20. 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 wagering will occur.
21. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or
 - c. Check according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following will apply for determining which player wins the pot:

- The pot will 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 will lose.
- In the event that more than one player has the highest ranked hand, the pot will be split equally among all players with the winning hand.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

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Collection Rates Schedule

For **schedule options 1 through 2**, the collection shall be taken by the house dealer from the pot every 30 minutes. The appropriate fees are dependent on the table limit as shown below:

Schedule Options	Table Limit	Collection Fee
1	\$40-\$80	\$10
2	\$50-\$100	\$12

For **schedule option 3**, the collection shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players and the table limit as shown below:

Minimum of a \$3/\$6 Limit Game to

Maximum of a \$30/\$60 Limit Game

Schedule Option	Number of Players	Collection Fee
3	2-4	\$2
	5	\$4
	6	\$5
	7-8	\$6

Collection Procedures

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

Three Card Poker 6 Card Bonus

Type of Game

The game of Three Card Poker 6 Card Bonus is a California game and utilizes a player-dealer position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling 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 achieve a three card hand that beats the player-dealer's three card hand.

Description of the Deck and Number of Decks Used

Three Card Poker 6 Card Bonus shall be played with two alternating standard 52-card decks, with no jokers. Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler'). If the automated card shuffling device breaks, the house dealer will hand shuffle the cards.

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.

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

Card Values and Hand Rankings

The rank of each card used in Three Card Poker 6 Card Bonus when forming a three card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked Straight Flush and ace, 2 and 3 is the lowest ranked Straight Flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Straight	A hand that consists of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and ace, 2, 3 is the lowest ranked Straight.

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Flush	A hand that consists of three cards of the same suit, but 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 2s is the lowest ranked Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and jack is the highest ranked High Card hand and 5, 3, and 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Three Card Poker 6 Card Bonus shall be played on a standard table with up to eight seated positions for the players and the player-dealer. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The wagering areas shall be designated as follows:

- For the Ante Bet, the word “Ante”;
- For the Play Bet, the word “Play”;
- For the Pair Plus, the word(s) “Bonus” or “Pair Plus.”
- For the 6 Card Bonus, the words “6 Card Bonus.”

Dealing Procedures and Round of Play

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.

1. At the start of a game, players are offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is not permitted on any wagers.
4. At the beginning of each round of play, each player shall be required to place an Ante Bet. Each player will have the option to place a Play Bet, after inspecting their hand, which must be equal to the Ante Bet.
5. Each player who has placed the Ante Bet required above, shall also have the option to make an additional Pair Plus Bonus Bet and a 6 Card Bonus Bet.
 - a. The Pair Plus awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Payout Table below.
 - b. The 6 Card Bonus considers the three cards dealt to the player’s hand and the three cards dealt to the player-dealer’s hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer’s hand, to make the best possible five card poker hand. If the player’s hand qualifies for a payout, the player is paid by the player-dealer as listed in the 6 Card Bonus Pay Table below.
6. The house dealer shall wait for each player to place their Ante Bet as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus, or 6 Card Bonus Bets shall be made, increased, or withdrawn after the house dealer has announced “no more bets.”

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7. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing left to right, respectively represent the numbers of the player-dealer's third card. All seats are counted in the rotation with the exception of the player-dealer, even if the seat is unoccupied.
 - a. When determining where the action button will be placed, cards will hold the following values: ace is one, two through ten hold their face value, jack is eleven, queen is twelve, and king is thirteen. In the event the action button lands on an empty seat, the button will be passed clockwise to the next active player.
8. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
9. After the stacks have been delivered to each player, face-down, the player-dealer's third card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. After the dealing procedures above have been completed, each player shall examine his/her cards.
11. Each player who wagers in Three Card Poker 6 Card Bonus is 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.
12. After examination of the cards, each player shall have the option to either make a Play Bet in an amount equal to the player's Ante Bet or forfeit the Ante Bet and end his/her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus, but does not make a Play Bet, the player shall forfeit the wager, as well as the Ante Bet.
 - b. If a player has placed a 6 Card Bonus, the 6 Card Bonus is still eligible for a payout.
13. After each player has either placed a wager on the table in the Play Bet 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 except for players who have placed a 6 Card Bonus. The house dealer will place those player's cards under the 6 Card Bonus Bet.
14. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a minimum of queen-high.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the player-dealer does not qualify.
 - a. The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
 - b. The player-dealer will automatically pay each Ante bet, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
2. If the player-dealer's hand has a queen or better, the player-dealer's hand qualifies. The house dealer shall immediately stack each player's Play Bet atop the Ante bet. The

Three Card Poker 6 Card Bonus

house dealer shall then reveal the three-card hand of each active player, starting with the player with the action button.

