HOLD'EM

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

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

The placement of the dealer button is determined before the game is started. The dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts on last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button.

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

Big Blind Rates for Hold'em games played at the Village Club are as follows:

	Big Blind	Small Blind
3-6	$3.00	$1.00
4-8	$4.00	$2.00
6-12	$6.00	$3.00
8-16	$8.00	$4.00

	Big Blinds	Small Blind
30-60	$30.00	$20.00
60-120	$60.00	$30.00

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

DECK

Hold'em is played with a total of 52 cards. There is no joker.

DEALING PROCEDURE

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place cut card at bottom of deck. Cards are then dealt to each player from left to right one down card at a time until each player has two down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards (the flop) face up on the table. Another round of betting takes place, and then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

WINNING HAND

The highest ranking poker hand determines the winner. The winner receives all the chips bet on that hand. In the event of a tie the chips are split evenly between the winning hands. The highest possible hand is a Royal flush. Ace, King, Queen, Jack, Ten, all of the same suit.

RULES OF HOLD'EM

BLINDS

1. In Hold'em, all blinds are "live" (except for the "dead collection blind").
   If you post a blind, you have the option of raising the pot when it is your turn.

2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is the button.

3. A new player entering a Hold'em game, has the following options:

   a. To be dealt right in and then take the blind when it gets to his or her seat.
   b. Wait until the dealer button goes past his seat and come in behind the button.

4. As a new player, you will be dealt in when you are between the small blind and the button.

5. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.

6. When a game starts, a new player must post both blinds if the blinds have gone past their seat.

IRREGULARITIES

7. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If a down-card is exposed due to a dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the

card with the top card on the deck, and the exposed card is then used for the burn card.

8. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board-cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

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

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

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OMAHA

Omaha is similar to Hold'em, except each player is dealt four down cards instead of two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'em. Omaha like Hold'em also uses a dealer button. Before the game is started the dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button. Also like Hold'em blinds are used. The Big Blind rates for Omaha games played at the Village Club are as follows:

	Big Blind	Small Blind
2-4	$2.00	$1.00
3-6	$3.00	$1.00
8-16	$8.00	$4.00
30-60	$30.00	$20.00

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

DECK

Omaha is played with a total of 52 cards. There is no joker.

DEALING PROCEDURES

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, and controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place the cut card at the bottom of the deck. Cards are then dealt to each player from left to right one down card at a time until each player has four down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards

(the flop) face up on the table. Another round of betting takes place, and then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

WINNING HAND

The highest ranking poker hand determines the winners. The winners receive all chips bet on that hand. In the event of a tie the chips are split evenly between the winning hands. The highest possible hand is a Royal Flush. Ace, King, Queen, Jack, Ten, all of the same suit. The best low hand possible is Ace, Two, Three, Four, Five, regardless of suit.

RULES OF OMAHA

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

RULES OF OMAHA HI-LOW SPLIT (8- OR BETTER)

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

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PINEAPPLE HI-LOW SPLIT (8- OR BETTER)

Pineapple is similar to Hold'em, except each player is dealt three down cards instead of two. After the "flop" each player must throw away one card, leaving the player with two cards. In order to make a hand, a player may use any five-card combination from among the board and personal cards. This is similar to Hold'em. The betting is the same as in Hold'em. Pineapple Hi-Low Split is also played with a dealer button. Before the game is started the dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button.

DECK

Pineapple is played with a total of 52 cards. There is no joker.

DEALING PROCEDURES

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, and controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place the cut card at the bottom of the deck. Cards are then dealt to each player from left to right one card at a time until each player has three down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards (the flop) face up on the table. Another round of betting takes place, then each player discards one card from their hand. Then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

The Big Blind rates for Pineapple Hi-Low Split games played at the Village Club are as follows:

	Big Blind	Small Blind
3-6	$3.00	$1.00

WINNING HAND

The highest and lowest ranking hands are the determined winners. The winners receive all chips bet on that hand. In the event of a tie the chips are split evenly between the winnings hands.

RULES OF PINEAPPLE HI-LOW SPLIT (8- OR BETTER)

1. All the rules of Hold'em apply to Pineapple high-low split (8- or better).
2. A qualifier of 8- or better for low is required for all high-low split games
3. If there is no low hand, the high hand wins the entire pot.
4. All other Hold'em rules apply.

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21st CENTURY BLACKJACK

Variation of game: No other variations are played at this time.

Description of how to win a hand and other winning variations:

1. If a player's total is more than 22 and the Player Dealer's total is 22 or less, the Player Dealer wins.

2. If the player's total is 22 or less and the Player Dealer's total is more than 22, the player wins.

3. If the player's and the Player Dealer's total is 22 or less, the hand closest to 22 wins.

4. If both the player and the Player Dealer have more than 22, the player pushes if the Player Dealer's total exceeds player's total over 22.

5. The Player Dealer wins if closer to 22 or ties. Definition

6. If both the Player Dealer and player have a "Natural 22", it is a push.

7. If Player Dealer does not have enough money to cover all bets, an action button will be used to determine the starting position for wining and losing bets. The placement of the action button will be randomly determined by the Player Dealer's hole card.

8. If Player Dealer's up-card is a Joker, there is no draw. Player Dealer wins all hands, except other "Natural 22." Definition

21st CENTURY BLACKJACK RULES

1. A "Natural 22" hand beats all other hands.

2. A "Natural 22" is two Aces or one Ace with a Joker.

3. All cards have face value.

4. Aces have a value of 1 or 11.

5. A Joker, as a hit card, makes the hand 22.

6. All face cards have a value of 10.

7. The value of each hand is the sum of its cards.

8. All player's hands are compared with the Player Dealer's hand

9. Players have three objects: a) receive a "Natural 22", b) form a hand whose value is 22 points, c) form a hand whose value is greater than the Player Dealer's hand.

10. Each player will receive two cards on the initial deal.

11. Players have the option of drawing additional cards.

12. The Player Dealer will receive one card up and one card down.

13. When all of the players have concluded their play, the Player Dealer's hole card will be exposed. The Player Dealer must draw cards until he reaches a total of 18 or more, except he must hit soft 18.

14. Player may double down on all hard hands of 11 and 12 only, with the option of drawing up to two cards.

21st CENTURY BLACKJACK

HOUSE RULES

1. **Exposed Cards:**

   a. Player claims they did not have an opportunity to act on their hand and the next card has been exposed. The exposed card will not be backed up or burned, it will play as is, if the dealer acknowledges a mistake on their part, the past player will then act on their hand as soon as play on the current hand is over, then play will resume as normal.

   b. If it has been determined that a player did not want a hit but received one, the only hand that can receive the exposed card is the Player Dealer. If any of the remaining players want a hit, the exposed card is burned. If none of the remaining players want a hit, the exposed card goes to the Player Dealer's hand if needed, otherwise it is burned.

   c. A card dealt off the table is a live card. The dealer must call the supervisor to retrieve the card.

   d. In all disputes involving hand or verbal signals to hit or stand the Casino's dealer interpretation of the signal will stand.

2. **Dealing:**

   a. If the Player Dealer is dealt an incorrect number of cards - misdeal the entire hand unless cards can be backed-up in proper position.

   b. A player ends up with no cards or one card only that hand only is dead and player is given a free collection button.

   c. A hand is dealt to the Player Dealer 's betting circle - those two cards are dead.

   d. A hand is dealt to a betting circle without a bet up - that hand is deal (no call bets).

   e. Both of the Player Dealer's cards are exposed prior to any draw - the entire deal is dead but with the following exemptions: 1)Player Dealer's "Natural 22" will win all bets; 2) Player's "Natural 22" will be paid.

f. Both of the Player Dealer's cards are exposed prior to the completion of the draw - any and all hands not aced on are dead, with the exception of naturals. Then the Player Dealer's hand is completed.

g. If the dealer starts out of position backup cards to their proper position. If that is not possible, entire deal is dead.

h. If two hit cards are dealt the supervisor will be called. The correct card (the first off) is in play, the second card is an exposed card. If the manager is unable to identify the order, both cards will be burned.

i. If a player abandons their hand the dealer will hit 12 or less and stand on 13. What does this mean

j. No player may play more than three betting hands without approval from the manager and the Player Dealer. why can't this simply state "dealer"

k. When the cut card shows, the hand in play is the last of that shoe. If a hand ends with the cut card in the window, the next hand is the last.

l. If cards run out prior to the completion of the hand (went by, or no cut card) the last card is dealt, the cards are shuffled, cards burned, and play continues.

m. A player may bet three hands on a table. Exception, no other seat is available of the same limit, he may be forced to give up two of them.

n. Cross betting may be allowed with Player Dealer's approval.
definition

3. **Hand Signals:** what are these?

Players must use the casino's hand signal - verbal signals are not accepted. When informing a player about the use of hand signals, demonstrate by showing them how to scratch or touch the table with their finger to hit, and move a flat hand over the table stand. Do not use verbal prompts such as "you're good" or even "good?" when asking a player to act on their hand, only use the question "cards?" Every hand must be acted upon by the player - no exceptions!

4. **Player Dealer Position:**

a. Player Dealer position shall rotate continuously and systematically amongst each of the participants during the play of the game.

b. The Player Dealer may request that one card be burned per shoe. The burn is done prior to deal only. Dealer does not suggest burn rule to anyone. Rule is for the bankers request only.

c. When the Player Dealer runs out of money and does not cover all bets, player who receive no action will receive a free collection button for the following hand.

5. **Handling Bets:**

a. Once the first card has been dealt, do not let players touch their bets or their cards. If they do, politely inform them of the rules and if they continue to do it, call the supervisor. No bets or changes to bets once the first card is out.

b. Always make payoffs in the same order. Start is determined by the dealers down card. A's - 10's face count, Jack 11, Queen 12, King 13. The Player Dealer position is 0. The first hand to the right of the Player Dealer is 1, 7, or King. The card number signifies where the action button will be placed. Payoffs continue clockwise.

What is this

c. When paying multi-colored bets, "barber poles" break down the bet by color, then pay. Do not touch player bet with chips in hand.

d. Smaller denomination chips must be on top of multi-colored bets.

e. When paying off with large domination chips announce out loud amount of bet and total payoff.

f. Dealer acts on all bets. Do not allow the Player Dealer to make payoffs.

g. Let the Player Dealer separate his chips, don't waste time.

h. When making change out of rack, bring bills or chip(s) directly in front of rack, count and announce amount, count out chips and announce amount, stack chips and give to player. Repeat amount, confirm cash count as you rack it.

6. **Dealing:**

a. All players cards will be laid out corner to corner exposing 3/4 of the first card.

b. Player Dealer's hand must be hit left to right.

c. When the hand is complete, pick up the cards in order from your right with Player Dealer's hand last and on top when it is racked.

d. Do not deal to any unattended bets.

e. Slow down on the draw, it is very important that you get a proper hand signal every time the player has an option.

f. Focus on the game. Do not stop during the deal to ask for service, fills, etc. Do not talk to anyone outside of the game unless it pertains to casino business. Always pay attention to what you are doing while you are in the box.

g. Dealer is responsible to keep seats available for active players and to ask non-players to leave the table. Player may sit out a few hands, however, has to move when it is apparent that he won't play again.

h. Dead-spread when a game breaks down with only one Player Dealer, shuffle the cards, load them into the shoe and burn six cards and leave burn cards on the table until game continues.

i. Cross betting is allowed but dealer must place bet. Do not allow players to place their own bets. If they continue to place their own bets after you have explained the rules, call the supervisor. Watch carefully for "Action Player" hand signal. Know who has control of the hand and act only on his signal.

j. Swipe with the right hand from right to left and announce "no more bets." Before announcing "no more bets" as you are swiping the table check to make sure no one has "over bet" a spot.

