Lucky Derby Casino
Poker Games

Texas Hold Em

The best possible five-card poker hand, using any combination of personal cards and community cards, wins the pot. In Hold Em, all players receive two down cards as their personal hand, after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") face up and another round of betting occurs. The next two board cards are turned one at a time face up, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand. This is called "playing the board." Hold Em uses a standard 52-card deck and a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

Omaha Hi/Lo Split (8 Or Better)

Similar to Hold Em, however each player is dealt four hole cards face down. Five community cards are then dealt face up in the center of the table (as in Hold Em) to be used by all players. Players must use exactly two cards from their four personal cards and three community cards to make the best five-card poker hand. The best high hand and the best low hand, using a qualifier of eight or better, split the pot. If no one has and eight or better for low, the high hand wins the entire pot. Players use one combination of cards to make a high hand and the same or another combination to make a low hand, as long as each hand uses exactly two personal cards and three community cards. Betting is done as in Hold Em. Ace can be used as High or Low. The best possible low is A-2-3-4-5 (wheel). No wrap around straights.

Ranking Of Hands

1) STRAIGHT FLUSH – Five cards of the same suit in sequence. An ace-high straight flush is called a "Royal Flush."
2) FOUR OF A KIND – Four cards of the same rank.
3) FULL HOUSE – Three cards of the same rank and two cards of the same rank.
4) FLUSH- Five cards of the same suit.
5) STRAIGHT – Five cards in sequence.
6) THREE OF A KIND – Three cards of the same rank.
7) TWO PAIR – Two cards of the same rank and two other cards of the same rank.
8) ONE PAIR – Two cards of the same rank.
9) HIGH CARD – The highest-ranking card in the hand.

moves MORE THAN 2 players away from the blind, they can either post the big blind or wait as many hands as players they skipped after 2 players. In the 8x16 limits or above all blinds must be taken if a player busts out or leaves in the middle of the blinds. A player that busts out can pass the blinds.

Racks – Racks are not allowed on the table during play

Raises – One bet plus three Raises are allowed each betting round. If a player straddles (live raise before cards are dealt out by the player directly in front of the Big Blind) the pot an extra Raise may take place before the flop (one bet plus 4 Raises). A player must either say "Raise" or put the full amount of the Raise into the pot, without going back to their chips, in order to Raise the pot. Check and Raise is allowed.

Short Buy In – One Short Buy In (after initial Buy In) is allowed per game per day. A Short Buy In is considered anything less than the minimum Buy In. Exception – Players may Re-Buy for $150 in the 15x30 HE game.

Table Stakes – Only chips on the table at the start of a deal shall be in play for that pot, except if a player has requested chips from the floorperson, dealer, or management before the start of the deal and the request is documented by the floorperson, dealer, or management, and these chips are in transit to the table. Cash doesn't play. A player may not remove any of their chips from play until they quit the game, unless the player is using chips to pay for incidental items (food, drinks, etc.). Chips may be transferred from one player to another only if no one at the table objects. $100 (white) chips and $20 (grey) chips do not play in all poker games and limits.

No Limit Hold Em $100 Max/Min Buy In ($200 max bet) – Betting rules will be the same as in our No Limit Hold Em Tournaments. Max bet and Max raise is $200. There is no limit on the amount of raises that can take place. The minimum bet throughout all rounds is $3. No straddle bets next to the big blind (live $6).

Lucky Derby Casino
Pai Gow Poker

Object Of The Game

The object of Pai Gow Poker is to make two hands that are both higher than the two hands made by the player/dealer.

How To Play

1. Pai Gow Poker uses a regular deck of 52 cards and a Joker, which can be used as an Ace or to complete a straight or a flush.
2. Pai Gow Poker uses the same ranking as draw poker (royal flush, straight flush, 4 of a kind, etc.).
3. Each player receives 7 cards to be split into two hands (two cards in front hand, five cards in back hand). The back hand must always be higher in rank than the front hand.
4. Each player's front hand and back hand will be compared to the player/dealer's hands respectively.
5. **PLAYER WINS** IF: the player's front hand and back hand rank higher than the player/dealer's hands respectively.
6. **PLAYER/DEALER WINS IF:** the player's front hand and back hand rank lower than the player/dealer's hands respectively.
7. **PUSH: if** one of the hands rank higher and one of the hands rank lower than the player/dealer's hands respectively.
8. Note that in the event that the front hand or back hand of a player is identical to that of the player/dealer's hands respectively (this is called a "copy"), the player/dealer receives the higher ranking.
9. The **Player/Dealer Position** and the **Action Button:** The player/dealer position is at one seat for 2 hands, then is offered in a clockwise position to the next seats. After the casino dealer finishes dealing 7 piles of cards, with 7 cards in each pile, the player/dealer picks one of the piles of cards to put the "action" button on. The casino dealer then shakes the dice cup (which contains 3 dice numbered from 1 to 6) and gives it to the player/dealer to shake. The player/dealer shakes the dice cup and the casino dealer announces "No more bets" and lifts the lid of the dice cup. The sum of the numbers of the 3 dice are added up to come up with the action number (example: 3, 4, 5, = 12). The casino dealer then takes the "action" pile (designated earlier by the player/dealer) and pushes the cards to the 12th seat (clockwise) from the player/dealer's seat (player/dealer's seat is counted as 1 and 8). The casino dealer then distributes the remaining 6 piles, left to right, in a clockwise manner from the 1st action seat. The payouts also start at the 1st action seat.

Pai Gow Poker Rules

1. A player may set only the first hand they look at, regardless of the number of hands on which the player has wagered. The other hand(s) the players has wagered on will be set "House Way" after the player/dealer's hand has been opened.

2. If any card falls on the floor or goes off the table, then that hand will be set "House Way" after the playerldealer's hand has been opened.
3. A misdeal will be declared if
   a. A Joker or Ace is boxed or exposed.
   b. Two or more cards are boxed or exposed on the deal.
   c. If there are 8 cards in a hand other than the 1" or 7h hand.
   d. The action hand is pushed to the wrong place and the player has looked at the hand.
4. The final decision on the player or playerldealer's hand is made by the person who has the most money involved.
5. If a player sets their band in such a way that the two-card hand ranks higher than the five-card hand or if the player puts more or less than two cards in front or more or less than five cards in back, the hand is fouled and the wager is forfeited to the extent that money covers.
6. The playerldealer's hand will not be viewed until all hands have been set. In the case where the player/dealer's hand is opened before all hands are set, the unset hand(s) will be set according to "House Way".
7. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the Casino Dealer. If the banker does not give the Casino Dealer an opportunity to show all options and says "go", the decision is final and the Casino Dealer is not responsible. Players and playerldealers are ultimately responsible for the final setting of their hands.
8. If a player touches the cards or chips after the bank hand is opened, their bet is conceded. Other players who bet on that spot still have action.
9. Chips play. No verbal bets. Players and playerldealers will only get action on chips that are on the table in the betting square when the dice cup is opened.
10. Daisu is not allowed. Any chips used in a **Daisu** manner will be considered part of the **first** bank. The Casino is not responsible for disagreements related to Daisu bets or **Kum** Kum bets.
11. English will be the only language spoken when a hand is in play.
12. House Way Chart is shown on next page.

PAI GOW POKER HOUSE WAY

HAND	HOW TO PLAY	EXAMPLE
No Pair	Put *2nd* & 3rd highest cards in front.	K♥Q♦ A 1 1 0 1 8 1 7 4 2 1
One Pair	Put pair in back, highest two other cards in front.	Q♣J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair is A's, K's, Q's	Put small pair in front	8♣8♥ Q♥Q♦9♦7♦3♣
Big Pair is J's, 10's, 9's	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A♦5♣ 10♣10♦6♥6♣3♣ 8♣8 9♣9♣Q♥7♣3♣
Big Pair is 8's, 7's, 6's	Put both pairs in back if you can put an King or higher in front, otherwise split.	K♣9♣ 7♣7♣4♥4♦3♣ 4 v 4 7♣7♣Q♣9♣3♣
Big Pair is 5's, 4's, 3'5	Put both pairs in back if you can put an Queen or higher in front, otherwise split.	Q♣10♦ 5♣5♦2♣2♦8♥ 2♣2♦ 5♣5♦J♣10♦8♥
Three Pair	Put high pair in front.	10♦10♣ 9♣9♣5♦5♥3♦
Three of a kind Aces	Put an Ace and next highest *cared* in front.	A♦Q♣ A♥A♦9♣8♣2♣
Kings & *below*	Put three of a kind in back, two other highest cards in front.	Q♦9♣ K♥K♦K♣7♣2♦
Two Sets	Put pair from higher set in *front.*	K♥K♦ 6♥6♣6♣K♣9♦

PAI GOW POKER HOUSE WAY

HAND	HOW TO PLAY	EXAMPLE
Straight *or*	Put two highest *cards* in front that will leave completed hand in back.	6 2 7 4 6♥5♣4♦3♣2♦
one pair	Put highest possible two cards (*pair* or no pair) in front that will *leave* completed hand in back.	Q♦J♥10♣9♣8♣ A♣K♥ ♥ J♦10♣
	Play according to two pair	6♦6♣5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♣ 9♣8♥7♦6♣5♣
Full House	Put highest possible pair in front.	9♣9♥ 5♥5♣5♣9♣4♣ A♣A♥ 4♣4♦4♥A♣6♥
Four of a kind A's, K's, Q's		Q♦Q♣ Q♥Q♣A♣K♦4♥
J's, 10's 9's		K♣J♣ 10♦10♣10♥10♣7♣ 10♥10♣ 10♦10♣8♦3♣2♥
8's, 7's, 6's	Play four of a kind in back if you can put at least a Queen up front, *otherwise* split	Q♦10♣ 7♣7♦7♥7♣2♦ 7♣7♦ 7♥7♣10♣9♣2♦
5's & Below	Never split.	K♣Q♦ 4♣4♦4♥4♣7♦
Five Aces	Put pair *of Aces* in front	A♣Joker A♥A♣A♦8♦3♣

In the case where a hand falls into both the "Straight or Flush with *three* of *a* kind" category and the "Full House" category of the House Way Chart, the "Full House" category will be used. Play four of a kind in back if you can put at least a pair in front, o herwise split.

Plat four *of* a kind in back If *you* can put at least a king up front. *o t b n v h* split.

a single player cannot have repeated deals within the
998) 66 *Cal* App. 4th1379,1408-09. The game will be
er at the table does not accept the deal when offered.

DESCRIPTION

CARIBBEAN STUD is played with a standard 52-card deck on a table with eight positions. In front of each Player's position there are two types of betting spots, ANTE and BET. All Players are dealt five cards, which constitutes their playing hand. There is no draw.

Players have an option to increase their wager based on conditions listed below.

Starting with the "Action" position, each Player's hand is exposed and compared to the Designated Player's hand to determine the winner. Traditional Poker rankings apply.

The object of CARIBBEAN STUD is to make the highest possible poker hand.

Should a Player be dealt a PREMIUM HAND, a bonus is paid if the hand is played to completion.