- a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play bets.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play bets.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play bets shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
 4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus

The Pair Plus is an optional bonus bet for the Three Card Poker 6 Card Bonus where players are wagering that their hand will contain a pair or better. The rules are as follows:

- A player shall only place a Pair Plus Bonus Bet if they have also placed an Ante bet.
- Pair Plus Bonus Bets must be placed prior to the initial deal.
- The Pair Plus Bonus Bet only considers the three cards each player is dealt.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted payout table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus Bonus Bets.
- The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet shall be forfeited if the player folds their hand and does not place a Play wager.
- If the player-dealer does not qualify with a minimum of a queen-high, the Pair Plus Bonus Bet is still eligible for a payout.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on the Pair Plus Bonus Bet.
- Winning Pair Plus Bonus Bets pay as follows:

Pair Plus Payout

3-Card Hand	Payout
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

Three Card Poker 6 Card Bonus

6 Card Bonus

The 6 Card Bonus is an optional bonus bet for Three Card Poker 6 Card Bonus where players are wagering that their hand, combined with the player-dealer's hand, will have three of a kind or better. The rules are as follows:

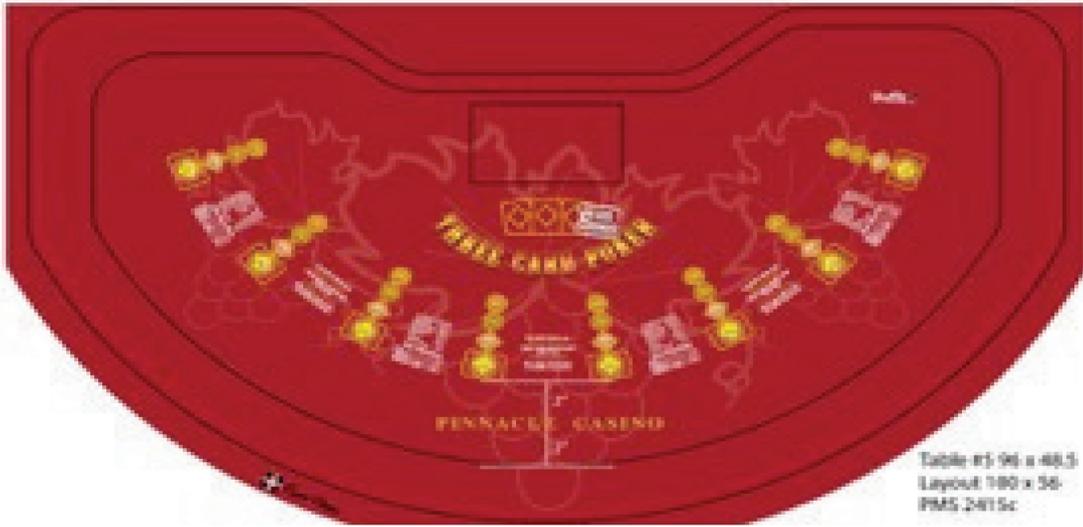
- A player shall only place a 6 Card Bonus Bet if they have also placed an Ante bet.
- 6 Card Bonus Bets must be placed prior to the initial deal.
- The 6 Card Bonus Bet considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted payout table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus Bets.
- The 6 Card Bonus may win or lose regardless of the outcome of the Ante bet.
- The 6 Card Bonus Bet shall not be forfeited if the player folds their hand and does not place a Play bet.
- If the player-dealer does not qualify with a minimum of a queen-high, the 6 Card Bonus Bet is still eligible for a payout.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on the 6 Card Bonus Bet.
- Winning 6 Card Bonus Bets pay as follows:

6 Card Bonus Payout

Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

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Table Layout



Three Card Poker 6 Card Bonus

Collection Rates Schedule

For **schedule options 1 through 6**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. The Total Table Action does not include any Play wagers placed after the cards are dealt. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets may be less than, equal to, or greater than the base game wagers, up to a maximum of \$100. The collection fees shall be taken after all ante wagers and bonus bets have been placed and before any cards are dealt.

Minimum Wagering Limit shall be be \$5

Maximum Wagering Limit shall be \$100

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$50	\$0.50	\$0
	\$51 - \$100	\$1	
	\$101 - \$300	\$2	
	\$301 - \$500	\$3	
	\$501 - \$1,600	\$5	
2	\$5 - \$100	\$0.50	\$0
	\$101 - \$300	\$1	
	\$301 - \$500	\$2	
	\$501 - \$1,000	\$5	
	\$1,001 - \$1,600	\$10	
3	\$5 - \$100	\$0.50	\$0
	\$101 - \$300	\$1	
	\$301 - \$500	\$3	
	\$501 - \$1,000	\$7	
	\$1,001 - \$1,600	\$10	

Minimum Wagering Limit shall be be \$5

Maximum Wagering Limit shall be \$500

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
4	\$5 - \$99	\$1	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$5	
	\$500 - \$799	\$8	
	\$800 +	\$12	
5	\$5 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$8	
	\$800 +	\$12	
6	\$5 - \$99	\$2	\$0
	\$100 - \$299	\$3	
	\$300 - \$499	\$6	
	\$500 - \$799	\$10	
	\$800 +	\$15	

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Collection Procedures

- 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.
- Pinnacle 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.