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	1or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.

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

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

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

6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)

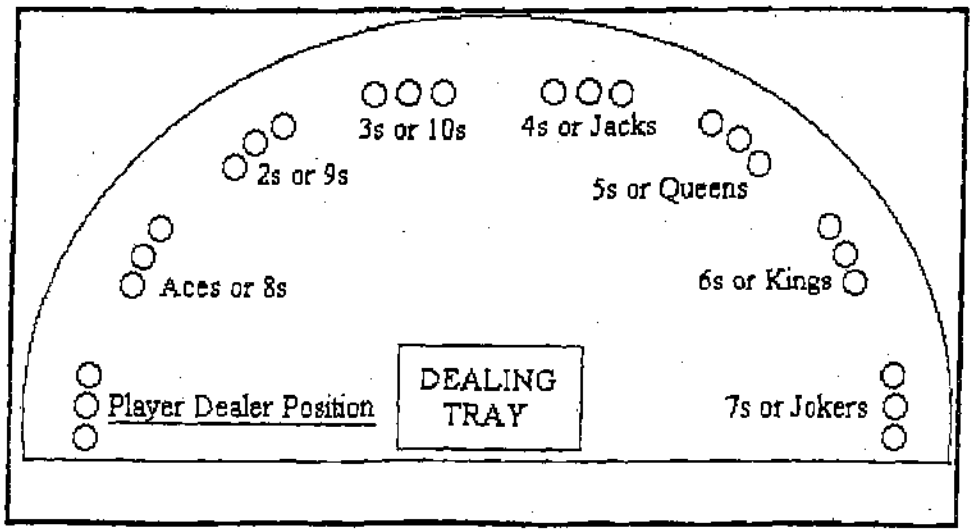
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players

Must Stand on	Must Hit on	Have Option on
		12
	11or Less	13
Soft & Hard 20		14
Soft & Hard 21		15
Natural 22		16
		17
		18
		19

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.



12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.

13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.

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

16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

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

18. 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

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

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.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 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 one person cannot continually occupy the position and the "bank" hand within the meaning of **Oliver v. County of Los Angeles** (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

PAI-GOW POKER

Purpose of the Game

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

The Deck

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

How the Game is played:

The card game is dealt on a Poker-style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and the employees do no participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer in turn, clockwise starting at seat #1.

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

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

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table minimum, however, there is no maximum limit.

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

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

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.
The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

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

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

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

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

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

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

Backline Wagers:

Each player's position has circles numbered 1, 2, 3, 4, 5 and 6. The number 1 refers to player who is occupying the seat and handling the cards for that specific position. Numbers 2, 3, 4, 5 and 6 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2, 3, 4, 5 or 6 locations will pay equal time collections before each hand is played.

Traditional Poker Ranking Hands:

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

RULES FOR PAI-GOW POKER

1. THE **VILLAGE CLUB** 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 VILLAGE CLUB CASINO.

2. TIME COLLECTION IS TAKEN IN ADVANCE FOR EACH BET. YOU MUST HAVE A FULL MINIMUM BET AFTER PAYING COLLECTION.

3. EACH TABLE HAS A SPREAD LIMIT DEFINING THE MINIMUM AND MAXIMUM AMOUNTS THAT MAY BE WAGERED IN EACH SPOT.

4. YOU MUST BET AT LEAST THE TABLE MINIMUM. LESS THAN MINIMUM BETS WILL RECEIVE ACTION, BUT WILL NOT BE TOLERATED.

5. ANY AMOUNT OVER THE MAXIMUM TABLE LIMIT WILL RECEIVE NO ACTION.

6. THERE IS "NO MAXIMUM" ON PLAYER/DEALER WAGERS.

7. "KUM-KUM" BETS WILL BE PAID OFF AND OR COLLECTED AS ONE BET.

8. PLAYERS WHO CHOOSE TO BET "KUM-KUM" MUST EACH WAGER AT LEAST THE MINIMUM BET PERMITTED AT THE TABLE.

9. PLAYERS WHO BET "KUM-KUM" DO SO AT THEIR OWN RISK. THE HOUSE WILL NOT HOLD UP ACTION OR BE RESPONSIBLE FOR SETTLING DISPUTES THAT ARISE FROM "KUM-KUM" BETS.

10. ALL ACTION GOES CLOCKWISE, STARTING WITH THE ACTION BUTTON.

11. ALL CASH WILL BE CHANGED TO CHIPS. ALL BETS WILL BE PAID IN CHIPS.

12. THE PALYER WHO CONTROLS THE SEAT IS THE ONLY ACTIVE PLAYER FOR THAT POSITION BUT THE PLAYER WITH THE MOST MONEY IN ACTION WILL HANDLE THE CARDS.

13. THE ACTIVE PLAYER CANNOT REFUSE BACKLINE BETS. HE MAY NOT PROHIBIT ANY PLAYER FROM WAGERING ON THAT SPOT IF HE IS NOT WAGERING ON IT. ONCE A PLAYER HAS WAGERED ON THIS SPOT, THAT PLAYER IS ALLOWED TO WAGER OR BACKLINE

24. IF THERE WAS NO WAGER THE PREVIOUS HAND, NO ONE MAY BE THE PLAYER/DEALER ON THAT SPOT. ANY PLAYER INVOLVED IN THE FIRST DEAL HAS THE RIGHT TO TAKE THE SECOND DEAL IF THE ACTIVE PLAYER PASSES THE SECOND DEAL.

25. ANY ATTEMPTS TO SWITCH, PASS, AND/OR HOLD OUT CARDS WILL CAUSE A HAND TO BE FOUL AND THE FORFEITURE OF THAT WAGER TO THE EXTENT THAT MONEY COVERS. ANY PLAYER(S) FOUND GUILTY OF SUCH ACTIONS WILL BE BARRED AND MAY BE SUBJECT TO PROSECUTION.

26. ANY PLAYER REMOVING A LOSING BET MAY BE BARRED AND/OR SUBJECT TO PROSECUTION.

27. A PLAYER WHO REMOVES A WINNING WAGER FROM THE BETTING CIRCLE MAY BE PAID THE MINIMUM BET (TO THE EXTENT THAT MONEY COVERS). IF THE CORRECT AMOUNT OF THE WAGER CANNOT BE DETERMINED.

28. A PLAYER HAS A FOUL HAND IF:

(A) THE TWO-CARD HAND IS STRONGER THAN THE FIVE-CARD HAND BEHIND HAND, OR
(B) THE PLAYER DOES NOT HAVE EXACTLY TWO CARDS IN THE FRONT HAND, OR
(C) THE PLAYER DOES NOT HAVE EXACTLY FIVE CARDS IN THE BACK LINE.

29. ALL PLAYERS ARE FORBIDDEN TO SHOW OR DISCUSS THEIR HANDS WITH ANY OTHER PLAYER. IN THE EVENT THAT PLAYERS HAVE DISCUSSED THEIR HAND, THE HAND WILL BE PLAYED ACCORDING TO LOGICAL.

30. A PLAYER MAY SEE ONE HAND ONLY. REGARDLESS OF THE NUMBER OF HANDS ON WHICH HE HAS WAGERED.

31. THE JOKER MAY BE USED AS A WILD CARD TO COMPLETE ANY PAIR, STRAIGHT, OR FLUSH.

32. A BOXED OR EXPOSED CARD ON THE DEAL WILL BE REPLACED AFTER THE DEAL IS FINISHED BY THE FIRST OF THE REMIANING FOUR CARDS.

33. A MISDEAL WILL BE DECLARED IF (A) A JOKER OR ACE IS BOXED OR EXPOSED, OR (B) IF TWO OR MORE CARDS ARE BOXED OR EXPOSED.

34. PLAYERS ARE RESPONSIBLE FOR THE FINAL SETTING OF THEIR HANDS.

35. NO WAGER CAN BE REMOVED UNTIL ALL HANDS ARE OPENED.

36. ANY "LOGICAL WAY" HAND IMPROPERLY SET BY THE HOUSE SUPERVISOR WILL BE RESET BY THE MANAGEMENT.

37. THE HOUSE SUPERVISOR CANNOT ALLOW THE PLAYER/DEALER TO SET HIS HAND FOUL. IF THE HOUSE SUPERVISOR MISTAKENLY ALLOWS A FOUL HAND TO BE PLAYED, IT WILL BE RESET THE "HOUSE WAY" BY MANAGEMENT AND PLAY WILL CONTINUE.

38. THE PLAYER/DEALER'S HAND IS NOT SET UNTIL HE HAS SIGNIFIED HIS FINAL DECISION IN ANY OBVIOUS MANNER TO THE HOUSE SUPERVISOR.

39. IF IT IS DISCOVERED THAT THE HOUSE SUPERVISOR DIDI NOT SHOW ALL OPTIONS TO THE PLAYER/DEALER, THE HAND WILL BE RESET THE "LOGICAL WAY" BEFORE THE THIR HAND IS EXPOSED.

40. NEW SET-UPS MAY BE REQUESTED AFTER TWO ROUNDS.

41. PLAYER/DEALER MAY ASK THE HOUSE SUPERVISOR FOR AN EXTRA SHUFFLE.

42. ONLY THE PLAYER/DEALER MAY REQUEST A CHANGE OF DECK.

43. WHEN TWO IDENTICAL CARDS ARE TURNED UP, THE HAND WILL BE DECLARED A MISDEAL.

44. A HAND THAT HAS BEEN MISREAD BY THE HOUSE SUPERVISOR WILL PLAY AT TRUE VALUE IF IT CAN BE RETRIEVED INTACT.

45. MANAGEMENT RESERVES THE RIGHT TO MAKE DECISIONS WHICH ARE IN THE INTEREST OF THE GAME. HTEREFORE, UNDER SPECIAL CIRCUMSTANCES, A DECISION MAY BE RENDERED THAT IS CONTRARY TO THE STRICT AND TECHNICAL INTERPRETATION OF THESE RULES.

Caribbean Stud Poker
Exhibit # A

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

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

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The player/dealer hand must qualify to play.

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

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

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

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

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

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

4) A the start of the game ,the player/dealer position will be offered to players from seat # 1.

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

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

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

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

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

10) At this time players act in turn by exercising one of the following options:
    a) Surrender by forfeiting their wager (*Ante*); or

b) Call with a back *Call Bet* twice the *Ante.*

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

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

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

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

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

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

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

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

19) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank

and no pair is the lowest.