A "Surrender" provision is included for the Players, as explained in # 4 below.

The Designated Player has a "QUALIFIER" for the hand to continue to the Showdown, as described in # 5 and #6 below.

METHOD OF PLAY

1 Players must place an ante prior to receiving their cards.

2 Starting to the left of the Designated Player, all players are dealt five cards face down, clockwise, in turn, in rotation, including the Designated Player whose last card is dealt face up.

3 The Designated Player's last card which is dealt face up determines which position receives the action button.

4 The Players must now decide to either forfeit (surrender) their hand and the original ante, or continue playing by making a second bet, which is equal to the original ante.

5 When all players' hands are set, they are placed face down on the table. The dealer will announce "No More Bets" and expose the Designated Player's hand. Should it contain a hand of lesser value than ACE – KING, the hand is declared non-qualifying and play stops. Active players are then paid even money for their original ante. Their second bet is returned to them. If the Designated Player's hand qualifies by containing a value of ACE – KING or more, play resumes.

6 If play resumes, starting with the "Action" hand, each Player's hand is exposed clockwise, in turn, and compared to the Designated Player's hand. If the Designated Player's hand is of greater value than the Player's hand, both the ante and the bet of the Player(s) are lost to the Designated Player. If the Player's hand is of greater value, the Player receives even money for the original ante and the second bet is paid according to the strength of the hand, as outlined on the next page in the PREMIMUM HAND SCHEDULE OF PAY-OFFS.

PREMIUM HAND SCHEDULE

Winning Hand	Pay Offs
Pair of aces or less	1 to 1
Any two pair	3 to 2
Three of a kind	2 to 1
Straight	3 to 1
Flush	4 to 1
Full House	5 to 1
Four of a kind	7 to 1
Straight Flush	7 to 1
Royal Flush	7 to 1

7 Each Player at the table has the option to be a Designated Player for one or two hands before that privilege is offered in turn clockwise to the next Player at the table.

8 Back Line betting is allowed. Each seat has multiple betting circles (spots) for ANTE and BET.

9 If a player receives no action, there will not be a rebate or refund in any form given to the players.

10 ANTE and BETS are collected and paid to the extent that the Designated Player covers in this order on every seat; First Ante, then Bet.

CARIBBEAN STUD GENERAL & DEALING RULES

1 The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against or makes a wager against The Garden City. All active Players play against the Designated Player.

2 Collection fee is taken in advance of the cards being dealt.

3 Each table has a spread or fixed limit defining the minimum and maximum amounts that may be wagered in each spot.

4 You must bet at least the table minimum. Less than minimum bets will not be tolerated.

5 Any amounts over the maximum table limit will receive no action.

6 The Designated Player is allowed to cover all of the Players' individual bets, provided each single bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.

7 All action goes clockwise, starting with the action button.

8 All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.

9 The Player who controls the seat is the active Player for that position and the only one allowed to handle the cards.

10 Once the Dealer has announced "no more bets", no one may change his initial wager. PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution

11 The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards is an example of INFLUENCE).

12 The Dealer is <u>not</u> allowed to pay collection for any Player.

13 The Designated Player's hand will not be opened until all hands have been set.

14 Only money in the squares plays. Stating "money covers" or other call bet is NOT acceptable.

15 If the Designated Player's hand is accidentally exposed before all Players have indicated their second bet decision, their hand will not play. Their bet will be returned, as well as their collection.

16 Any active Player is entitled to ask the Dealer the amount of the Designated Player's wager.

17 No side bets or proposition bets are allowed.

18 Only a Player wagering on a position the previous hand has the option of being the Designated Player there on the next hand (in turn).

19 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.

20 Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.

21 A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

22 All Players are forbidden to show or discuss their hands with any Player involved in another active hand.

23 A Player may see one hand only, regardless of the number of hands on which he has wagered.

24 All FOUL hands are considered losing hands.

25 A Player has a FOUL hand if he has more or less than five cards at Showdown.

26 A boxed or exposed card on the deal will be replaced by the next card after the deal has been completed.

27 Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of Designated Players.

28 When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.

29 A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.

30 "COPY": If a Player's hand is identical to the Designated Player's hand, it is called a "COPY". A "COPY" is considered a push (tie).

31 At showdown, all hands must be exposed, even if the money does not cover.

How to play

Joker's Wild Pai Gow Poker

Object Of The Game

The object of Joker's Wild Pai Gow Poker is to make two hands that are both higher than the two hands made by the player/dealer.

How To Play

1. Joker's Wild Pai Gow Poker uses a regular deck of 52 cards and a Joker, with the Joker being fully "wild". The fully "wild" joker may be used as any card.
2. Joker's Wild Pai Gow Poker uses the same ranking as draw poker (royal flush, straight flush, 4 of a kind, etc.).
3. Each player receives 7 cards to be split into two hands (two cards in front hand, five cards in back hand). The back hand must always be higher in rank than the front hand.
4. Each player's front hand and back hand will be compared to the player/dealer's hands respectively.
5. **PLAYER WINS IF:** the player's front hand and back hand rank higher than the player/dealer's hands respectively.
6. **PLAYER/DEALER WINS IF:** the player's front hand and back hand rank lower than the player/dealer's hands respectively.
7. **PUSH:** if one of the hands rank higher and one of the hands rank lower than the player/dealer's hands respectively.
8. Note that in the event that the front hand or back hand of a player is identical to that of the player/dealer's hands respectively (this is called a "copy"), the player/dealer receives the higher ranking.

Joker's Wild Pai Gow Poker Rules

1. The player/dealer position is at one seat for 2 hands, then is offered in a clockwise position to the next seats. After the casino dealer finishes dealing 7 piles of cards, with 7 cards in each pile, the player/dealer picks one of the piles of cards to put the "action" button on. The casino dealer then shakes the dice cup (which contains 3 dice numbered from 1 to 6) and gives it to the player/dealer to shake. The player/dealer shakes the dice cup and the casino dealer announces, "No more bets" and lifts the lid of the dice cup. The sums of the numbers of the 3 dice are added up to come up with the action number (example: 3, 4, 5, = 12). The casino dealer then takes the "action" pile (designated earlier by the player/dealer) and pushes the cards to the 12th seat (clockwise) from the player/dealer's seat (player/dealer's seat is counted as 1 and 8). The casino dealer then distributes the remaining 6 piles, left to right, in a clockwise manner from the 1st action seat. The payouts also start at the 1st action seat.
2. A player may set only the first hand they look at, regardless of the number of hands on which the player has wagered. The other hand(s) the players has wagered on will be set "House Way" after the player/dealer's hand has been opened.
3. If any card falls on the floor or goes off the table, then that hand will be set "House Way" after the player/dealer's hand has been opened.
4. A misdeal will be declared if:
    a. A Joker or Ace is boxed or exposed.
    b. Two or more cards are boxed or exposed on the deal
    c. If there are 8 cards in a hand other than the 1st or 7th hand.
    d. The action hand is pushed to the wrong place and the player has looked at the hand.
5. The person who has the most money involved makes the final decision on the player or player/dealer's hand.
6. If a player sets their hand in such a way that the two-card hand ranks higher than the five-card hand or if the player puts more or less than two cards in front or more or less than five cards in back, the hand is fouled and the wager is forfeited to the extent that money covers. An example of a non-fouled hand, which contains a Joker, is as follows: If a player has an Ace, Joker, 9, 9, 7, 3, 2 and places the Ace, Joker in front with the pair of 9's in back, the Joker will count as a king and the hand will not be fouled.
7. The player/dealer's hand will not be viewed until all hands have been set. In the case where the player/dealer's hand is opened before all hands are set, the unset hand(s) will be set according to "House Way".
8. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the Casino Dealer. If the banker does not give the Casino Dealer an opportunity to show all options and says, "go", the decision is final and the Casino Dealer is not responsible. Players and player/dealers are ultimately responsible for the final setting of their hands.
9. If a player touches the cards or chips after the bank hand is opened, their bet is conceded. Other players who bet on that spot still have action.
10. Chips play. No verbal bets. Players and player/dealers will only get action on chips that are on the table in the betting square when the dice cup is opened.
11. Daisu is not allowed. Any chips used in a Daisu manner will be considered part of the first bank. The Casino is not responsible for disagreements related to Daisu bets or Kum-Kum bets.

English will be the only language spoken when a hand is in play.

7 Card Stud Game Rules & Terms

Before a game starts, each player must post an 'ante', a mandatory amount that ensures there is some money in the pot. In stud poker games, there are no community cards. Instead, the dealer begins by dealing clockwise until each player has three cards. The first two cards are dealt face down ('hole' cards), the third face up (the 'door' card).

7 Card Stud is divided into five rounds of betting, and the betting moves clockwise around the table.

If two or more players tie by holding equally-strong winning five-card hands, the pot will be split between the tying players. If there is an odd chip, it will be given to the player whose hand has the higher suit.

Opening the Betting

The player with the lowest-ranking up card starts the game with a token bet called the 'bring-in'. (If two or more players have the same lowest card, the bring-in is determined by suit in alphabetical order: clubs, diamonds, hearts, and spades.)

Third Street

Once the bring-in bet has been made, each player (starting with the player to the left of the bring-in) can fold, call, or raise to the betting limit.

Fourth Street

Everyone is dealt another up card. At this point, the player with the highest two up cards starts the betting. On this round of betting only, if a player gets an open pair, he or she can make a double bet.

Fifth Street

Everyone is dealt another up card. The player with the highest combination of up cards starts the betting.

Sixth Street

Everyone is dealt another up card. Again, the player with the highest combination of up cards starts the betting.

Seventh Street or The River

Everyone is dealt their final down card. The same player who started the last round starts the betting.

Showdown

The player with the best 5-card poker hand wins the pot.

Rank of Hands

- Straight flush
- Four of a kind
- Full house
- Flush
- Straight
- Three of a kind
- Two pair
- One pair
- High card

Lucky Derby
Blackjack Bonus Bet

Rules of Play

The Blackjack Bonus Bet is a side bet that complements all Blackjack games. It is a bonus bet that allows a player to bet that they will receive a qualifying hand. There will be a distinctively marked circle on the table in which a player will place the optional bonus bet wager.

- A player must participate in the base game in order to make the additional bonus wager.
- The Blackjack Bonus Bet must be placed prior to the initial deal.
- The bonus bet wager must be within a range of $1 to $25.
- Backline bettors are eligible to place a bonus bet wager so long as they have made a base game wager.
- There will be no additional collection fee for placing a Blackjack Bonus Bet wager.
- A Blackjack Bonus Bet remains in action regardless of whether the player wins or loses during the base game.
- The player/dealer will pay all winning Blackjack Bonus Bet wagers and will collect all losing Blackjack Bonus Bet wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. In the event that the player/dealer's wager does not cover the amount wagered by all players, an action button may be used to designate where the action will begin.