NO BUST 21st CENTURY BLACKJACK

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Existing issued patents

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

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
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

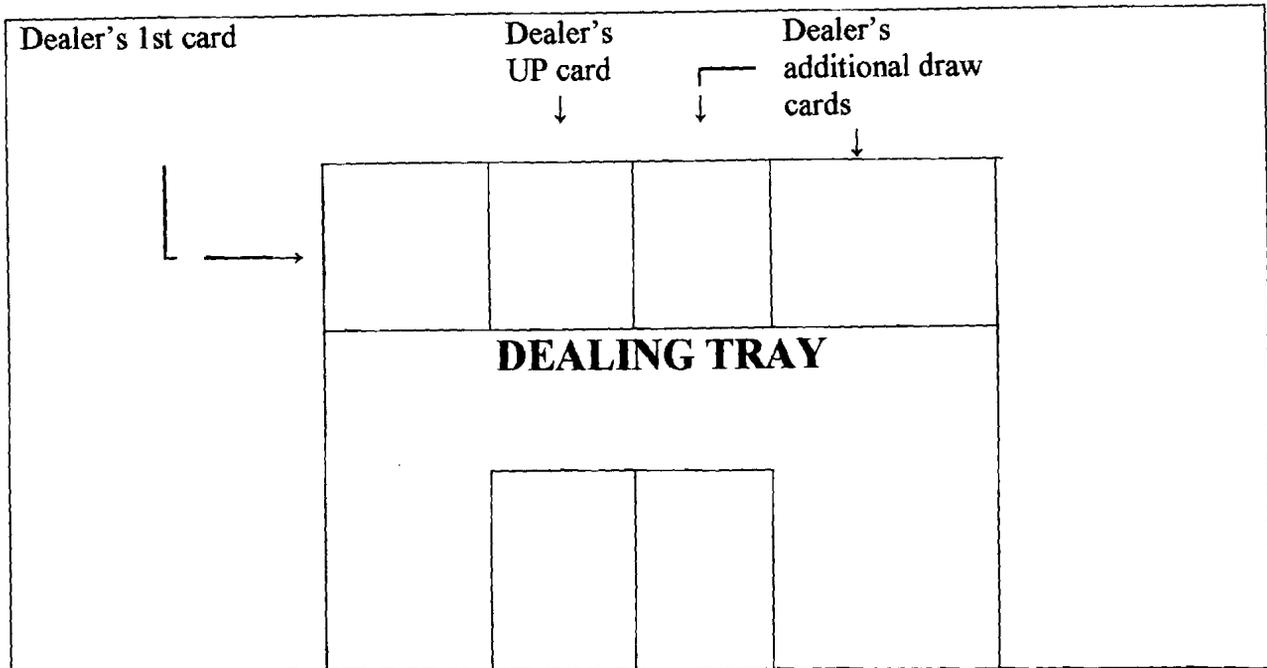
1. **No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino 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 bonus cards with the value of:**
 - a) **11 and a half on first two cards with all cards with the value of 10's.**
 - b) **1 or 11 with all cards with value of 2-9 .**
 - c) **1 or 11 with three or more cards.**
3. **All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.**
4. **A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" 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 betting circle.**
5. **Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".**
6. **Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.**
7. **After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always 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 and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.**
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		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
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 house Dealer will turn over the Player/Dealer hole 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. 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 give to the affected Players by the casino or the Player/Dealer.

13. 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:



14. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

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

15. 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. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. 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.
17. 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 " (21 1/2) 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 with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural ."
7. If a player has more than a "Natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "Natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
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 **Natural** . 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 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.
 - 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. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - 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 surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a **Blackjack** the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a **Blackjack**.

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.

VEN-A-MEXICO
NO BUST 21ST CENTURY BLACKJACK
COLLECTION FEES

In No Bust 21st Century Blackjack the fee collection is taken per bet from each player and the player/dealer prior to the start of the game and is not calculated as a portion of wagers made or winnings earned. All collection rates and wagering limits for the game will be posted at each gaming table.

Table Limit	Amount Wagered	Player/Dealer Collection Per Hand	Player Collection Per Bet
\$5 - \$100	\$5-\$50	\$1	\$0.50
	\$51-\$100	\$1	\$1