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

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

Front bet (Ante)
Back bet (Call Bet)

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

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

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

NO BUST
21st CENTURY
BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4,2006	No Bust 21 Blackjack

And additional pending patents

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

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

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

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

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Ace	a)11and a half on first two cards with all cards with the value of 10’s. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:

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

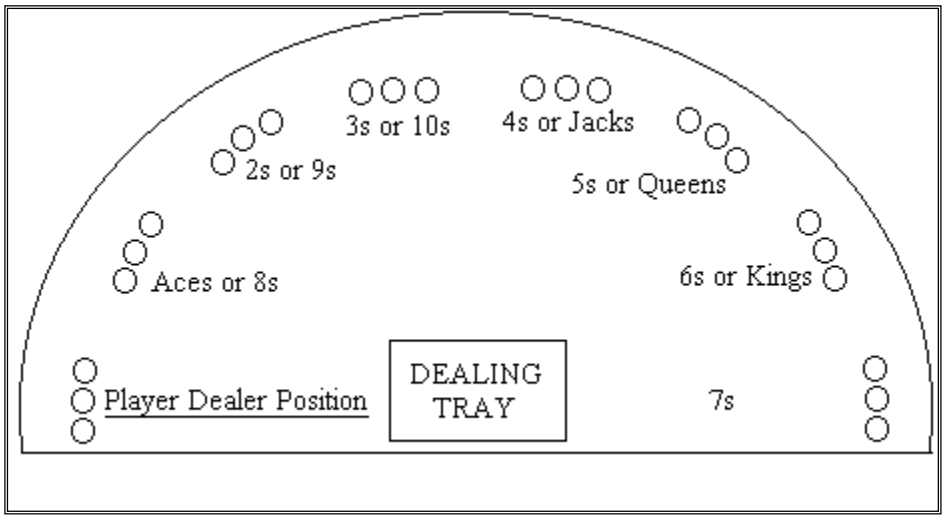
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

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 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.

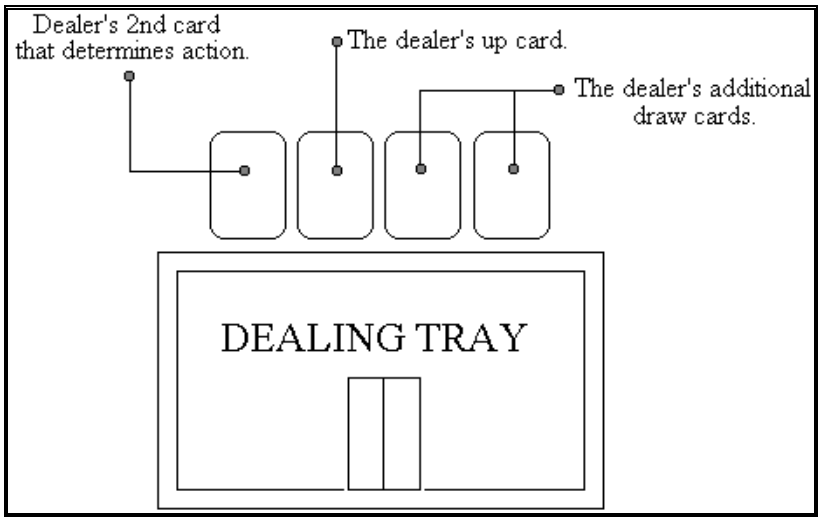
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

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

15. 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:



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

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

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.

18. 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.

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

GAME RULES

1. A “Natural ” (21and a half) is the best possible hand. If the player and the Player/Dealer’s hands are both a “Natural ,” the hand is a push or tie, and no action is taken on the wager.
2. If a Player’s total is less than a “Natural” and the Player/Dealer’s total is more than a “Natural” the Player wins the hand.
3. If a Player’s total is less than a “Natural” and the Player/Dealer’s hand is less than a, “Natural” the hand closest to a “Natural ” wins.
4. If a Player and the Player/Dealer have the same total and it is less than a “natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player’s and the Player/Dealer’s totals are more than a “natural ”, the following will apply:
    a. If the Player/Dealer is closer to a “natural ,” the Player/Dealer wins the hand.
    b. If the Player is closer to a “natural “ the Player loses except when the Player has a 3-card hand with the value of 22,23,24 &25 and then they will “PUSH”.
6. The Player/Dealer wins all ties or pushes over a “natural .”
7. If a player has more than a “natural ” and the Player/Dealer has less than a “natural ,” the Player/Dealer wins. The player would win if they had less than a “natural ” and the Player/Dealer had more than a “natural .”
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER &ODDS

- DOUBLE-DOWN
    - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SPLIT
    - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
    - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SURRENDER
    - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- ODDS
    - Any Natural hand pays 6 to 5
- INSURANCE
    - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

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

Buster Blackjack

US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"

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Rules of Play

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

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

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

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

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

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A
3	2
4	2
5	4
6	18
7	50
8 or more	200

The Benefits of Buster Blackjack

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

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

- **High hit frequency**
  The hit frequency is over 28%. The player will win once every 3.5 hands.

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

No Bust 21st Century Blackjack©

6.0 version

May,30,2009

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

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

*Additional pending patent

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

OBJECT OF THE GAME

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

- Obtain the best possible hand of “Natural” or “22.” Winning “Natural” hands are paid odds of 6 to 5.
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “Bonus” or “No Bust ” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
    - 12 on the first two cards when the other card has a value of 10.
    - 1 or 11 when combined with cards valued at 2-9.
    - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Bonus"or "No Bust" aces with 3 values. The aces are Bonus cards with the value of:
    a. 12 on first two cards with all cards with the value of 10's.
    b. 1 or 11 with all cards with value of 2-9.
    c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the

banking position. The Player/Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or “action”.
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer’s first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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

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

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

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

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" then the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
    a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
    b. If the Player is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand which consists of a 7, 8, and 9 of a single suit and then they will "PUSH".
6. The Player/Dealer wins all ties 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 Natural beat all other hands.
9. Double-Down:
    a. Players can double-down on the first two-cards only, with the exception of all “Natural” hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer. Doubling down for less is not permitted.
10. Splits:
    a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
    b. Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A “Natural” can not be had off of any hand from the split of a ten-value card.
    c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and can not qualify for a “Natural” hand after it is split.
11. Players can not surrender.
12. Insurance:
    a. Players may make an optional insurance wager.
    b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has a “Natural” (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
13. 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.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

16. Backline betting is allowed.
17. 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.
18. All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

COLLECTION RATES

Table Limit	Player/Dealer Collection	Player Collection
$2 - $10	$0.50	$0.25
$5 - $50	$1	$0.50
$10 - $100	$2	$1
$25 - $100	$2	$1
$25 - $200	$3	$2
$50 - $300	$4	$2

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of Oliver v. County of Los Angeles *(1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.*

21st CENTURY

BACCARAT

ROYALE

9.0 Version

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21st CENTURY BACCARAT Version 9.0

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

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

2. Backline betting is allowed.

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

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

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

5. Each player at a 21st Century Baccarat 9.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Royale Bonus *Bet*.

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

Dealing Procedures

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

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

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

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

- The casino dealer will then expose the dealer's hand.

Dealer Hand:

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

House Way

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

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards.

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

RoyaleBonus Bet

The optional bonus bet is called the "Royale Bonus" (RB). Each player wagering in the base game has the option of placing a wager within table limits on the designated RB spot located next to each player's position on the gaming felt layout.

Rules are as follows:

1. All hands except a pair can be made using a combination of the first four cards (two from the player and two from the dealer).
2. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
3. Only the highest hand will be paid out.
4. The ace can be used to complete a low or a high straight.
5. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
6. There is no collection for the RB bet.
7. The player/dealer will pay all Royale Bonus Bet wagers and will collect all losing Royale Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Royale Bonus Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Two Pair	8 to 1
One Pair Suited	12 to 1
One Pair Same Color	6 to 1
One Pair	3 to 1

21st CENTURY BACCARAT Version 9.0

Table Limits & Collection Rates

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

Table Limit	Player/Dealer Fee	Player Fee
$5 - $50	$1.00	$0.50
$10 - $100	$2.00	$1.00
$50 - $300	$3.00	$2.00
$100 - $500	$5.00	$3.00

Glossary of Terms

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

Deuce-Seven Triple Draw

Detailed description of the game:

a. Standards of play: In a Deuce-Seven Triple Draw game (a five-card draw low game), the worst poker hand wins. There is no joker used. All cards in the deck, two (2) through Ace hold their numerical value and/or ranking according to standard poker rankings, with two (2) being the lowest card and an ace as the highest card. Suites do not have different rankings. They are all equal.

b. A standard 52-card deck is used to play Deuce-Seven Triple Draw.

c. Describe dealing procedures: Deuce-Seven Triple Draw is dealt as a six player maximum game. The game utilizes a button or flat disc which is denoted with the word "Dealer." The "Dealer" visually designates which player is the in the dealer position for that hand. The "Dealer" button rotates clockwise around the table after each round of play. The "Dealer" button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The "small blind" and the "large blind" are made from the position(s) immediately to the left of the "Dealer" button, and posted before a player looks at their cards. If necessary discarded cards can be reshuffled by the dealer.

The player directly to the left of the dealer button posts a live small blind and the player two to the left of the dealer button posts a live big blind. Each player is dealt five cards, one card at a time to each player, face down, in a clockwise rotation, and there is a round of betting. The first betting round starts with the player to the left of the big blinds, as in hold'em. Each player in turn has the following options:

- Call the "large blind" by placing a wager equal to the "large blind," which allows that player to stay in the game;
- Raise the "large blind" bet by placing a wager that is greater than the amount of the "large blind," which allows that player to stay in the game;
- Fold their hand. Folded hands shall be placed in the discard pile;
- A bet and six (6) raises are permitted for the first round of betting.

After the first round of betting is complete, each player who has not folded out has the chance to draw cards. Players then discard any cards they want to have replaced with fresh cards. The first player to act is always the player closest to the left of the button. Players can discard up to five cards. After each player has decided on their discards, the dealer begins replacing their cards in turn. The dealer would take the discarded cards and places them in the muck pile.

After the draw is complete, there is another round of betting. Players have the following options:

- Check their hand which does not require an additional wager;

- Raise the pot by placing a wager that is equal to or greater than the amount of the "large blind";
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- A bet and six (6) raises are permitted for the second round of betting.

The players then have the chance to draw again. After the second draw is complete, there is another round of betting. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the "large blind";
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- A bet and six (6) raises are permitted for the third round of betting.

The players then have one final opportunity to discard, after this third and final draw; there is one more round of betting. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the "large blind";
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- A bet and six (6) raises are permitted for the fourth and final round of betting.

Note: The best hand is 7/5/4/3/2 of at least two different suits. Straights and flushes count against the value of your hand, and Aces are considered high only.

Before the draw an exposed card of 7/5/4/3 or 2 must be taken. Any other exposed card including a 6 must be replaced.

Check-and-Raise is permitted on any hand after the draw.