Blackjack Bonus Bet Pay Table

Qualifying Hand	Payout
Blackjack - Suited	10 to 1
Blackjack – Same Color Cards	5 to 1
Blackjack – Unsuited	3 to 1
Ace, 2, 3, 4 - Suited	300 to 1
Ace, 2, 3, 4 – Same Color Cards	100 to 1
Ace, 2, 3, 4 - Unsuited	50 to 1
7, 7, 7 - Suited	200 to 1
7, 7, 7 – Same Color Cards	150 to 1
7, 7, 7 - Unsuited	75 to 1
6, 7, 8 - Suited	100 to 1
6, 7, 8 – Same Color Cards	50 to 1
6, 7, 8 - Unsuited	10 to 1
6-Card No Bust	20 to 1
Any Pair (Any Suit, Same Value)	3 to 1
Any 2-Card 20 Hand (First two cards are 10, J, Q or K)	Push

Standards of play:

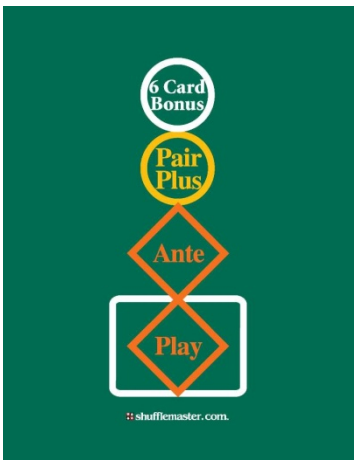
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers cover.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

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

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

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
   a. The backs of each deck will be a different color;
   b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
   c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
   d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

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

5. Backline betting is not permitted on any wager.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

b. If the player-dealer's hand did NOT qualify, the player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.

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

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

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

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

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

8. The game utilizes an action button to determine which player receives first action n their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer positon is not counted hwne determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

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

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

Pair Plus:

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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1
House Advantage	6.74%
Hit frequency	7.2798%

Glossary of terms used in the controlled game:

Action The player position where the settling of wagers begins.

Ante The mandatory wager players make before seeing their hand.

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

Bet Chips placed on the table in a betting square.

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

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

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

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

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

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

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

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

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

Qualifier A specific set of card(s) that a player and/or the player-dealer must have to play.

Round of Play One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.

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

Suit One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

Collection Fee Schedule

For **schedule options 1 through 9**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action includes all Antes and Bonus Bets made before the cards are dealt, it does not include Play Bet wagers that are placed by players after cards are dealt. There will be no additional collection fee required from a player when placing a Play Bet wager or a Bonus Bet wager.

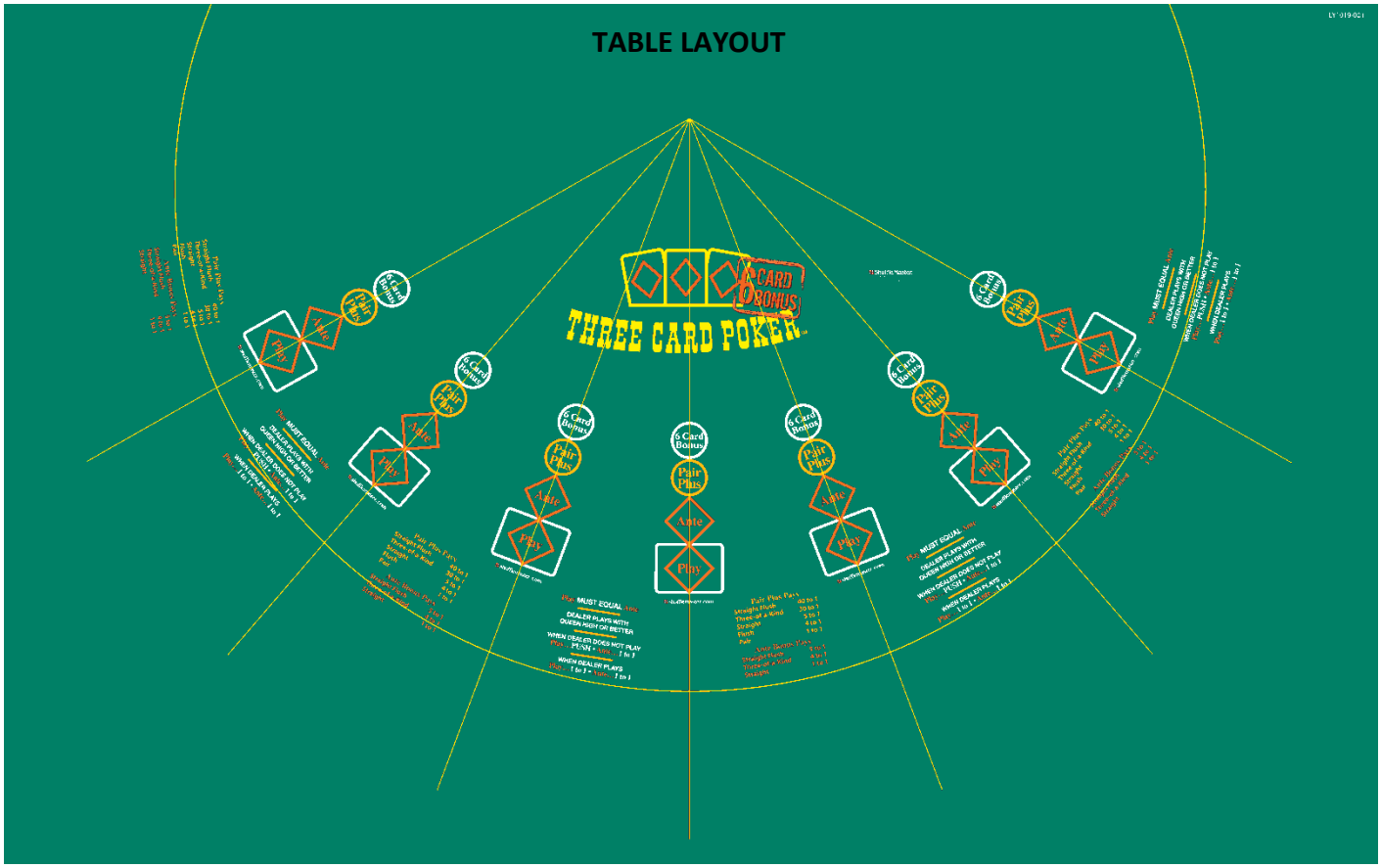
Schedule Option	Table Limit	Total Table Action		Player-Dealer Collection (taken per hand)	Player-Dealer Fee (per hand)
1	$5 - $500	$5	$50	$0.50	$0.00
		$51	$100	$1.00	
		$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	
2	$5 - $500	$5	$100	$0.50	$0.00
		$101	$300	$1.00	
		$301	$500	$2.00	
		$501	$1,000	$5.00	
		$1,001	or more	$10.00	
3	$5 - $500	$5	$100	$0.50	$0.00

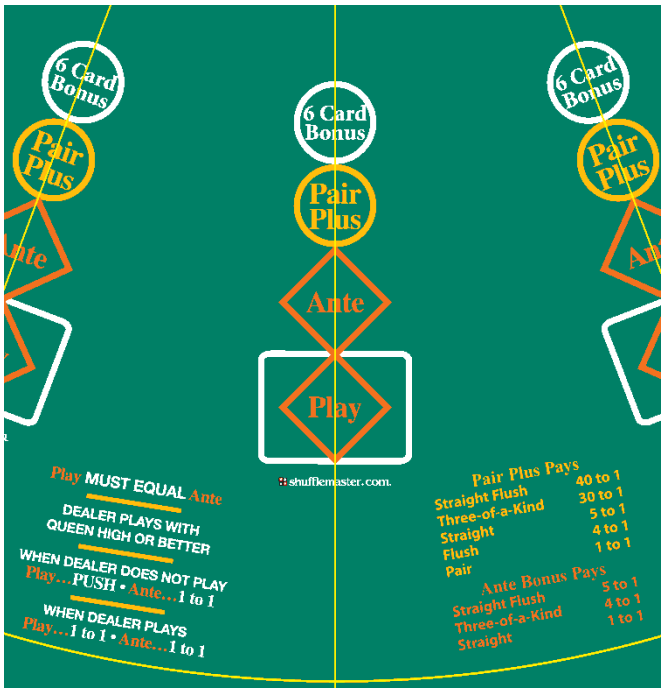
		$101	$300	$1.00	
		$301	$500	$3.00	
		$501	$1,000	$7.00	
		$1,001	or more	$10.00	
4	Ante $5-$200 Pair Plus $1-$25 6-Card Bonus $1-$25	$5	$50	$0.50	$0.00
		$51	$100	$1.00	
		$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	
5	Ante $5-$200 Pair Plus $1-$50 6-Card Bonus $1-$50	$5	$50	$0.50	$0.00
		$51	$100	$1.00	
		$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	
6	Ante $5-$200 Pair Plus $1-$100 6-Card Bonus $1-$100	$5	$50	$0.50	$0.00
		$51	$100	$1.00	
		$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	
7	Ante $5-$300 Pair Plus $1-$25 6-Card Bonus $1-$25	$5	$50	$0.50	$0.00
		$51	$100	$1.00	
		$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	
8	Ante $5-$300 Pair Plus $1-$50	$5	$50	$0.50	$0.00
		$51	$100	$1.00	

	6-Card Bonus $1-$50	$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	
9	Ante $5-$300 Pair Plus $1-$100 6-Card Bonus $1-$100	$5	$50	$0.50	$0.00
		$51	$100	$1.00	
		$101	$300	$2.00	
		$301	$500	$3.00	
		$500	or more	$5.00	

Lucky Derby Casino

6 CARD BONUS THREE CARD POKER™





EZ BACCARAT™ PANDA 8

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Lucky Derby Casino
EZ BACCARAT PANDA 8

Type of Game
The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

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

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

Card Values and Hand Rankings
The value of each card used in EZ Baccarat Panda 8, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

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

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

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. The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker line determines the

position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the other numbers. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

Lucky Derby Casino
EZ BACCARAT PANDA 8

Panda 8 Bet

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

Equipment Used

EZTRAK™: Baccarat Edition is an LCD-based hand tracking system that provides players with valuable statistical data, enabling them to calculate trends and percentages for any type of Baccarat table games including the very popular EZ Baccarat™.