A bet and six raises are allowed in any multi-handed betting round.

d. Number of players in the game: There are up to six players in Deuce-Seven Triple Draw.

e. Betting Scheme: The action starts from the first player clockwise from the last blind. Since the blind wagers are already made, players must call, raise or fold. After the initial betting action is completed, players who remain in the pot may improve the value of their hand by replacing five cards. Once this draw is complete, the wagering starts from the first player clockwise to the dealer button.

f. How the winners are determined and paid: As soon as the action is complete on the final round, each player in turn starting from the last player to bet or raise on that round turns their cards face up on the table or fold the hand by placing them face down towards the dealer. The dealer will determine the best five card low ball hand for each player with cards face up. The player with the best lowball hand is awarded the pot. The dealer then pushes the pot to the winning player.

In the event of a tie (more than one player had the same hand) the chips are split evenly between the winning players. If there are an odd number of chips, the extra chips are awarded to the player or players starting to the left of the dealer button and continuing clockwise around the table.

Describe a "round of play": Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is a wager in the pot, players are required to call, raise or fold. After the action is completed, the players that remain in the pot now have an action to improve their hands by replacing cards in their hands with new cards. This called the draw. After the draw, the action starts from the first player clockwise from the dealer button.

Glossary of terms used in the controlled game:

Fold:	to give up your hand and drop out of the competition for the current hand being played
Pot:	chips that have been bet in the course of play that will ultimately be awarded to the winner(s) of the hand
Raise:	to increase the bet that has been raised to you
Collection:	fee charged to the player for the house collection

Collection Rates

For collection schedules 1 thru 10, the collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected.

The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Deuce-Seven Triple Draw are as shown below:

	Time Collection – Per player per one-half hour		
Schedule Options	**Table Limit**	**Small/ Large Blind**	**Table Fee**
1	$40 - $80	$20/$40	$10.00
2	$60 - $120	$30/$60	$10.00
3	$75 - $150	$50/$75	$12.00
4	$100 - $200	$50/$100	$12.00
5	$150 - $300	$75/$150	$13.00
6	$200 - $400	$100/$200	$15.00
7	$300 - $600	$200/$300	$15.00
8	$400 - $800	$200/$400	$15.00
9	$500 - $1,000	$300/$500	$15.00
10	$1,000 - $2,000	$500/$1,000	$15.00

Badugi Triple Draw

Detailed description of the game:

a. Standard of play: Badugi is a four-card low ball game. The best unsuited low-hand wins. The ultimate low-hand is made up of four cards that are different suits and different ranks (A/2/3/4 all off suit). If the player has four unsuited different ranked cards, this is a Badugi.

b. Type of deck used: A standard 52 card deck is used to play Badugi. There are no jokers. All other cards hold their numerical value and/or ranking according to standard poker rankings, with Ace being the lowest card and a King as the highest card. There is no ranking for the suits themselves.

c. Describe dealing procedures: The game utilizes a button or flat disc which is denoted with the word "Dealer." The "Dealer" visually designates which player is the in the dealer position for that hand. The "Dealer" button rotates clockwise around the table after each round of play. The "Dealer" button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The "small blind" and the "large blind" are made from the position(s) immediately to the left of the "Dealer" button, and posted before a player looks at their cards.

d. Number of players in the game: up to 8 players.

e. How winners are determined and paid: The best hand in Badugi is A/2/3/4 unsuited. Any Badugi hand beats a hand that has either two cards of the same suit or a pair.

If there are no four card Badugi hands made, the winner would be the player holding the best three cards hand (A-2-3 unsuited) without a pair or a card with a matching suit.

Still no winner? The best two card hand (A-2 unsuited) will win the pot. Pot is awarded after the determination of the winner. If two or more players have the same amount of cards in their Badugi hand, the player with the lowest first card wins. For example, an Ace-3-5-6 hand will beat a 2-4-5-6 hand.

In the event of a tie for the 'Badugi' hand, the chips shall be split evenly between the winning players for each hand. If there are an odd number of chips, the extra chips shall be awarded to the player(s) starting with the winning player to the left of the "Dealer" button and continuing around the

table in clockwise rotation until the odd number of chips has been distributed.

Describe a round of play: At the start of the game, before cards are dealt, the player to the left of the house dealer is given the "Dealer" button. The player to the left of the "Dealer" button is required to place a "small blind" bet in the pot. The player to the left of this player is required to place a "large blind" bet in the pot. Four cards are dealt to each player, in a clockwise direction. Starting with the player with the small blind, each player receives one card at a time. The first round of bets begins at this point with the player to the left of the big blind and continues on to the other players in a clockwise direction. Players have the following options:

- Call the "large blind" by placing a wager equal to the "large blind," which allows that player to stay in the game;
- Raise the "large blind" bet by placing a wager that is greater than the amount of the "large blind," which allows that player to stay in the game;
- Fold their hand. Folded hands shall be placed in the discard pile;
- There is no limit on how many bets and raises a player can make during each round of betting.

After the initial bet, players are given the chance to draw up to four cards. This continues for all players in a clockwise direction, at this point players are determining which cards to keep or weather or not to fold. If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. The second round of betting begins here. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the "large blind";
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- There is no limit on how many bets and raises a player can make during each round of betting.

After these bets are made, the players are in their second draw. If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. Once that is completed the third rounds of bets are made. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the "large blind";
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- There is no limit on how many bets and raises a player can make during each round of betting.

If necessary discarded cards can be reshuffled by the dealer and the third round draw commences. The final round of bets is made here. Players have the following options:

- Check their hand which does not require an additional wager;
- Raise the pot by placing a wager that is equal to or greater than the amount of the “large blind”;
- Check-and-raise;
- Fold their hand. Folded hands shall be placed in the discard pile.
- There is no limit on how many bets and raises a player can make during each round of betting.

At this point the winner is ready to be determined.

Glossary of terms used in the controlled game:

Fold:	To give up your hand and drop out of the competition for the current hand being played.
Pot:	Chips that have been bet in the course of play: that will ultimately be awarded to the winner(s) of the hand.
Raise:	To increase the bet that has been raised to you.
Collection:	Fee charged to player for the house collection.

Collection Rates

The collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected.

Time Collection – Per player per one-half hour		
Table Limit	**Small/ Large Blind**	**Table Fee**
$40 - $80	$20/$40	$10.00
$60 - $120	$30/$60	$10.00
$75 - $150	$50/$75	$12.00
$100 - $200	$50/$100	$12.00
$150 - $300	$75/$150	$13.00
$200 - $400	$100/$200	$15.00
$300 - $600	$200/$300	$15.00
$400 - $800	$200/$400	$15.00
$500 - $1,000	$300/$500	$15.00
$1,000 - $2,000	$500/$1,000	$15.00

BADUCI

Standards of Play:

Baduci is a mixture of Badugi and Deuce to Seven Triple Draw. Half of the pot goes to the best Badugi hand and the other half goes to the best Deuce-to-Seven hand. This is how Baduci (pronounced *Badeucey*) got its name. Half Badugi, half Deuce to Seven.

In Badugi you are looking for the lowest possible hand with no pairs, sets or flushes. The nut hand in Badugi is A, 2, 3, 4 with the cards being different suits. In Badugi the Ace is the lowest possible card, it is not a high card so having the Ace is a good thing. However in the 2-7 part of the game, you don't want to have an ace in your hand. As you may notice from the name, in 2-7 the lowest card is a 2. This means that when playing the 2-7 portion of the game, the Ace is the highest possible card. So if you have an ace in your hand, the chance of you getting the 2-7 pot is not a good one.

The pot in this game is split much like high-low split between the best Badugi poker hand and the best 2-7 triple draw hand. A players' hand contains five cards where only 4 cards are used to determine the best Badugi hand and 5 cards are used to determine the triple draw hand. During each of three drawing rounds, players can trade zero to three cards from their hands for new ones from the deck, in an attempt to form the best *badugi hand* and *2-7 triple draw hand* and win one half or both halves of the pot.

Type of Deck:

A standard 52-card deck is used to play Baduci. There is no joker.

Number of Players in the Game:

This game is dealt with a maximum of six players.

Dealing Procedures:

The game utilizes a button or flat disc which is denoted with the word "Dealer." The "Dealer" visually designates which player is the in the dealer position for that hand. The "Dealer" button rotates clockwise around the table after each round of play. The "Dealer" button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. The "small blind" and the "large blind" are made from the position(s) immediately to the left of the "Dealer" button, and posted before a player looks at their cards.

The player directly to the left of the dealer button posts the small blind and the player two to the left of the dealer button posts the big blind. Each player is then dealt five cards and there is a round of betting. Cards will be dealt one (1) card at a time to each player, facedown, in a clockwise rotation, beginning with the player to the left of the "Dealer" button, until each player has five (5) cards. The first betting round starts with the player to the left of the big blind. Each player in turn has the option to call, raise or fold.

BADUCI

After the first round of betting is complete, each player who has not folded out has the chance to draw up to three cards or keep their original cards. Players then discard any cards they want to have replaced with fresh cards. The first player to act is always the player closest to the left of the button. Player can discard up to three cards. After each player has decided on their discards, the dealer begins replacing their cards in turn. The dealer takes the discarded cards and places them in the muck pile.

After the draw is complete, there is a second round of betting. The players then have the chance to draw again. After the second draw is complete, there is a third round of betting. The players have a final opportunity to discard and draw. There is a fourth and final round of betting. However, once all cards have been depleted from the deck during any drawing round, players will not be permitted to replace any cards in their hand for the remainder of the game.

After the final betting round, if there is more than 1 player left in the game, it will be time to flip the cards and see who wins. Two live action pots in every hand of Baduci.

<u>Hand evaluation</u>

Two different hands must be evaluated at the same time. First a Badugi hand must be created by using a maximum of four out of the five dealt cards. This hand must have distinct ranks and suits. Any duplicates of a suit or rank are ignored and these cards become invalid. Any four-card Badugi hand will beat any three-card Badugi hand. A three-card Badugi hand will beat all two-card Badugi hands, which in turn will beat any one-card Badugi hand. Note that any four-card Badugi hand is known as a "Badugi" and an ace-low "Badugi" straight **A♣ 2♠ 3♦ 4♥** is the most powerful Badugi hand possible. This hand is used to determine the winner of one half of the Baduci pot. Therefore, when making a 'Badugi' hand, only one (1) suit may be present in the hand.

Example: A player has a five (5) card hand consisting of the following: two of hearts, three of hearts, ten of hearts, queen of spades, king of spades. Therefore, the player has a two (2) card 'Badugi' hand of a three of hearts and a queen of spades.

Also, when making a 'Badugi' hand, pairs, sets, or flushes count against the hand and may not be present in the hand. Only a single card of a single suit is permitted when making a 'Badugi' hand.

Example: A player has a five (5) card hand consisting of the following: two of hearts, three of hearts, three of spades, four of diamonds, jack of diamonds. Therefore, the player has a three (3) card 'Badugi' hand of a two of hearts, three of spades, and a jack of diamonds.

Finally, when trying to make a 'Badugi' hand, an Ace is the lowest ranked card and a King is the highest ranked card. All other cards hold their numerical value and/or ranking according to standard poker rankings, with Ace being the lowest card and a King as the highest card.

BADUCI

The other hand that must be evaluated is the 2-7 triple draw hand. Players use all 5 cards to determine this hand. All straights and flushes are disregarded in the creation of this hand. Like Badugi, the triple draw hand becomes more powerful as the hand ranks lower. The ace in triple draw is always high. Therefore, an ace is great for the Badugi hand but not for the lowball triple draw hand. An example of the most powerful 2-7 triple draw hand is **2♣ 3♠ 4♦ 5♥ 7♣.** Note that **2♣ 3♠ 4♦ 5♥ 6♣** may seem like a lower hand, but this creates a straight and this is the reason why it is not the strongest hand. The best 2-7 triple draw hand would win the other half of the Baduci pot.

The objective of Baduci poker is to make the best two hands out of the five cards available in order to win both pots at the same time. This is known as "scooping" the pot.

In the event of a tie (more than one player had the same best hand) the chips are split evenly between the winning players. If there are an odd number of chips, the extra chips are awarded the the player(s) starting to the left of the dealer button and continuing clockwise around the table.

Betting structures

Baduci poker will use a fixed limit and two blinds. The limit for the first two rounds of betting is called a *small bet*, while the limit for the third and fourth betting rounds is called a big bet and is generally double the small bet.

BADUCI

Table Limits and Collection Rates

For collection schedules 1 thru 10, the collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall be collection free, but all subsequent half hours shall be collected.

The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Baduci are as shown below:

Time Collection – Per player per one-half hour			
Schedule Options	**Table Limit**	**Small/ Large Blind**	**Table Fee**
1	$40 - $80	$20/$40	$10.00
2	$60 - $120	$30/$60	$10.00
3	$75 - $150	$50/$75	$12.00
4	$100 - $200	$50/$100	$12.00
5	$150 - $300	$75/$150	$13.00
6	$200 - $400	$100/$200	$15.00
7	$300 - $600	$200/$300	$15.00
8	$400 - $800	$200/$400	$15.00
9	$500 - $1,000	$300/$500	$15.00
10	$1,000 - $2,000	$500/$1,000	$15.00

Chinese Poker

Detailed description of game

Standards of play:
The object of the game is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

Type of card deck:
Chinese Poker is played with one standard 52-card poker deck and no joker.

Dealing procedures:
The casino dealer deals the cards face down in front of the dealer tray. Cards will be dealt consecutively to the first stack until there are 13 cards, and then the next stack of cards will be dealt. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the stacks of cards have been dealt, the first stack on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

Number of players:
The game allows up to five (5) seated players. However, in a 5 handed game, only four players will receive a hand will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the 4 hands chooses not to participate during that round of play.

How and when are house fees collected:
By the house prior to cards being dealt.

Collection Procedure:
Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table.

Table Fee- house fee collection
The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee.

What is the betting scheme:
The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit.
i.e., in a $ 5.00 limit game each point would have a money value of $ 5.00.

How winners are determined and paid:
The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

Chinese Poker

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

Round of Play
The players wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2nd position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2nd position, which is the 3rd position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3rd position, which is the 4th position.
4. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3rd position.
5. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3rd position, which is the 4th position.
6. The player in the 3rd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4th position.

Describe a "round of play"
The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

Type of gaming table utilized for this game:
Standard poker table

Chinese Poker

Point System: The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand a*nd *Clean Sweep*. One of these or all of these may be won during each round.

Bonus System: additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus hands and points earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Three of a Kind	3 Points	N/A	N/A
Full House	N/A	2 Points	N/A
Four of a Kind	N/A	8 Points	4 Points
Straight Flush	N/A	10 Points	5 Points

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

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

*Example***:** if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

Clean Sweep: "Clean Sweep" hands have a special ranking and automatically win. A "Clean Sweep" hand must be declared after the player has received their cards but before the showdown. If a player has a "Clean Sweep," the player is not required to set the back, middle, and front hands. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a "Clean Sweep" hand, all 13 cards are considered and are not required to be set a particular way. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the "Clean Sweep" hands ranked from highest to lowest:

Chinese Poker

Clean Sweep Hands	
Hand Dealt	**Point Value**
Dragon Ace through King, Any Suit	13

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

* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the “clean sweep” hand has been paid, all hands will be compared according the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep "hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a “Clean Sweep” hand, it will be played as a regular hand and will not qualify for the “Clean Sweep.”

Game Rules

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten (10) times the value of one point of the game.

2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid clockwise, starting with the player with the action and dealer buttons. A minimum of nine (9) points worth of chips will be needed in play before each hand; this is to be enforced by the players.

Chinese Poker

3. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front to that player at the beginning of the hand.

4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.

5. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each player. A player who fouls their hand for any segment shall be required to pay each player 3 points for each segment, and any qualifying bonus or clean sweep hand that a player may have.

6. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand and will be required to pay each player the penalty, as described above.

7. Before a showdown, a misdeal will be declared if:
   a. Five or more cards of one player's hand are exposed by the dealer
   b. Any player is dealt the wrong number of cards.
   c. Five or more boxed cards appear in the deck
   d. A foreign card appears.

8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.

9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.

10. Exposed cards or boxed cards will play as dealt.

11. Ace-2-3-4-5 is the smallest straight.

12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

Chinese Poker

Collection Fees

Table Limit (points)	Minimum Buy-In	Player Fee
$5.00	$100.00	$1.00
$10.00	$200.00	$1.00
$20.00	$400.00	$2.00
$25.00	$500.00	$2.00
$50.00	$1,000.00	$2.00
$100.00	$2,000.00	$5.00

VILLAGE CLUB
CALIFORNIA GAMES COLLECTION RATES

EZ Baccarat

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	$10 - $3,000	$10 - $50	$0.50	$10 - $50	$0.50
		$51 - $100	$1.00	$51 - $100	$1.00
		$101 - $300	$2.00	$101 - $300	$2.00
		$301 - $3,000	$3.00	$301 - $500	$3.00
				$501+	$4.00
2	$50 - $5,000	$50 - $100	$1.00	$50 - $100	$1.00
		$101 - $300	$2.00	$101 - $300	$2.00
		$301 - $5,000	$3.00	$301 - $500	$3.00
				$501+	$4.00

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
3	$10 - $3,000	$10 - $500	$0.50	$0.00
		$51 - $100	$1.00	
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501+	$4.00	
4	$50 - $5,000	$50 - $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501+	$4.00	
5	$10 - $5,000	$10 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901+	$12.00	
6	$10 - $5,000	$10 - $50	$1.00	$0.00
		$51 - $300	$3.00	
		$301 - $500	$5.00	
		$501 - $1,000	$10.00	
		$1,001+	$12.00	
7	$10-$10,000	$10-$50	$2.00	
		$51-300	$4.00	$0.00
		$301-$500	$6.00	
		$501-$1,000	$10.00	
		$1,001+	$20.00	
8	$10-$10,000	$10-$50	$3.00	$0.00
		$51-300	$5.00	
		$301-$500	$7.00	
		$501-$1000	$10.00	
		$1,001+	$20.00	

9	$10-$10,000	$10-$100	$2.00	$0.00
		$101-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1,001+	$20.00	
10	$10-$10,000	$10-$50	$3.00	$0.00
		$51-300	$5.00	
		$301-$500	$7.00	
		$501-$1000	$15.00	
		$1,001+	$25.00	

No Bust 21st Century Blackjack, 4.0, 4.01, 6.0

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $600	$5- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
2	$10 - $1,000	$10- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
3	$25 - $1,000	$25- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
4	$50 - $1,000	$50- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
5	$5 - $200	$5- $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1,000	$5.00	
		$1,001+	$10.00	
6	$5-$1,000	$5-$50	$2.00	$0.00
		$51-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1001+	$15.00	
7	$10-$1,500	$10-$50	$2.00	$0.00
		$51-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1001+	$20.00	

Pai Gow Poker

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player-Dealer Jackpot Fee	Player Fee	Player Jackpot Fee
1	$10 - $300	$10 - $50	$2.00	$0.50	$0.50	$0.50
		$51 - $100	$2.00	$0.50	$1.00	
		$101 - $300	$2.00	$0.50	$2.00	

***Player Jackpot Collection is taken from the player that receives action first on each hand only. The total jackpot collection taken is $1.00 per hand.**

Caribbean Stud Poker

Schedule Options	Table Limit	Player-Dealer Fee	Player-Dealer Jackpot Fee	Player Fee
1	$5 - $50	$1.00	$1.00	$0.50
2	$10 - $100	$2.00	$1.00	$1.00
3	$50 - $300	$4.00	$1.00	$2.00

21st Century Baccarat 9.0

Schedule Options	Table Limit	Player Collection Fee	Player/Dealer Collection Fee
1	$5 - $50	$0.50	$1.00
2	$10 - $100	$1.00	$2.00
3	$50 - $300	$2.00	$3.00
4	$100 - $500	$3.00	$5.00

EZ BACCARAT™ PANDA 8

*EZ Baccarat Panda 8 is owned, patented and/or copyrighted by DEQ Systems Corp. Please submit your agreement with the Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Village Club
EZ BACCARAT PANDA 8

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

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

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

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

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

Description of Table Used and Total Number of Seated Positions
The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted.

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.

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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 not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Panda 8 Bet

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

Equipment Used

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

Key Features

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

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Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 and 2**, a collection fee shall be taken from the player-dealer based on the total table action, which will be the sum of all player line, banker line, Tie, Dragon 7, and Panda 8 wagers. Players shall also be assessed a collection fee based on the total cumulative amount that they have wagered. The Dragon 7 and Panda 8 wagers may be equal to or less than, but not greater than the game wager and must be a minimum of $1 to a maximum of $100. All of their wagers on the player line, banker line, Tie, Dragon 7, and Panda 8 shall be added up and assessed a fee based on the total amount of all of the wagers placed by that player. For **schedule options 3 through 6**, a collection fee shall be taken from the player-dealer based on the total table action, which will be the sum of all player line, banker line, Tie, Dragon 7, and Panda 8 wagers. Players will not be assessed a fee when placing a player line, banker line, Tie, Dragon 7, or Panda 8 wager. The Dragon 7 and Panda 8 wagers may be equal to or less than, but not greater than the game wager and must be a minimum of $1 to a maximum of $100. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	$10 - $3,000	$10 - $50	$0.50	$10 - $50	$0.50
		$51 - $100	$1.00	$51 - $100	$1.00
		$101 - $300	$2.00	$101 - $300	$2.00
		$301 - $3,000	$3.00	$301 - $500	$3.00
				$501+	$4.00
2	$50 - $5,000	$50 - $100	$1.00	$50 - $100	$1.00
		$101 - $300	$2.00	$101 - $300	$2.00
		$301 - $5,000	$3.00	$301 - $500	$3.00
				$501+	$4.00

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
3	$10 - $3,000	$0.00	$10 - $500	$0.50
			$51 - $100	$1.00
			$101 - $300	$2.00
			$301 - $500	$3.00
			$501+	$4.00
4	$50 - $5,000	$0.00	$50 - $100	$1.00
			$101 - $300	$2.00
			$301 - $500	$3.00
			$501+	$4.00
5	$10 - $5,000	$0.00	$10 - $200	$1.00
			$201 - $400	$3.00
			$401 - $600	$5.00
			$601 - $900	$8.00
			$901+	$12.00