Key Features

- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

Lucky Derby Casino
EZ BACCARAT PANDA 8

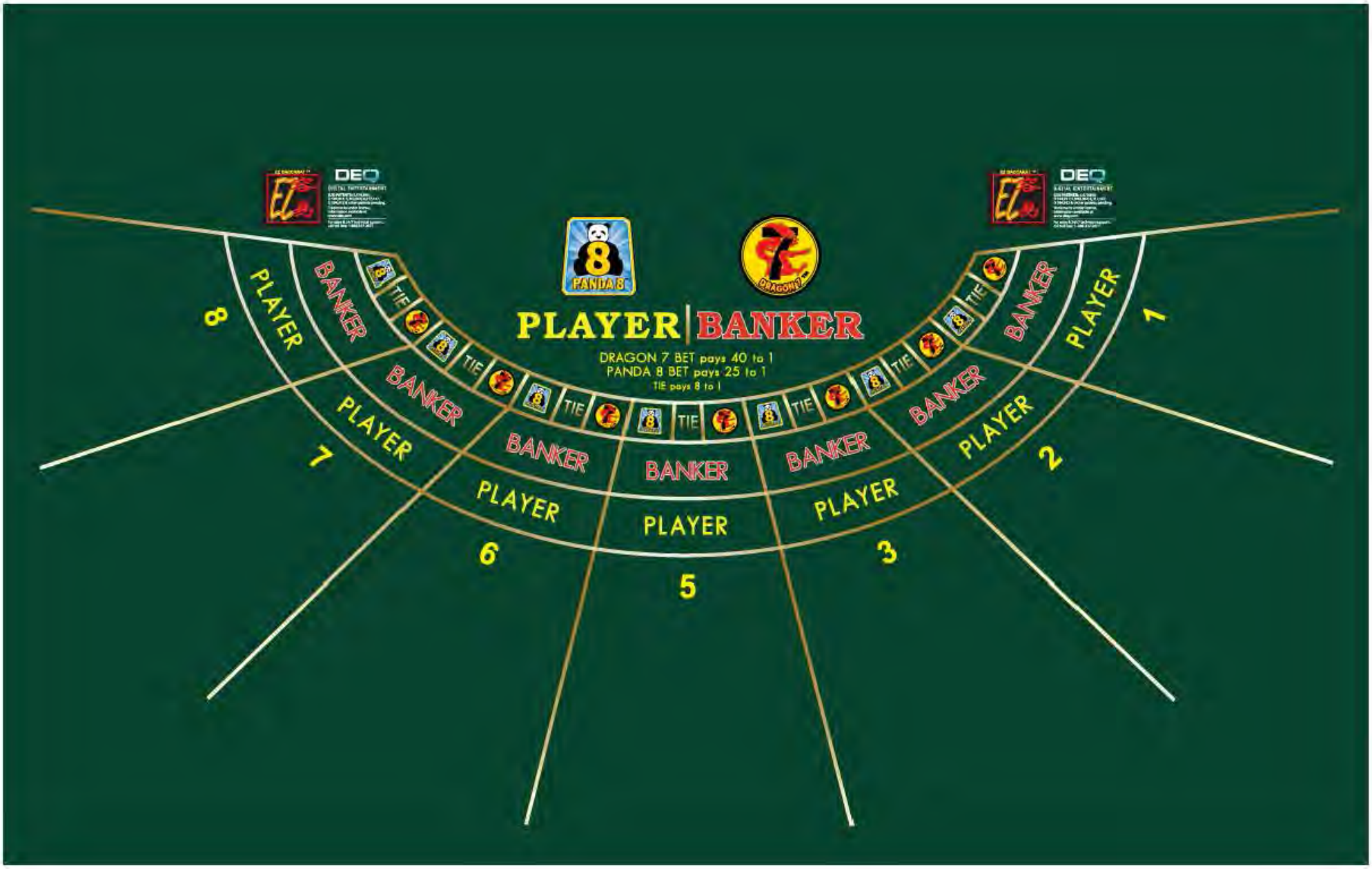
Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 15**, the collection fees 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, Dragon 7 wagers, Tie Bet and Panda 8 wagers. There shall be no collection fee taken from players for placing any wager. All bets shall be within the minimum and maximum table limits. 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 collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Fee	Player/Dealer Fee
1	$5-$500	$5-$50	$0.00	$0.50
		$51-$100		$1.00
		$101-$200		$2.00
		$201-$300		$3.00
		$301+		$5.00
2	$5-$1000	$5-$100	$0.00	$1.00
		$101-$200		$2.00
		$201-$400		$4.00
		$401-$700		$7.00
		$701+		$10.00
3	$5-$1000	$5-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00
4	$10-$500	$10-$50	$0.00	$0.50
		$51-$100		$1.00
		$101-$200		$2.00
		$201-$300		$3.00
		$301+		$5.00
5	$10-$1000	$10-$100	$0.00	$1.00
		$101-$200		$2.00
		$201-$400		$4.00
		$401-$700		$7.00
		$701+		$10.00
6	$10-$1000	$10-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00

Lucky Derby Casino
EZ BACCARAT PANDA 8

7	$10-$2000	$10-$300	$0.00	$2.00
		$301-$500		$5.00
		$501-$800		$8.00
		$801-$1000		$10.00
		$1001+		$15.00
8	$10-$2000	$10-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00
9	$15-$1000	$15-$100	$0.00	$1.00
		$101-$200		$2.00
		$201-$400		$4.00
		$401-$700		$7.00
		$701+		$10.00
10	$15-$1000	$15-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00
11	$15-$2000	$15-$300	$0.00	$2.00
		$301-$500		$5.00
		$501-$800		$8.00
		$801-$1000		$10.00
		$1001+		$15.00
12	$15-$2000	$25-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00
13	$25-$1000	$25-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00
14	$25-$2000	$25-$200	$0.00	$1.00
		$201-$600		$3.00
		$601-$1000		$8.00
		$1001-$1500		$13.00
		$1501+		$20.00
15	$100-$5000	$100-$1000	$0.00	$5.00
		$1001-$2000		$10.00
		$2001-$3000		$20.00
		$3001-$4000		$25.00
		$4001+		$30.00


DEQ
PANDA 8
DRAGON 7
PLAYER | BANKER
DRAGON 7 BET pays 40 to 1
PANDA 8 BET pays 25 to 1
TIE pays 8 to 1
TIE
BANKER
PLAYER
1
2
3
5
6
7
8

Pure Spanish 21.5™

Masque Publishing, Inc.

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

OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a King, Queen, or Jack Bonus Card and an ace on the initial two cards dealt (Example King Bonus Card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 6 to 5.

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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

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

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

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

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

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

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

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

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

9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer’s second card, which is dealt face-down, determines the position of the action

button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

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

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

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

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

DIAGRAM #I

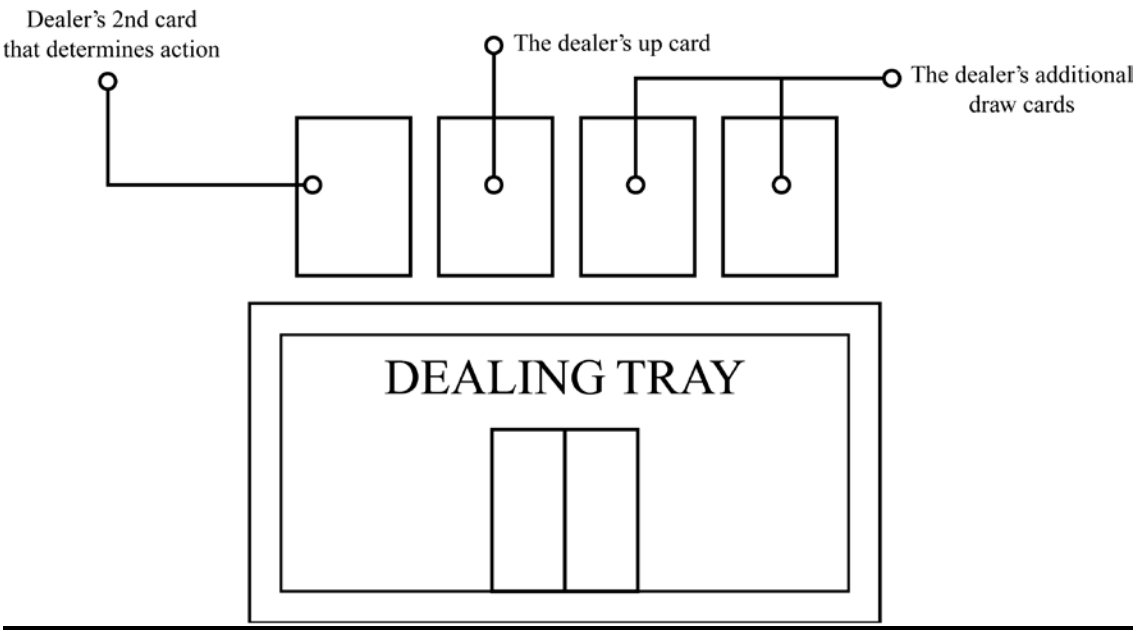


CHART 1A

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

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

CHART 1B

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

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

GAME RULES

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

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

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

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

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

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

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

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

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

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

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

11. Backline betting is not permitted on any wagers.

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

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

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

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

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

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

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

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

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

7. Late surrender option:
    a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.
    b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer’s down card is exposed. Their play for the hand will then cease.

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

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

Match the Dealer Up Card Bonus Bet

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

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

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

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

Match the Dealer Card Bonus Bet Pay Tables

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

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.

Collection Rates

For **schedule options 1-15**, A collection fee is taken per hand from the player-dealer based on the total table action, which is the total monetary value of all wagers that are initially placed on the table by players, of the table including the base game and Match the Dealer Bonus Bet, prior to the start of any play of hand or round. The total table action does not count any additional wagers placed by players after cards are dealt such as double-downs, split cards, insurance wagers, or even money wagers. There will not be a collection taken from each player per wager per circle. There shall be no additional collection fee taken from the player when placing a Buster Blackjack Bonus Bet. The player must place a Match the Dealer Bonus Bet wager less than the base game wager, but also within table limits. The collections are not calculated as a portion of wagers made or winnings earned. 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 Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limit	Player Collections	Total Table Action	Player-Dealer Collection
1	Base Bet: $2 - $500	$0	$2 - $50	$0.50
			$51 - $100	$1
			$101 - $200	$2
	Match the Dealer Bonus bet: $1 - $50		$201 - $300	$3
			$301+	$5
2	Base Bet: $3 - $500	$0	$3 - $50	$0.50
			$51- $100	$1
			$101 - $200	$2
	Match the Dealer Bonus bet: $1 - $50		$201 - $300	$3
			$301+	$5

3	Base Bet: $5 - $500	$0	$5 - $50	$0.50
			$51 - $100	$1
			$101 - $200	$2
	Match the Dealer Bonus bet: $1 - $50		$201 - $300	$3
			$301+	$5
4	Base Bet: $5 - $1,000	$0	$5 - $50	$0.50
			$51 - $100	$1
			$101 - $200	$2
	Match the Dealer Bonus bet: $1 - $50		$201 - $300	$3
			$301+	$5
5	Base Bet: $10 - $1,000	$0	$5 - $50	$0.50
			$51 - $100	$1
			$101 - $200	$2
	Match the Dealer Bonus bet: $1 - $50		$201 - $300	$3
			$301+	$5
6	Base Bet: $10 - $1,000	$0	$10 - $76	$1
			$76 - $200	$2
			$201 - $400	$4
	Match the Dealer Bonus bet: $1 - $50		$401 - $700	$7
			$701 +	$10
7	Base Bet: $15 - $1,000	$0	$15 - $50	$0.50
			$51- $100	$1
			$101 - $200	$2
	Match the Dealer Bonus bet: $1 - $50		$201 - $300	$3
			$301 +	$5