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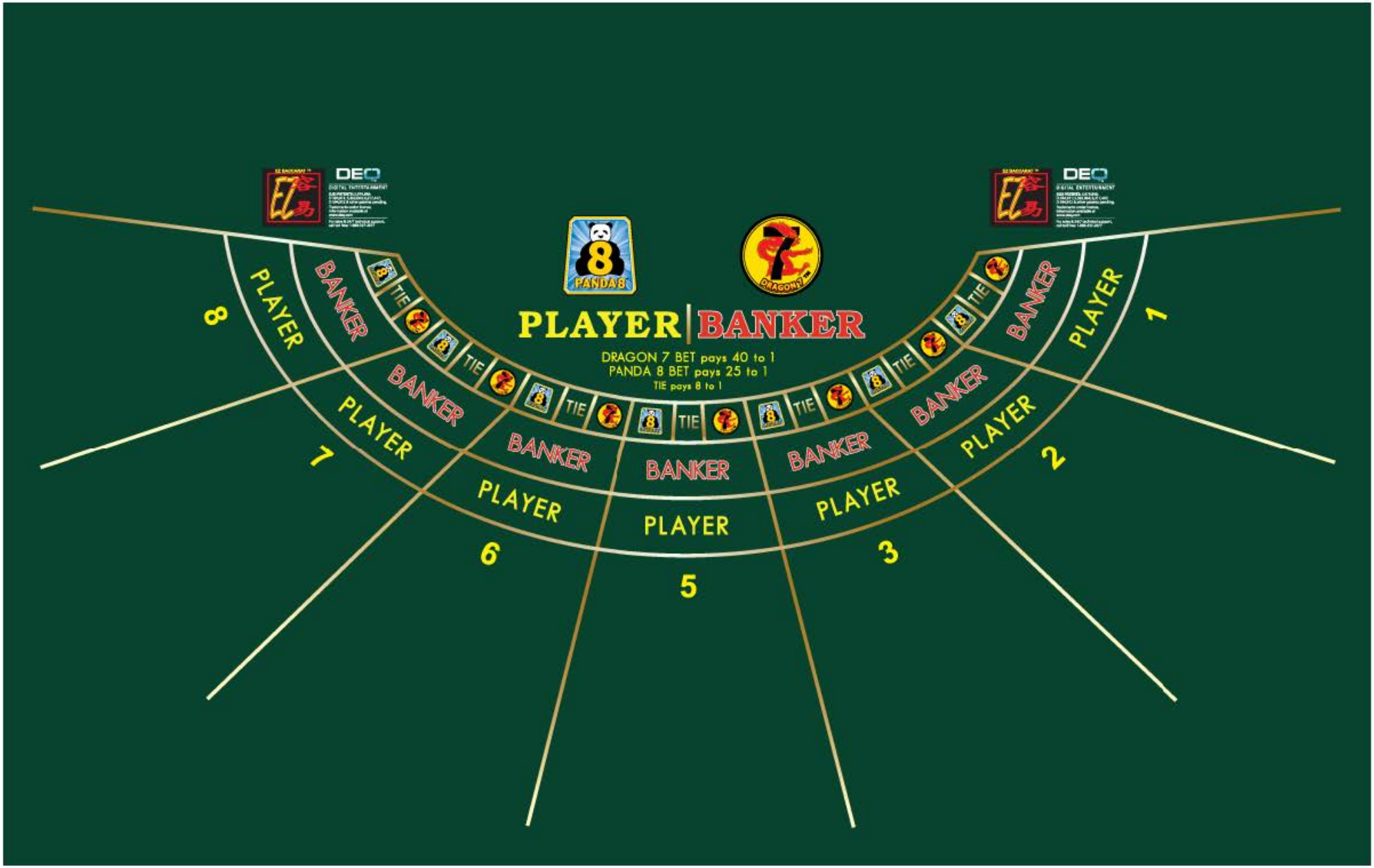
6	$10 - $5,000	$0.00	$10 - $50	$1.00
			$51 - $300	$3.00
			$301 - $500	$5.00
			$501 - $1,000	$10.00
			$1,001+	$12.00


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

Standards of play:

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

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

Type of card deck used:

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

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

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

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

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

<u>Dealing procedures:</u>

- The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to 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 who receives the “Action” button. 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.

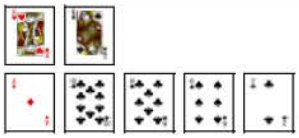
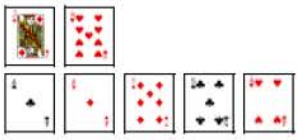
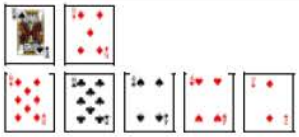
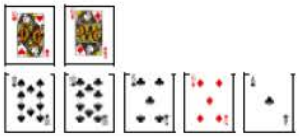
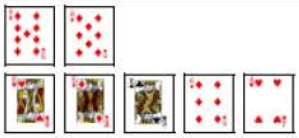
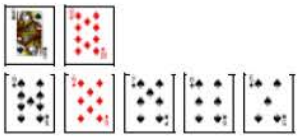
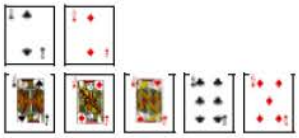
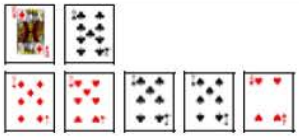
Round of Play

- 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 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 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 can be used as an ace or to complete a straight or flush on the Fortune Bonus Bet.

- 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 table, 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 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 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 below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

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

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

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

BONUS BET PAYTABLE

Jokers Fully-Wild

	FPG-08	
Hand	**Pays**	**Envy**
7 Card Straight Flush (No Joker)	1,000 to 1	$500
7 Card Straight Flush (With Joker)	500 to 1	$100
5 Aces	400 to 1	$50
5 of a Kind	250 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	40 to 1	$5
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
"Action" button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the Player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least $25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the Player-dealer wins the other.

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 modified game of Fortune Pai Gow Poker; (2) notify all law enforcement agencies and gambling establishments if further review determines the modified game of Fortune Pai Gow Poker to be unlawful; (3) require gambling establishments to cease and desist offering the modified game of Fortune Pai Gow Poker if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 7**, 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. A collection fee shall also be taken from each player for each Fortune Pai Gow Poker game wager placed. The Fortune Bonus wager may be less than, equal to, or more than the base game wager as long as its within table limits. There shall be no additional collection fees taken from players or the player-dealer for placing a Fortune Pai Gow Poker Bonus Bet wager. 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 Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $600	$5- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
2	$10 - $1,000	$10- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
3	$25 - $1,000	$25- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	

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4	$50 - $1,000	$50- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
5	$5 - $200	$5- $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1,000	$5.00	
		$1,001+	$10.00	
6	$5-$1,000	$5-$50	$2.00	$0.00
		$51-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1001+	$15.00	
7	$10-$1,500	$10-$50	$2.00	$0.00
		$51-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1001+	$20.00	

Pure Spanish 21.5™

Masque Publishing, Inc.

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

Village Club
Pure Spanish 21.5

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

Village Club
Pure Spanish 21.5

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 card room. 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.

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Pure Spanish 21.5

DIAGRAM #I

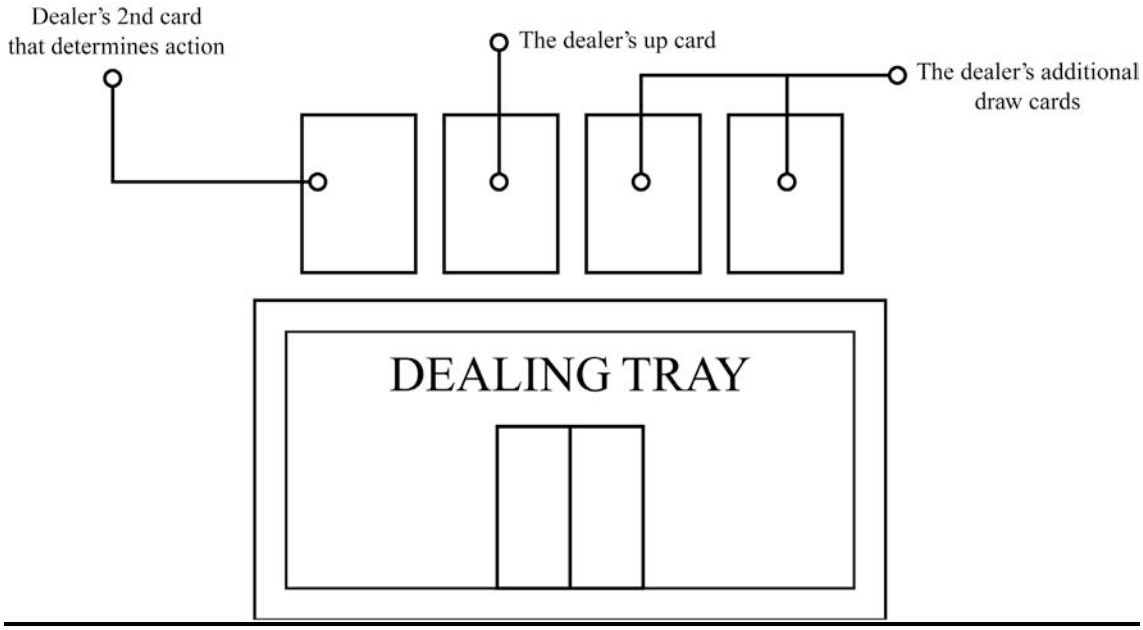


CHART 1A

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

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

CHART 1B

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

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

Village Club
Pure Spanish 21.5
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 permitted on all 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 table.

Table D 48 Card Deck	**6 Decks**
2 suited matches	16 to 1
1 suited + 1 non-suited match	12 to 1
1 suited match	8 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Village Club
Pure Spanish 21.5

Collection Fee Schedule: How and When are House Fees Collected

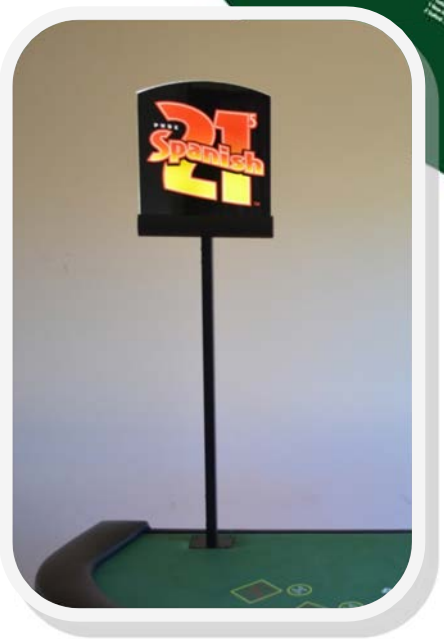
Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines 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 1-7**, 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 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 shall be no collection fee taken from the player when placing any wager. 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. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Options	Table Limit	Total Table Action	Fee	layer Fe
1	$5 - $600	$5- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
2	$10 - $1,000	$10- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
3	$25 - $1,000	$25- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
4	$50 - $1,000	$50- $50	$0.50	$0.00
		$51 - $400	$2.00	
		$401+	$5.00	
5	$5 - $200	$5- $100	$1.00	$0.00
		$101 - $300	$2.00	
		$301 - $500	$3.00	
		$501 - $1,000	$5.00	
		$1,001+	$10.00	

6	$5-$1,000	$5-$50	$2.00	$0.00
		$51-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1001+	$15.00	
7	$10-$1,500	$10-$50	$2.00	$0.00
		$51-300	$4.00	
		$301-$500	$6.00	
		$501-$1000	$10.00	
		$1001+	$20.00	

Table Layout and Lighted Sign



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Type of Game:

The game of Ultimate Texas Hold'em utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

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.

This game also features an optional Trips bonus wager. Players win the Trips Bonus wager if their final five-card hand is three of a kind or better.

Description of the Deck and Number of Decks Used

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

2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.

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

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be, in order from the lowest to highest rank; 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

The ranking of Hands for Ultimate Texas Hold'em in order from the highest to the lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

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

The cloth layout 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.”

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.

2. Backline wagering may be permitted on the base game wagers; Ante, Blind, and Play wagers and/or the Trips bonus wager.

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

    a. An equal wager in the “Ante” and “Blind” circles; or
    b. An equal wager in the “Ante” and “Blind” circles and a “Trips” bonus wager; or

4. 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.

5. All cards shall be dealt face down.

6. 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.

7. 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.

8. 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.

9. 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.

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

11. 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.

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

13. 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.

14. 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;
    b. Take the player's cards and individually spread out the cards, face down, and count them; and
    c. Place the cards in the discard rack.

15. 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.

16. 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 wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

17. 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 Winners are Determined and Paid

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 when the 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 house dealer shall:

    a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
    b. Determine whether the Trips bonus wager qualifies and pay accordingly on behalf of the player-dealer 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 house dealer shall on behalf of the player-dealer:

    a. Pay the Ante wager and Play wager on the hand on behalf of the player-dealer;
    b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer;
    d. 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.

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 wager 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.

12. Below is the Ultimate Texas Hold'em base game (Blind wager) and optional Trips bonus wager pay table:

	UTH-01	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	9 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a Kind	3 to 1	

Trips Bonus Wager

- The Trips bonus wager is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips bonus bet is to attain a hand with a three of a kind or better, using the player's two cards and the five community cards.
- The Trips bonus wager must be placed prior to the intial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips bonus wager.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips bonus payout, the player-dealer collects the Trips bonus wager.
- The Trips bonus wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Wagering Limits and Collection

For **schedule options 1 through 16**, 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-$1,000
Maximum Wagering Limits shall be between $200-$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$2	$0.00
	$50-$99	$4	
	$100-$149	$6	
	$150-$199	$8	
	$200+	$12	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
2	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$149	$3	
	$150-$199	$4	
	$200+	$5	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
3	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$199	$3	
	$200-$299	$4	
	$300+	$6	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
4	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$199	$3	
	$200-$399	$4	
	$400+	$6	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$199	$3	
	$200-$299	$5	
	$300+	$8	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	$1-$74	$1	$0.00
	$75-$149	$2	
	$150-$224	$3	
	$225-$299	$4	
	$300+	$5	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
7	$1-$74	$1	$0.00
	$75-$149	$2	
	$150-$224	$3	
	$225-$299	$4	
	$300+	$6	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
8	$1-$74	$1	$0.00
	$75-$149	$2	
	$150-$224	$3	
	$225-$400	$4	
	$401+	$7	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
9	$1-$74	$1	$0.00
	$75-$199	$2	
	$200-$399	$5	
	$400-$699	$8	
	$700+	$12	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
10	$1-$99	$1	$0.00
	$100-$199	$2	
	$200-$299	$3	
	$300-$399	$4	
	$400+	$6	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
11	$1-$99	$1	$0.00
	$100-$199	$3	
	$200-$299	$4	
	$300-$399	$5	
	$400+	$7	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
12	$1-$99	$1	$0.00
	$100-$199	$4	
	$200-$299	$5	
	$300-$399	$6	
	$400+	$8	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
13	$1-$99	$1	$0.00
	$100-$299	$3	
	$300-$499	$5	
	$500-$799	$8	
	$800+	$12	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
14	$1-$99	$2	$0.00
	$100-$299	$3	
	$300-$499	$6	
	$500-$799	$8	
	$800+	$12	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
15	$1-$99	$2	$0.00
	$100-$299	$3	
	$300-$499	$6	
	$500-$799	$10	
	$800+	$15	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
16	$1-$99	$2	$0.00
	$100-$299	$3	
	$300-$499	$5	
	$500-$799	$12	
	$800+	$20	

For **schedule options 17 through 18**, 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-$1,000
Maximum Wagering Limits shall be between $200-$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
17	$1-$49	$1	$1.00
	$50-$99	$3	
	$100-$149	$5	
	$150-$199	$7	
	$200+	$10	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
18	$1-$49	$2	$1.00
	$50-$99	$4	
	$100-$199	$6	
	$200+	$12	

POKER COLLECTION RATES

Omaha High/Low Split 8 or better (GEGA-001054):

For **schedule options 1 through 10,** the collection shall be taken by the house dealer from the pot every 30 minutes. The appropriate fees are dependent on the table limit as shown below:

Schedule Option	Table Limit	Blinds	Collection (taken every 30 minutes)
1	$40-$80	$20-$40	$10
2	$60-$120	$30-$60	$10
3	$75-$150	$50-$75	$12
4	$100-$200	$50-$100	$12
5	$150-$300	$75-$150	$13
6	$200-$400	$100/$200	$15
7	$300-$600	$200-$300	$15
8	$400-$800	$200-$400	$15
9	$500-$1,000	$300-$500	$15
10	$1,000-$2,000	$500-$1,000	$15

Omaha High/Low Split 8 or better (GEGA-001054):

For **schedule options 11 through 17,** the collection shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players and the table limit as shown below:

Schedule Option	Table Limit	Blinds	7 - 9 players	6 players	5 players	4 or less players
11	$3-$6	$2-$3	$6	$5	$4	$2
12	$4-$8	$2-$4	$6	$5	$4	$2
13	$6-$12	$3-$6	$6	$5	$4	$2
14	$8-$16	$4-$8	$6	$5	$4	$2
15	$10-$20	$5-$10	$6	$5	$4	$2
16	$20-$40	$10-$20	$6	$5	$4	$2
17	$30-$60	$15-30	$6	$5	$4	$2

Omaha (GEGA-001053):

For **schedule options 1 through 12,** the collection shall be taken by the house dealer from the pot every 30 minutes. The appropriate fees are dependent on the table limit as shown below:

Schedule option	Table Limit	Blinds	Collection Fee
1	$5-$10	$2-$5	$9
2	$10-$20	$5-$10	$10
3	$40-$80	$20-$40	$10
4	$60-$120	$30-$60	$10
5	$75-$150	$50-$75	$12
6	$100-$200	$50-$100	$12
7	$150-$300	$75-$150	$13
8	$200-$400	$100/$200	$15
9	$300-$600	$200-$300	$15
10	$400-$800	$200-$400	$15
11	$500-$1,000	$300-$500	$15

12	$1,000-$2,000	$500-$1,000	$15

Omaha (GEGA-001053):
For **schedule options 13 through 19,** the collection shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players and the table limit as shown below:

Schedule option	Table Limit	Blinds	7-9 players	6 players	5 players	4 or less players
13	$3-$6	$2-$3	$6	$5	$4	$2
14	$4-$8	$2-$4	$6	$5	$4	$2
15	$6-$12	$3-$6	$6	$5	$4	$2
16	$8-$16	$4-$8	$6	$5	$4	$2
17	$10-$20	$5-$10	$6	$5	$4	$2
18	$20-$40	$10-$20	$6	$5	$4	$2
19	$30-$60	$15-30	$6	$5	$4	$2

Texas Hold'em (GEGA-001052):
For **schedule options 1 through 10,** the collection shall be taken by the house dealer from the pot every 30 minutes. The appropriate fees are dependent on the table limit as shown below:

Schedule Options	Table Limit	Blinds	Collection
1	$40-$80	$20-$40	$10
2	$60-$120	$30-$60	$10
3	$75-$150	$50-$75	$12
4	$100-$200	$50-$100	$12
5	$150-$300	$75-$150	$13
6	$200-$400	$100/$200	$15
7	$300-$600	$200-$300	$15
8	$400-$800	$200-$400	$15
9	$500-$1,000	$300-$500	$15
10	$1,000-$2,000	$500-$1,000	$15

Texas Hold'em (GEGA-001052):
For **schedule options 11 through 17,** the collection shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players and the table limit as shown below:

Schedule Option	Table Limit	Blinds	7-9 players	6 players	5 players	4 or less players
11	$3-$6	$2-$3	$6	$5	$4	$2
12	$4-$8	$2-$4	$6	$5	$4	$2
13	$6-$12	$3-$6	$6	$5	$4	$2
14	$8-$16	$4-$8	$6	$5	$4	$2
15	$10-$20	$5-$10	$6	$5	$4	$2
16	$20-$40	$10-$20	$6	$5	$4	$2
17	$30-$60	$15-30	$6	$5	$4	$2

POKER COLLECTION RATES

Pineapple High/Low Split (GEGA-001055), Pineapple (GEGA-001058):
For **schedule option 1,** the collection shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players and the table limit as shown below:

Schedule Option	Table Limit	Blinds	7-9 players	6 players	5 players	4 players or less
1	$3-$6	$1-$3	$6	$5	$4	$2

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Standards of play:

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

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

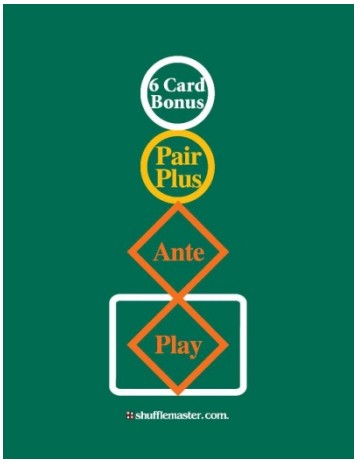
Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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



Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
   a. The backs of each deck will be a different color;

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

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

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

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

5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall 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 on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face 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.

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

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.