8	Base Bet: $15 - $1,000	$0	$15 - $75	$1
			$76 - $200	$2
			$201 - $400	$4
	Match the Dealer Bonus bet: $1 - $50		$401 - $700	$7
			$701+	$10
9	Base Bet: $25 - $1,000	$0	$25 - $75	$1
			$76 - $200	$2
			$201 - $400	$4
	Match the Dealer Bonus bet: $1 - $50		$401 - $700	$7
			$701+	$10
10	Base Bet: $25 - $1,000	$0	$25 - $75	$1
			$76 - $200	$2
			$201 - $400	$4
	Match the Dealer Bonus bet: $1 - $50		$401 - $700	$7
			$701+	$10
11	Base Bet: $25 - $5000	$0	$25 - $300	$3
			$301 - $500	$5
			$501 - $800	$8
	Match the Dealer Bonus bet: $1 - $50		$801 - $1,000	$10
			$1,001+	$15
12	Base Bet: $100 - $2,000	$0	$100 - $300	$3
			$301- $500	$5
			$501 - $800	$8
	Match the Dealer Bonus bet: $1 - $50		$801 - $1,000	$10
			$1,001+	$15
13	Base Bet: $100 - $5,000	$0	$100 - $1,000	$10
			$1,001 - $2,000	$15
			$2,001 - $3,000	$20
	Match the Dealer Bonus bet: $1 - $50		$3,001 - $4,000	$30
			$4,001+	$40

14	Base Bet: $500 - $5,000	$0	$500-$1,000	$10
			$1,001 - $2,000	$15
			$2,001 - $3,000	$20
	Match the Dealer Bonus bet: $1 - $50		$3,001 - $4,000	$30
			$4,001+	$40
15	Base Bet: $500 - $10,000	$0	$500-$1,000	$10
			$1,001 - $2,000	$15
			$2,001 - $3,000	$20
	Match the Dealer Bonus bet: $1 - $50		$3,001 - $4,000	$30
			$4,001+	$40

Spanish 21

Lighted Sign

Table Layout

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

Standards of play:

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

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

Type of card deck used:

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

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

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

Hand Dealt	***Hand Requirements***
7 Card Straight Flush (No Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.*
Royal Flush + Royal Match	*A hand that consists of ace, king, queen, jack, 10 and king, queen suited.*

7 Card Straight Flush (With Joker)	*A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.*
Five Aces	*A hand that consists of five cards containing all aces, including a joker.*
Royal Flush	*A hand that consists of an ace, king, queen, jack and 10 of the same suit.*
Straight Flush	*A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.*
Four of a Kind	*A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.*
Full House	*A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.*
Flush	*A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.*
Straight	*A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.*
Three of a Kind	*A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.*
Two Pairs	*A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.*
One Pair	*A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.*

High Card	*A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.*

Dealing procedures:

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

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

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

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

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

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

How and when are house fees collected:

- Backline betting is permitted on all wagers.

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

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

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

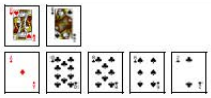
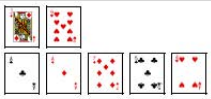
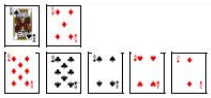
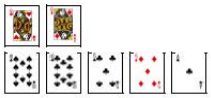
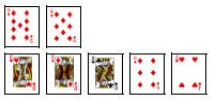
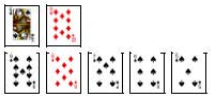
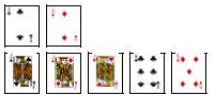
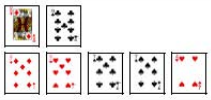
Round of Play
- Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

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

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

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

PAI GOW POKER HOUSE WAY

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

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

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

- Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player’s two card hand will be compared to the Player-dealer’s

two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:

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

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

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

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

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

- The Player-dealer pays any Envy Bonuses at the end of the round.
  - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
  - In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
  - A player cannot win an Envy Bonus for their own hand or for the Player-dealer's hand.

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

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

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

Fortune Bonus Bet

RULES OF PLAY

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

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

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

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown in the chart below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown in the chart below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

- The Joker is wild and can be used as any card.

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

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

- Qualifying Fortune Bonus Bet wagers shall be paid according to the chart, as shown below.

Envy Bonus

- A player that places a wager of at least $5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown in the chart below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than $5.

- Seated players as well as back-line bettors are eligible to receive an "Envy" button.

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

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

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

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

Bonus Bet Paytable

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	$1,000
Royal Flush + Royal Match	1,000 to 1	$750
7 Card Straight Flush with Joker	750 to 1	$250
5 Aces	250 to 1	$100
Royal Flush	125 to 1	$50
Straight Flush	50 to 1	$20
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

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.
Player / Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player/dealer position is also referred to as the player/dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.

Collection Fees

For **schedule options 1-16**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers placed prior to cards being dealt. The Fortune Bonus Bet will be a minimum of $1.00 and a maximum of $50.00. For **schedule options 1-8**, a collection fee shall also be taken from each player for each Fortune Pai Gow Poker game wager placed. **For schedule options 9-16**, there will be no collection fee taken for each Fortune Pai Gow Poker game wager placed. The collection fees shall be collected from each player and the player-dealer and dropped by the house dealer prior to the dice cup being opened. 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 Fortune Pai Gow Poker are as shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Player/Dealer Fee
1	$5-$500	$5-$100	$1.00	$1.00
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$400	$4.00	
		$401-$500	$5.00	
2	$10-$500	$10-$100	$1.00	$2.00
		$101-$200	$2.00	
		$201-$300	$3.00	
		$301-$400	$4.00	
		$401-$500	$5.00	
3	$10-$1000	$10-$200	$1.00	$1.00
		$200-$400	$2.00	
		$401-$600	$3.00	
		$601-$800	$4.00	
		$801-$1000	$5.00	

4	$10-$2000	$10-$200	$1.00	$2.00
		$201-$500	$2.00	
		$501-$1200	$5.00	
		$1201-$1600	$7.00	
		$1601-$2000	$8.00	
5	$15-$1000	$15-$200	$1.00	$2.00
		$201-$400	$2.00	
		$401-$600	$3.00	
		$601-$800	$4.00	
		$801-$1000	$5.00	
6	$15-$2000	$15-$200	$1.00	$2.00
		$201-$500	$2.00	
		$501-$1200	$5.00	
		$1201-$1600	$7.00	
		$1601-$2000	$8.00	
7	$25-$2000	$25-$200	$1.00	$2.00
		$201-$500	$2.00	
		$501-$1200	$5.00	
		$1201-$1600	$7.00	
		$1601-$2000	$8.00	
8	$100-$5000	$100-$1000	$3.00	$3.00
		$1001-$2000	$10.00	
		$2001-$3000	$15.00	
		$3001-$4000	$20.00	
		$4001-$5000	$25.00	

Schedule Option	Table Limit	Total Table Action	Player Fee	Player/Dealer Fee
9	$5-$500	$5-$50	$0.00	$2.00
		$51-$100		
		$101-$200		
		$201-$300		
		$301+		

10	$10-$500	$10-$50	$0.00	$2.00
		$51-$100		
		$101-$200		
		$201-$300		
		$301+		
11	$10-$1000	$10-$100	$0.00	$2.00
		$101-$200		
		$201-$400		
		$401-$700		
		$701+		
12	$10-$2000	$10-$300	$0.00	$2.00
		$301-$500		
		$501-$800		
		$801-$1000		
		$1001+		
13	$15-$1000	$15-$100	$0.00	$2.00
		$101-$200		
		$201-$400		
		$401-$700		
		$701+		
14	$15-$2000	$15-$300	$0.00	$2.00
		$301-$500		
		$501-$800		
		$801-$1000		
		$1001+		
15	$25-$2000	$25-$300	$0.00	$2.00
		$301-$500		
		$501-$800		
		$801-$1000		
		$1001+		
16	$100-$5000	$100-$1000	$0.00	$2.00
		$1001-$2000		
		$2001-$3000		
		$3001-$4000		
		$4001+		

No Bust 21st Century Blackjack© 4.0

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 to 5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards is used in the play of the game. The game will be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any of the following combinations is a Natural and beats all other hands:
    - A bonus ace and any card with a value of 10 on the first two cards dealt (pays 6 to 5)
- An ace has a value of 12 on the first two cards if the other card has a value of 10
- An Ace has a value of 1 or 11
- 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	1 or 11; 12 on the first two cards if the other card has a value of 10
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 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 house 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 house dealer and proceeds in a clock-wise fashion.

2. The game utilizes between one and eight 52-card decks.
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 five 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 house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. The game also utilizes an "action" button to determine which player receives first action on their wager. The player-dealer's second face-up card determines the position of the action button. The player-dealer's position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. When determining where the button shall be placed, cards shall have the following values:

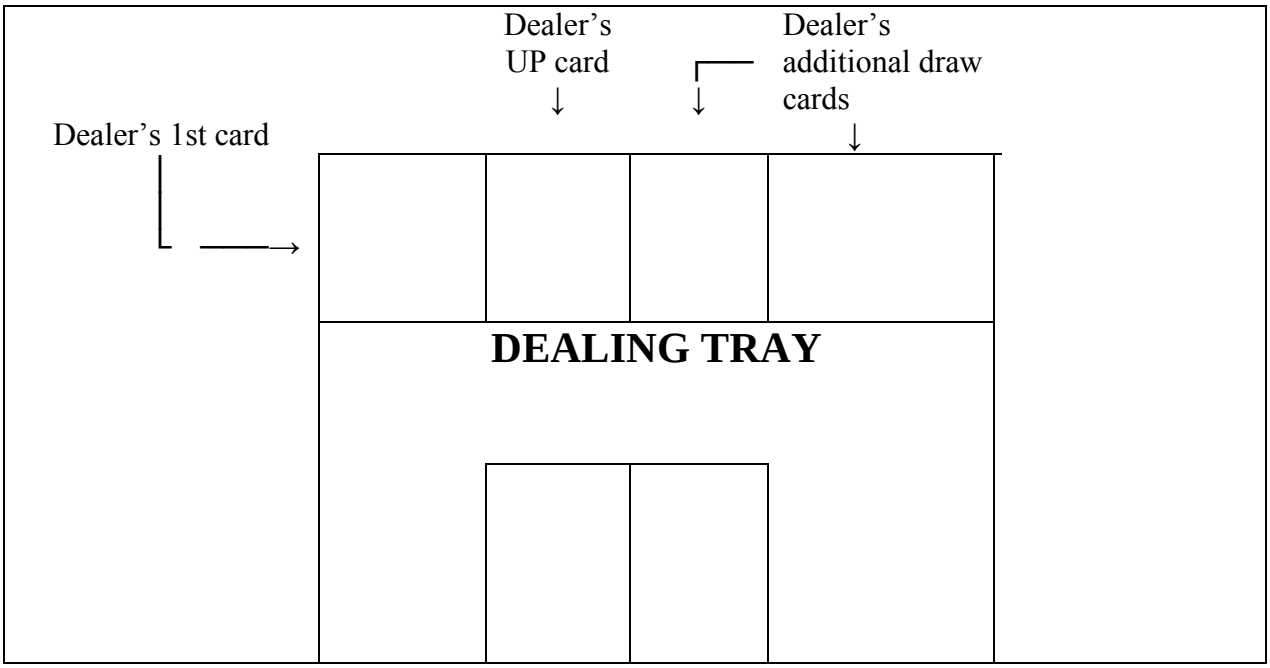
   Action Button Card Chart:

Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

8. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The house dealer is the only person on the table to touch the cards. The players will signal to the house 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 house dealer deals the first card to the player seated to the left of house 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 house dealer.
9. The house 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 house dealer, in a clock-wise fashion. The player-dealer will receive another face up card in front of the house dealer.
10. 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 Natural 22	11 Or Less	12 - 20

11. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will complete the player-dealer's hand according to the rules below.
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 house 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. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.
16. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house 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 unless they have a three card hand totaling 25, in which case it will be a 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.
8. A two card 22 beats all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the house 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.
11. Backline betting is permitted on any wagers.
12. 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 may double down on any two cards by placing an additional wager equal to the original wager. Players may double down for less, but must be at least the table minimum. Only one additional card may be taken on a double down hand.
    - 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 pair and receive up to three draws except when splitting aces, which can only be split once. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. When splitting aces, only one additional card may be drawn per split.
    - 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 on the first two cards and forfeit half their wager unless the dealer has a natural.

- INSURANCE-
    - If the player-dealer's up card is a bonus Ace, players may take insurance by placing an additional wager up to 1/2 of their original wager. Insurance wagers pay 2 to 1.

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.

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.

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 No Bust 21st Century Blackjack 4.0; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of No Bust 21st Century Blackjack 4.0 to be unlawful; (3) require gambling establishments to cease and desist offering the game of No Bust 21st Century Blackjack 4.0 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 5**, a collection fee will be taken per hand from the player-dealer position based on the total monetary value of all game 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, such as when player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a base game wager, doubling-down, splitting cards, surrendering, or placing an insurance wager. 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. 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 No Bust Blackjack are as shown below:

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$1000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
2	$1-$74	$1.00	$0.00
	$75-$99	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	
3	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$2000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum Wagering Limits shall be between $100-$500
Maximum Wagering Limits shall be between $1000-$5000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

No Bust 21st Century Buster Blackjack© 4.0

OBJECT OF THE GAME

The object of the No-Bust 21st Century Buster Blackjack 4.0 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 to 5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 52 cards is used in the play of the game. The game will be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any of the following combinations is a Natural and beats all other hands:
    - A bonus ace and any card with a value of 10 on the first two cards dealt (pays 6 to 5)
- An ace has a value of 12 on the first two cards if the other card has a value of 10
- An Ace has a value of 1 or 11
- 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	1 or 11; 12 on the first two cards if the other card has a value of 10
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 Buster Blackjack 4.0 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 house 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 house dealer and proceeds in a clock-wise fashion.

2. The game utilizes between one and eight 52-card decks.
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 five 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 house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. The game also utilizes an "action" button to determine which player receives first action on their wager. The player-dealer's second face-up card determines the position of the action button. The player-dealer's position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. When determining where the button shall be placed, cards shall have the following values:

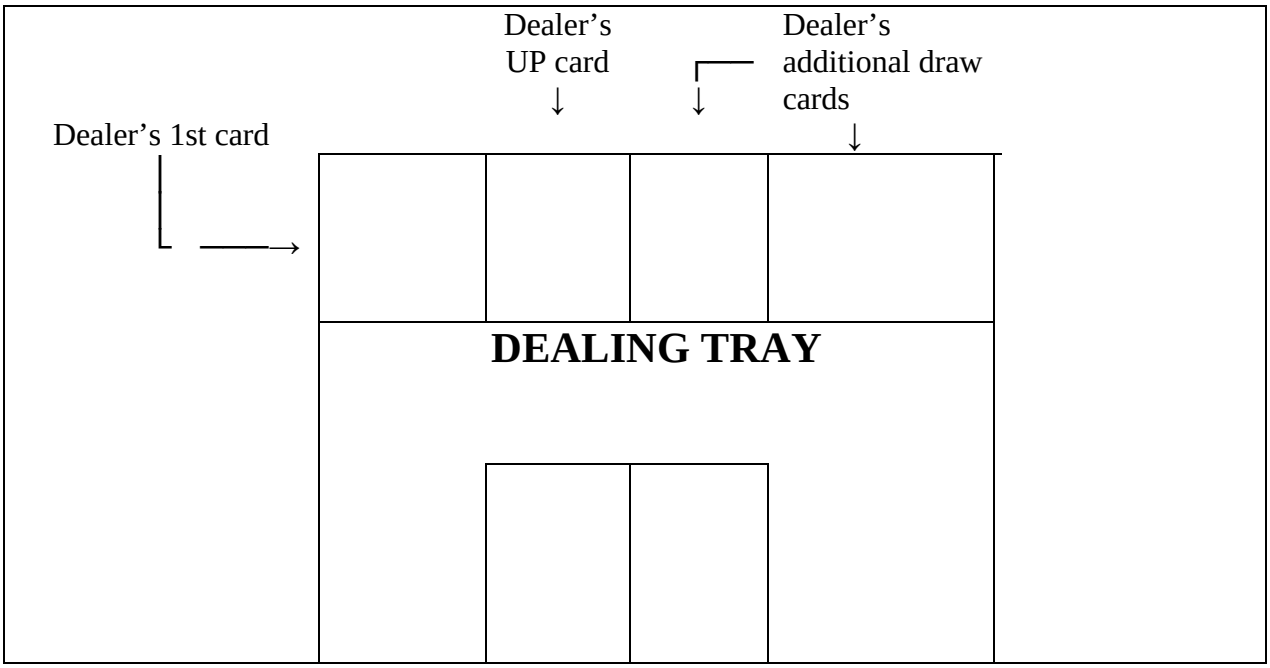
   Action Button Card Chart:

Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

8. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The house dealer is the only person on the table to touch the cards. The players will signal to the house 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 house dealer deals the first card to the player seated to the left of house 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 house dealer.
9. The house 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 house dealer, in a clock-wise fashion. The player-dealer will receive another face up card in front of the house dealer.
10. 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 Natural 22	11 Or Less	12 - 20

11. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will complete the player-dealer's hand according to the rules below.
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 house 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. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.
16. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house 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 unless they have a three card hand totaling 25, in which case it will be a 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.
8. A two card 22 beats all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the house 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.
11. Backline betting is permitted on any wagers.
12. 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 may double down on any two cards by placing an additional wager equal to the original wager. Players may double down for less, but must be at least the table minimum. Only one additional card may be taken on a double down hand.
    - 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 pair and receive up to three draws except when splitting aces, which can only be split once. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. When splitting aces, only one additional card may be drawn per split.
    - 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 on the first two cards and forfeit half their wager unless the dealer has a natural.

- INSURANCE
    - If the player-dealer's up card is a bonus Ace, players may take insurance by placing an additional wager up to 1/2 of their original wager. Insurance wagers pay 2 to 1.

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.

Buster Blackjack Bonus Wager

Buster Blackjack is an optional wager attached to No Bust 21st Century Blackjack 4.0. It features a wager that allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional bet offered to all players who placed a game wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
3. Backline betting is not permitted.
4. If the player-dealer does not or cannot have a Natural and the player has a Natural, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
    a. If the player-dealer hand busts, all Buster Blackjack Bonus Bet wagers will be paid according to the posted Buster Blackjack Bonus Bet pay table.
    b. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers will be collected in rotation to the extent of the money in action.
6. The player-dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers.
7. 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: game wager, Buster Blackjack Bonus Bet wager.

Note: If there are no game wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack Bonus Bet wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	2:1
4	2:1
5	4:1
6	15:1
7	50:1
8 or more	300:1

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.

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 No Bust 21st Century Buster Blackjack 4.0; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of No Bust 21st Century Buster Blackjack 4.0 to be unlawful; (3) require gambling establishments to cease and desist offering the game of No Bust 21st Century Buster Blackjack 4.0 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 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 Buster Blackjack 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 include any additional wagers placed by players after cards are dealt, such as when player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a base game wager, Buster Blackjack Bonus Bet wager, doubling-down, splitting cards, surrendering, or placing an insurance wager. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the game wager as long as it is 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. 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 No Bust Blackjack are as shown below:

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$1000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
2	$1-$74	$1.00	$0.00
	$75-$99	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	
3	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$2000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum Wagering Limits shall be between $100-$500
Maximum Wagering Limits shall be between $1000-$5000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

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

Standards of play:

Ultimate Texas Hold'em Bad Beat Bonus features head-to-head play against the player-dealer as well as optional bonus bets.

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 offered 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 Bad Beat Bonus 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 optional bonus bets, the Trips bonus and Bad Beat bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher and bad beat bonus if either the player or player-dealer is beaten by three of a kind or better. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em Bad Beat Bonus 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 Bad Beat Bonus 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”;

4. For Bad Beat Bonus wagers on the words “Bad Beat” and

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

<u>Number of players in the game:</u>

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

<u>Type of card deck used:</u>

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

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

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold’em Bad Beat Bonus 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.

<u>Ranking of Hands:</u>

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

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

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

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

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

Betting scheme:

1. All wagers at Ultimate Texas Hold'em Bad Beat 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 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."

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

An ante wager and a blind wager are required to play the round. If a player places a Trips Bonus Wager, the Trips Bonus Wager may be less than or equal to , but may not exceed the Ante Wager. Likewise, if a player places a Bad Beat Bonus Wager, the Bad Beat Bonus Wager may be less than or equal to, but may not exceed the Ante Wager. If a player places both a Trips Bonus Wager and a Bad Beat Bonus wager, the amount wagered between both bonus wagers may be less than or equal to, but may not exceed the ante wager.

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 or bad beat 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 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 a round of betting;

    b. 4 cards to the center of the table with the top card as the burn; followed by a round of betting;

    c. 2 final community cards to the center of the table, followed by a round of betting;

    d. After all action is complete, the player-dealer receives their two cards.

4. 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 or to make a play wager three or four times the value of their ante wager.

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.

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 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 the player;

b. Pay the play, blind, and trips bonus wagers in accordance with the appropriate payouts; and

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

NOTE: Ultimate Texas Hold'em Bad Beat Bonus 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.

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;

c. Pay any trips bonus wager; and

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

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

    a. Pay any trips bonus wager;

    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, trips bonus wagers, and bad beat bonus 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.

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.

Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 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	

BAD BEAT BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em Bad Beat Bonus.

2. Players win if they and the player-dealer are involved in a bad beat. There are two ways to win:

   - ✓ The player has three of a kind or better and loses to the player-dealer.
   - ✓ The player beats the player-dealer's hand of three of a kind or better.

3. To participate in the bad beat, players must make bets on the Ante, Blind and Three of a Kind. Players place their bad-beat wagers in the marked circle.

4. Payouts below:

Hand Beaten	Pays
Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

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

6. If the player-dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

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 7**, 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 and Bad Beat Bonus 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.

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$1000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
2	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	
3	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$2000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum Wagering Limits shall be between $100-$500
Maximum Wagering Limits shall be between $1000-$5000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $500-2,000

Schedule Options	Total Table Action	Player-Dealer Collection	Player Collection
6	$10-$50	$2	$0
	$51-$300	$4	
	$301-$500	$6	
	$501-$1000	$10	
	$1001+	$15	
7	$10-$50	$2	$0
	$51-$300	$4	
	$301-$500	$6	
	$501-$1000	$10	
	$1001+	$20	

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 equal to the ante wager placed by a player in the blind circle. Unlike a blind bet made in a standard Poker game, this bet is based on the value of the hand made by the player.
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.

California 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.

Fortune Pai Gow Poker (GEGA-003968)

For **schedule options 1-5**, a collection shall be taken per round of play from the player-dealer position. Minimum and maximum wagering limits are different for each schedule, and are listed out below. A collection shall also be taken from each player based on the amount of each Fortune Pai Gow Poker game wager placed. For **schedule options 6-10**, a collection shall be taken per round of play from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers placed prior to cards being dealt. There will be no collection taken from each player. The collection shall be collected the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Minimum wagering limits shall be between $1-$100
Maximum wagering limits shall be between $500-$2,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	$1-$100	$1.00	$1.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	
2	$1-$100	$1.00	$2.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	
3	$1-$200	$1.00	$1.00
	$201-$400	$3.00	
	$401-$600	$5.00	
	$601-$800	$7.00	
	$801+	$9.00	
4	$1-$200	$2.00	$2.00
	$201-$600	$4.00	
	$601-$1,000	$8.00	
	$1,001-$1,400	$12.00	
	$1,401+	$15.00	

California Games Collection Rates

Minimum wagering limits shall be between $100-$500
Maximum wagering limits shall be between $1,000-$5,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
5	$100-$400	$2.00	$2.00
	$401-$800	$6.00	
	$801-$1,400	$11.00	
	$1,401-$2,000	$15.00	
	$2,001+	$20.00	

Minimum wagering limits shall be between $100-$500
Maximum wagering limits shall be between $1,000-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
7	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	

Minimum wagering limits shall be between $1-$100
Maximum wagering limits shall be between $500-$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
8	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum wagering limits shall be between $1-$100
Maximum wagering limits shall be between $500-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
9	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

California Games Collection Rates

Minimum wagering limits shall be between $100-$500
Maximum wagering limits shall be between $1,000-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
10	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

Pai Gow Poker (GEGA-001554), Jokers Wild Pai Gow Poker (GEGA-001549)
For **schedule options 1-2**, a collection shall be taken per round of play from the player-dealer position. There are two fee collection rates in this game, which are pre-determined based on the table limits. A collection is taken per betting circle of every player, prior to the start of any play of hand or round. The player-dealer pays a per hand fee collection. The collection rates are not calculated as a portion of wagers made or winnings earned. There is no collection taken for the Jackpot that may be connected to Pai Gow and Jokers Wild Pai Gow Poker.

Schedule Option	Table Limits	Player-Dealer Collection	Player Collection
1	$5-$200	$1.00	$1.00
2	$5-$200	$2.00	$2.00

Caribbean Stud Poker (GEGA-001550)
For **schedule options 1-2**, a collection shall be taken per round of play from the player-dealer position. The players and the player-dealer post a predetermined fee per betting spot prior to the start of the game. The collection is not calculated as a portion of the wagers made or winnings earned.

Schedule Option	Table Limits	Player-Dealer Collection	Player Collection
1	$5-$50	$.50	$.50
2	$10-$100	$1.00	$1.00

No Bust 21st Century Blackjack 4.0 (GEGA-004042), No Bust 21st Century Buster Blackjack 4.0 (GEGA-000138), Pure Spanish 21.5 (GEGA-004041), Three Card Poker 6 Card Bonus (GEGA-003666)
For **schedule options 1 through 8**, a collection 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 table action. The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a base game wager, bonus bet wager, doubling-down, splitting cards, surrendering, or placing an insurance wager. Bonus bet wagers may be less than, equal to, or more than the game wager as long as they are within table limits. The collection shall be collected from the player-dealer and dropped by the house dealer after

California Games Collection Rates

each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
2	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	
3	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum Wagering Limits shall be between $100-$500
Maximum Wagering Limits shall be between $1,000-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

California Games Collection Rates

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $500-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	$10-$50	$2.00	$0.00
	$51-$300	$4.00	
	$301-$500	$6.00	
	$501-$1,000	$10.00	
	$1,001 +	$15.00	
7	$10-$50	$2.00	$0.00
	$51-$300	$4.00	
	$301-$500	$6.00	
	$501-$1,000	$10.00	
	$1,001 +	$20.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
8	$0-$9	$0.00	$0.00
	$10-$100	$2.00	
	$101-$300	$3.00	
	$301-$500	$4.00	
	$501-$100	$10.00	
	$1001+	$15.00	

EZ Baccarat Panda 8 (GEGA-003967)

For **schedule options 1 through 10**, a collection 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 table action. There will be no collection required from a player when placing a base game wager, or any bonus bet wager. Bonus bet wagers may be less than, equal to, or more than the game wager as long as they are within table limits. The collection 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.

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $500-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$199	$1.00	$0.00
	$200-$599	$3.00	
	$600-$999	$8.00	
	$1,000-$1,499	$12.00	
	$1500+	$17.00	

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2	$1-$299	$1.00	$0.00
	$300-$599	$3.00	
	$600-$1,499	$8.00	
	$1,500-$2,499	$15.00	
	$2,500+	$25.00	
3	$1-$199	$1.00	$0.00
	$200-$599	$3.00	
	$600-$1,199	$8.00	
	$1,200-$1,999	$14.00	
	$2,000+	$22.00	
4	$1-$199	$1.00	$0.00
	$200-$699	$4.00	
	$700-$1,999	$10.00	
	$2,000-$2,999	$20.00	
	$3,000+	$30.00	
5	$1-$499	$3.00	$0.00
	$500-$1499	$7.00	
	$1500-$2499	$15.00	
	$2500-$3499	$25.00	
	$3500+	$35.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $500-$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	$10-$50	$2.00	$0.00
	$51-$300	$4.00	
	$301-$500	$6.00	
	$501-$1000	$10.00	
	$1,001+	$20.00	
7	$10-$50	$3.00	$0.00
	$51-$300	$5.00	
	$301-$500	$7.00	
	$501-$1000	$10.00	
	$1,001+	$20.00	
8	$10-$100	$2.00	$0.00
	$101-$300	$4.00	
	$301-$500	$6.00	
	$501-$1000	$10.00	
	$1,001+	$20.00	
9	$10-$50	$3.00	$0.00
	$51-$300	$5.00	
	$301-$500	$7.00	
	$501-$1000	$15.00	
	$1001+	$25.00	

California Games Collection Rates

Minimum Wagering Limits shall be between $1-100
Maximum Wagering Limits shall be between $200-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
10	$0-$100	$2.00	$0.00
	$101-$300	$4.00	
	$301-$500	$6.00	
	$501-$1000	$10.00	
	$1001+	$20.00	

Ultimate Texas Hold 'em (GEGA-004180), Ultimate Texas Hold'em Bad Beat Bonus (GEGA-004210)

For **schedule options 1 through 8**, a collection 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 table action. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection 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 shall be collected from the player-dealer and dropped by the house dealer, into the drop box attached to the table, after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
2	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	
3	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

California Games Collection Rates

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum Wagering Limits shall be between $100-$500
Maximum Wagering Limits shall be between $1000-$5,000,

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $500-$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	$10-$50	$2.00	$0.00
	$51-$300	$4.00	
	$301-$500	$6.00	
	$501-$1,000	$10.00	
	$1,001 +	$15.00	
7	$10-$50	$2.00	$0.00
	$51-$300	$4.00	
	$301-$500	$6.00	
	$501-$1,000	$10.00	
	$1,001 +	$20.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
8	$0-$9	$0.00	$0.00
	$10-$100	$2.00	
	$101-$300	$3.00	
	$301-$500	$4.00	
	$501-$1000	$10.00	
	$1001+	$15.00	

California Games Collection Rates

Fees for California Games

- California games utilize a player-dealer position. The position must be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- The collection shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates 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 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.
- The Saloon at Stones Gambling Hall shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collections shall be conspicuously posted on or within view of every gaming table.

OMAHA

Type of Game
The players of Omaha 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 two out of the four cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used
The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings
Five-Card High Card Values-The rank of each card used in Omaha when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

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

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.

OMAHA

Description of Table Used and Total Number of Seated Positions

The game of Omaha shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. 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.

Method Used to Determine Action and Distribution of Cards

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 shall receive the flat white disk with the words "dealer button." This button is used 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 betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are designated positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer. 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 receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. 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 received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place a wager that is equal to the amount of the big blind or "call" a wager, meaning to match the amount wagered by another player;
- Place the four 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;

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- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” 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.
- Call the raise, re-raise or fold their hand.
- 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.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are shared by 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:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

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. 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 shared by 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:

- Place a wager according to the established table limits;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers 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. 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 shared by 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:

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- Place a wager according to the established table limits.
- Call a wager according to the rules and guidelines used in the previous round of play.
- Check according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player wagers 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 four 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.

Collection Fee Schedule

For **schedule option 1- 15**, a collection will be taken every thirty minutes. This schedule applies to limit games, as well as, no limit and pot limit games.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees
1	2+	$6.00
2	2+	$7.00
3	2+	$8.00
4	2+	$9.00
5	2+	$10.00
6	2+	$11.00
7	2+	$12.00
8	2+	$13.00
9	2+	$14.00
10	2+	$15.00
11	2+	$16.00
12	2+	$17.00
13	2+	$18.00
14	2+	$19.00
15	2+	$20.00

For **schedule options 16-19**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand fails to reach the flop a $1 collection, referred to as the Modified fee, will be taken from the pot.

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Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
16	7+	$6.00	$1.00
	5-6	$5.00	
	2-4	$4.00	
17	7+	$5.00	$1.00
	5-6	$4.00	
	2-4	$3.00	
18	7+	$4.00	$1.00
	5-6	$3.00	
	2-4	$2.00	
19	7+	$3.00	$1.00
	5-6	$2.00	
	2-4	$1.00	

For **schedule options 20-23**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand does not reach the flop, a collection will not be taken.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees after the Flop
20	7+	$6.00
	5-6	$5.00
	2-4	$4.00
21	7+	$5.00
	5-6	$4.00
	2-4	$3.00
22	7+	$4.00
	5-6	$3.00
	2-4	$2.00
23	7+	$3.00
	5-6	$2.00
	2-4	$1.00

For **schedule options 24-27**, a $1 collection shall be taken by the house dealer from the pot before the flop regardless if the flop is reached, this will be known as the pre-flop. A collection shall also be taken after the flop, and after the turn.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
24	7+	$1.00	$4.00	$1.00
	5-6		$3.00	$1.00
	2-4		$2.00	$0.00

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25	7+	$1.00	$3.00	$1.00
	5-6		$2.00	$1.00
	2-4		$2.00	$0.00
26	7+	$1.00	$2.00	$1.00
	5-6		$1.00	$1.00
	2-4		$1.00	$0.00
27	7+	$1.00	$1.00	$1.00
	5-6			
	2-4			

Collection Fees for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Saloon at Stones Gambling Hall 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.

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Type of Game:

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

Object and Summary of the Game

The object of the game is for each player to assemble a five-card hand competing against the player-dealer position.

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 three times or four times their ante. If they bet on the flop, they may bet two time their ante. If they wait until the river, when all community cards are out, they may only bet the same amount as their ante.

Players may also place an optional Trips bonus bet which pays out if their final five-card hand is a three-of-a-kind or higher.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of fifty-two (52) cards.

2. **Number of Decks:** Cards 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.

Card Values and Hand Rankings

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.	One Pair	Two cards of the same value. A higher pair beating a lower pair. aces shall be high.
b.	Two Pairs	Two 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.	Three-of-a-kind	Three cards of the same value. A higher three of a kind beating a higher three of a kind. Aces shall be high.
d.	Straight	Five cards of any suit in sequence. An ace may be counted as high or low. The value of the highest card in the hand shall decide the ranking between two straights.
e.	Flush	Five cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between two flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	Three cards of the same value and a pair. The hands take their rank from the threesome.
g.	Four of a Kind	Four cards of the same value.
h.	Straight Flush	Five cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Description of Table Used and Total Number of Seated Positions

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.”

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: Ante Bet wager, Play Bet wager, Blind Bet wagers and then the Trip 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

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. Backline betting is not allowed on the ante or Trips bonus wager.

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

    a. An equal wager in the “Ante” and “Blind” circles; or
    b. An equal wager in the “Ante” and “Blind” circles and a “Trips Bonus Wager.”
    c. An ante wager and a blind wager are required to play the round.

3. 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,” no bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets;” and then

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

4. All cards shall be dealt face down.

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

    a. One card to each wagering area containing an ante wager and blind wager and then one 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 two cards each; followed by

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

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

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

b. Two cards to the player-dealer; followed by

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

7. 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.

8 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.

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

10. 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.

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

12. 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.

13. 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 three-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.

14. 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.

15. 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.

How Each Wager Wins, Loses, or Pushes

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply when determining whether the player wins, loses or pushes.

The player-dealer does not qualify when the player-dealer does not have a pair or higher the casino dealer reconciles the hands of those players who remain in the game in the following way (NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. dealer does not qualify, it is not an automatic win for the player):

1. 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.

The player-dealer qualifies when 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 in the following way:

1. 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 five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);

    c. Compare the player's hand with that of the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. 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.

3. 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 or collect the wager on behalf of the player-dealer; and

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

4. 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 three-of-a-kind or better; and

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

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

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

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

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

7. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom (see table below).

8. Where a player has made a trips bonus wager at the beginning of the round and has received a three-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.

9. If the player receives a three-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 three-of-a-kind or better, the trips bet always wins – even if the player folds.)

10. 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.

11. 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-04	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 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 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.

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$1000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$0.50	$0.00
	$50-$99	$1.00	
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300+	$5.00	
2	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$4.00	
	$400-$699	$7.00	
	$700+	$10.00	
3	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	

Minimum Wagering Limits shall be between $1-$100
Maximum Wagering Limits shall be between $200-$2000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$299	$3.00	$0.00
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800-$1,199	$12.00	
	$1,200+	$20.00	

Minimum Wagering Limits shall be between $100-$500
Maximum Wagering Limits shall be between $1000-$5000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$100-$999	$5.00	$0.00
	$1,000-$1,999	$15.00	
	$2,000-$2,999	$25.00	
	$3,000-$3,999	$35.00	
	$4,000+	$45.00	

Poker Collection Rates

Texas Hold'em (GEGA-001551)

For **schedule options 1-8**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand does not reach the flop, no collection shall be taken.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game; $20 Minimum Buy-in No Limit or Pot Limit game to a No Maximum Buy-in No Limit or Pot Limit game

Schedule Option	Number of Players	Collection Fees after the Flop
1	7+	$6.00
	5-6	$5.00
	2-4	$4.00
2	7+	$5.00
	5-6	$4.00
	2-4	$3.00
3	7+	$5.00
	5-6	$4.00
	2-4	$2.00
4	7+	$4.00
	5-6	$3.00
	2-4	$2.00
5	7+	$3.00
	5-6	$2.00
	2-4	$1.00
6	8+	$5.00
	7	$4.00
	5-6	$3.00
	2-4	$2.00
7	8+	$6.00
	7	$5.00
	5-6	$4.00
	2-4	$2.00
8	8+	$6.00
	7	$4.00
	5-6	$3.00
	2-4	$2.00

For **schedule options 9-16**, the appropriate collection shall be taken, based on the number of players, from the pot immediately after the total amount of the pot reaches $9 any time after the flop. If the total amount of the pot does not reach $9, a modified fee, as identified below, will be taken from the pot.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game; $20 Minimum Buy-in No Limit or Pot Limit game to a No Maximum Buy-in No Limit or Pot Limit game

Schedule Option	Number of Players	Collection Fee (after the flop)	Modified Fee
9	7+	$6.00	$2.00
	5-6	$5.00	
	2-4	$4.00	

10	7+	$5.00	$2.00
	5-6	$4.00	
	2-4	$3.00	
11	7+	$5.00	$2.00
	5-6	$4.00	
	2-4	$2.00	
12	7+	$4.00	$2.00
	5-6	$3.00	
	2-4	$2.00	
13	7+	$3.00	$2.00
	5-6	$2.00	
	2-4	$1.00	
14	8+	$5.00	$2.00
	7	$4.00	
	5-6	$3.00	
	2-4	$2.00	
15	8+	$6.00	$2.00
	7	$5.00	
	5-6	$4.00	
	2-4	$2.00	
16	8+	$6.00	$2.00
	7	$4.00	
	5-6	$3.00	
	2-4	$2.00	

For **schedule options 17-46**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum total amount in the pot listed in each schedule option. If the pot has not reached the maximum total amount in the pot for the schedule option by the end of the hand, the appropriate collection based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand does not reach the flop, a collection will not be taken.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game; $20 Minimum Buy-in No Limit or Pot Limit game to a No Maximum Buy-in No Limit or Pot Limit game

Schedule Option	Collection Fees	
	Total Amount in Pot	Amount of Collection
17	$1-$5	$1.00
	$6-$8	$3.00
	$9+	$6.00
18	$1-$5	$1.00
	$6-$8	$3.00
	$9+	$5.00
19	$1-$5	$1.00
	$6-$8	$3.00
	$9+	$4.00
20	$1-$5	$1.00
	$6-$8	$2.00
	$9+	$3.00

Poker Collection Rates

21	$1-$6	$1.00
	$7+	$2.00
22	$1-$5	$1.00
	$6-$10	$3.00
	$11+	$6.00
23	$1-$5	$1.00
	$6-$10	$3.00
	$11+	$5.00
24	$1-$5	$1.00
	$6-$10	$2.00
	$11+	$4.00
25	$1-$5	$1.00
	$6-$10	$2.00
	$11+	$3.00
26	$1-$7	$1.00
	$8-$12	$3.00
	$13+	$6.00
27	$1-$7	$1.00
	$8-$12	$3.00
	$13+	$5.00
28	$1-$7	$1.00
	$8-$12	$3.00
	$13+	$4.00
29	$1-$7	$1.00
	$8-$12	$2.00
	$13+	$3.00
30	$1-$7	$1.00
	$8+	$2.00
31	$1-$15	$1.00
	$16-$25	$4.00
	$26+	$6.00
32	$1-$15	$1.00
	$16-$25	$4.00
	$26+	$5.00
33	$1-$15	$1.00
	$16-$25	$3.00
	$26+	$4.00
34	$1-$15	$1.00
	$16-$25	$2.00
	$26+	$3.00
35	$1-$15	$1.00
	$16+	$2.00
36	$1-$30	$1.00
	$31-$50	$4.00
	$51+	$6.00

37	$1-$30	$1.00
	$31-$50	$4.00
	$51+	$5.00
38	$1-$30	$1.00
	$31-$50	$3.00
	$51+	$4.00
39	$1-$30	$1.00
	$31-$50	$2.00
	$51+	$3.00
40	$1-$30	$1.00
	$31+	$2.00
41	$1-$5	$1.00
	$6-$8	$3.00
	$9-$99	$5.00
	$100+	$6.00
42	$1-$5	$1.00
	$6-$8	$3.00
	$9-$99	$4.00
	$100+	$5.00
43	$1-$5	$1.00
	$6-$10	$3.00
	$11-$149	$5.00
	$150+	$6.00
44	$1-$7	$1.00
	$8-$12	$3.00
	$13-$199	$5.00
	$200+	$6.00
45	$1-$15	$1.00
	$16-$25	$3.00
	$26-$399	$5.00
	$400+	$6.00
46	$1-$30	$1.00
	$31-$50	$3.00
	$51-$799	$5.00
	$800+	$6.00

Texas Hold'em (GEGA-001551), Omaha Hi-Lo Split (GEGA-001552), Omaha Hi (GEGA-004511)

A collection will be collected every thirty minutes. **Schedule options 47-61** apply to limit games, as well as no limit and pot limit games.

For limit games, the table limits range from a minimum of a $1-$2 limit game, to a maximum of a $1,000-$2,000 limit game. For no limit games and pot limit games, the buy-in will range from a minimum of $20 to a no maximum buy-in.

Schedule Option	Number of Players	Collection Fees
47	2+	$6.00
48	2+	$7.00

49	2+	$8.00
50	2+	$9.00
51	2+	$10.00
52	2+	$11.00
53	2+	$12.00
54	2+	$13.00
55	2+	$14.00
56	2+	$15.00
57	2+	$16.00
58	2+	$17.00
59	2+	$18.00
60	2+	$19.00
61	2+	$20.00

Omaha Hi-Lo Split (GEGA-001552), Omaha Hi (GEGA-004511)

For **schedule options 1-7**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand does not reach the flop, a collection will not be taken.

Minimum of a $1-$2 limit, no limit or pot limit game to a maximum of a $1,000-$2,000 limit, no limit or pot limit game

Schedule Option	Number of Players	Collection Fees after the Flop
1	7+	$6.00
	5-6	$5.00
	2-4	$4.00
2	7+	$5.00
	5-6	$4.00
	2-4	$3.00
3	7+	$4.00
	5-6	$3.00
	2-4	$2.00
4	7+	$3.00
	5-6	$2.00
	2-4	$1.00
5	8+	$5.00
	7	$4.00
	5-6	$3.00
	2-4	$2.00
6	8+	$6.00
	7	$5.00
	5-6	$4.00
	2-4	$2.00
7	8+	$6.00
	7	$4.00
	5-6	$3.00
	2-4	$2.00

Poker Collection Rates

Collection Fees for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Saloon at Stones Gambling Hall 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.