Collection Rates Schedule:

For **schedule option 1 and 2**, 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. A fee will be also taken from the player when placing a base game wager. For **schedule options 3 through 18**, 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 each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

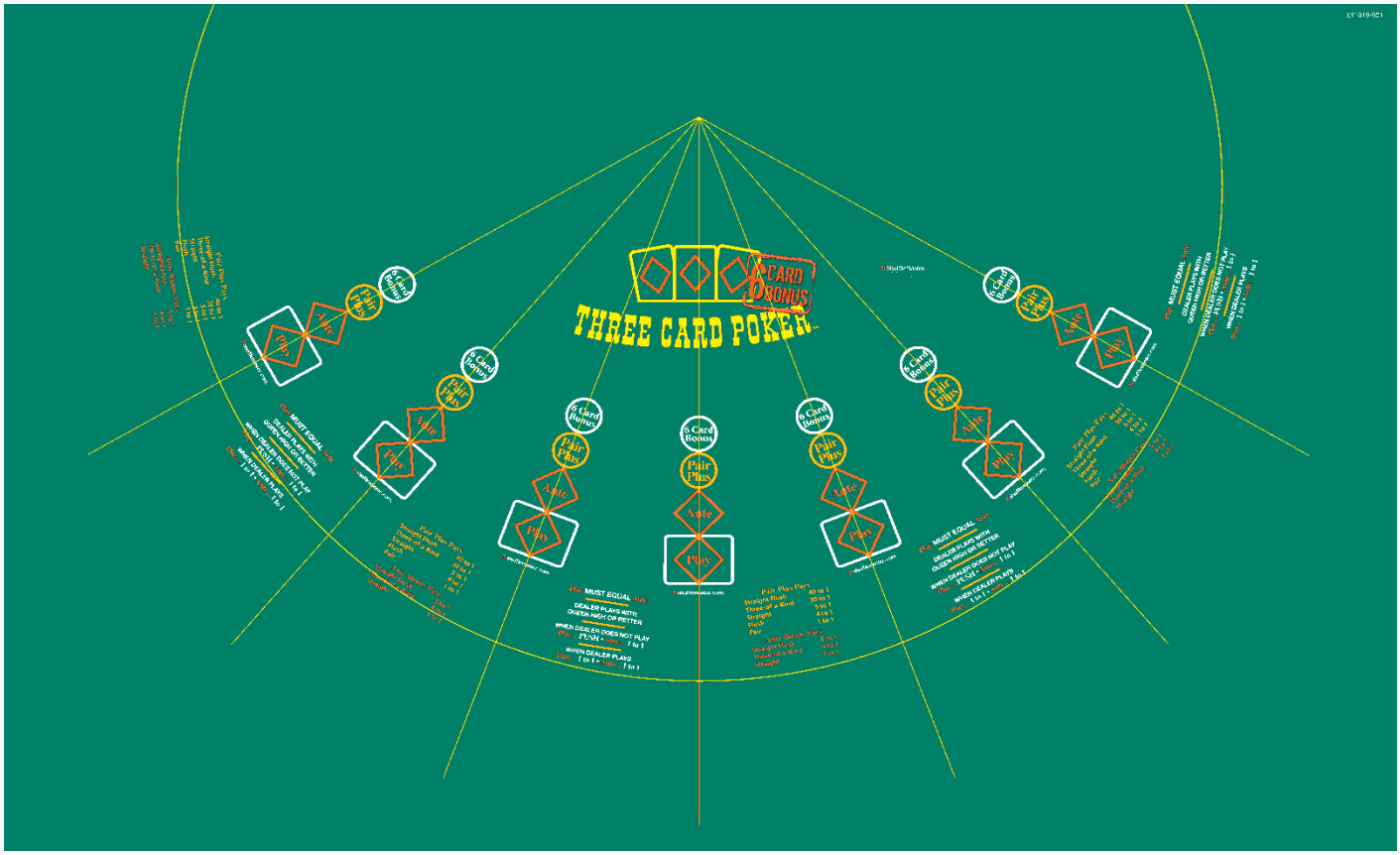
Minimum Wagering Limits shall be between $1-$1,000
Maximum Wagering Limits shall be between $200-$10,000

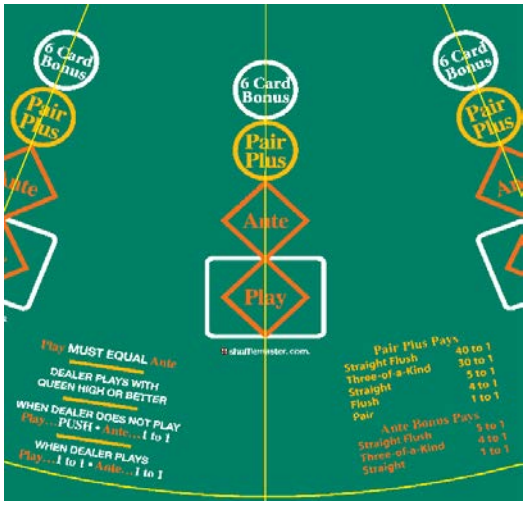
Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$1	$1.00
	$50-$99	$3	
	$100-$149	$5	
	$150-$199	$7.00	
	$200+	$10.00	
2	$1-$49	$2	$1.00
	$50-$99	$4	
	$100-$199	$6	
	$200+	$12	
3	$1-$49	$2	$0.00
	$50-$99	$4	
	$100-$149	$6	
	$150-$199	$8	
	$200+	$12	

4	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$149	$3	
	$150-$199	$4	
	$200+	$6	
5	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$199	$3	
	$200-$299	$4	
	$300+	$6	
6	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$199	$3	
	$200-$399	$4	
	$400+	$6	
7	$1-$49	$1	$0.00
	$50-$99	$2	
	$100-$199	$3	
	$200-$299	$5	
	$300+	$8	
8	$1-$74	$1	$0.00
	$75-$149	$2	
	$150-$224	$3	
	$225-$299	$4	
	$300+	$5	
9	$1-$74	$1	$0.00
	$75-$149	$2	
	$150-$224	$3	
	$225-$299	$4	
	$300+	$6	
10	$1-$74	$1	$0.00
	$75-$149	$2	
	$150-$224	$3	
	$225-$400	$4	
	$401+	$7	

11	$1-$74	$1	$0.00
	$75-$199	$2	
	$200-$399	$5	
	$400-$699	$8	
	$700+	$12	
12	$1-$99	$1	$0.00
	$100-$199	$2	
	$200-$299	$3	
	$300-$399	$4	
	$400+	$6	
13	$1-$99	$1	$0.00
	$100-$199	$3	
	$200-$299	$4	
	$300-$399	$5	
	$400+	$7	
14	$1-99$	$1	$0.00
	$100-$199	$4	
	$200-$299	$5	
	$300-$399	$6	
	$400+	$8	
15	$1-$99	$1	$0.00
	$100-$299	$3	
	$300-$499	$5	
	$500-$799	$8	
	$800+	$12	
16	$1-$99	$2	$0.00
	$100-$299	$3	
	$300-$499	$6	
	$500-$799	$8	
	$800+	$12	
17	$1-$99	$2	$0.00
	$100-$299	$3	
	$300-$499	$6	
	$500-$799	$10	
	$800+	$15	
18	$1-$99	$2	$0.00
	$100-$299	$3	
	$300-$499	$5	
	$500-$799	$12	
	$800+	$20	

Table Layout





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Type of Game

The game of Ultimate Texas Hold'em utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

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

This game also features an optional bonus wagers, the Trips Bonus and Bad Beat Bonus. Players win the Trips Bonus wager if their final five-card hand is three of a kind or higher and the Bad Beat Bonus wager if either the player or player-dealer is beaten by three of a kind or better.

Description of the Deck and Number of Decks Used

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

2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.

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

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be, in order from the lowest to highest rank; 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

The ranking of Hands for Ultimate Texas Hold'em in order from the highest to the lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

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

The cloth layout 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 Bad Beat bonus wagers on the words “Bad Beat”

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

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

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.

2. Backline wagering is not permitted on any wagers.

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

    a. An equal wager in the “Ante” and “Blind” circles; or
    b. An equal wager in the “Ante” and “Blind” circles and a “Trips” bonus wager; or
    c. An equal wager in the “Ante” and “Blind” circles and a “Trips” bonus wager and a “Bad Beat” bonus wager.

4. Immediately before the start of each round of play and after all Ante wagers, Blind wagers, Trips and any Bad Beat 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.

5. All cards shall be dealt face down.

6. 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.

7. 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.

8. 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.

9. 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.

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

11. 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.

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

13. 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.

14. 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;
    b. Take the player's cards and individually spread out the cards, face down, and count them; and
    c. Place the cards in the discard rack.

15. 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.

16. 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 wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

17. 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 Winners are Determined and Paid

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 when the 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");
    c. Collect the Bad Beat bonus bet; and
    d. 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 house dealer shall:

    a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
    b. Determine whether the Trips bonus wager qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer;
    c. Determine whether the Bad Beat bonus wager qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
    d. Collect, count and place the player's cards in the discard holder.

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

   a. Pay the Ante wager and Play wager on the hand on behalf of the player-dealer;
   b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer;
   c. Determine whether the Trips Bonus wager qualifies and pay accordingly on behalf of the player-dealer;
   d. Determine whether the Bad Beat Bonus wager qualifies and pay accordingly on behalf of the player-dealer; and
   e. Collect, count and place the player'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 wager 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.

12. Below is the Ultimate Texas Hold'em base game (Blind wager) and optional Trips bonus wager pay table:

	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	

Trips Bonus Wager

- The Trips bonus wager is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips bonus bet is to attain a hand with a three of a kind or better, using the player's two cards and the five community cards.
- The Trips bonus wager must be placed prior to the intial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips bonus wager.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips bonus payout, the player-dealer collects the Trips bonus wager.
- The Trips bonus wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Bad Beat Bonus

- This is an optional Bad Beat wager for the game of Ultimate Texas Hold'em.
- Players win if the player and the player-dealer are involved in a bad beat. There are two ways to win:

    a. The player has three of a kind or better and loses to the player-dealer .
    b. The player beats the player-dealer's hand of three of a kind or better, using the player's two cards and the five community cards.

- Payouts below:

Option 2

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

- To participate in the bad beat, players must make bets on the Ante and the Blind. Players place their Bad Beat wagers in the marked circle.

- 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.

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

Collection Rates Schedule

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

For **schedule options 1 through 24**, 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-$1000
Maximum Wagering Limits shall be between $100-$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $149	$6.00	
	$150 - $199	$8.00	
	$200+	$12.00	
2	$1 - $49	$1.00	$0.00
	$50 - $99	$3.00	
	$100 - $149	$5.00	
	$150 - $199	$7.00	
	$200+	$10.00	

3	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $199	$6.00	
	$200+	$12.00	
4	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $149	$3.00	
	$150 - $199	$4.00	
	$200+	$5.00	
5	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	
6	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $399	$4.00	
	$400+	$6.00	
7	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
8	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$5.00	
9	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$6.00	
10	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $399	$4.00	
	$400+	$7.00	
11	$1 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	

12	$1 - $99	$1.00	$0.00
	$100 - $199	$2.00	
	$200 - $299	$3.00	
	$300 - $399	$4.00	
	$400+	$6.00	
13	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	
14	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	
15	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$800+	$12.00	
16	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$8.00	
	$800+	$12.00	
17	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
18	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
19	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$12.00	
	$800+	$20.00	
20	$1 - $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	

21	$1 - $999	$10.00	$0.00
	$1,000 – $1,999	$15.00	
	$2,000 - $2,999	$30.00	
	$3,000 - $3,999	$35.00	
	$4,000+	$50.00	
22	$1 - $999	$15.00	$0.00
	$1,000 – $1,999	$20.00	
	$2,000 - $2,999	$30.00	
	$3,000 - $3,999	$40.00	
	$4,000+	$55.00	
23	$1 - $999	$20.00	$0.00
	$1,000 – $1,999	$25.00	
	$2,000 - $2,999	$35.00	
	$3,000 - $3,999	$45.00	
	$4,000+	$55.00	
24	$1 - $999	$15.00	$0.00
	$1,000 – $1,999	$25.00	
	$2,000 - $2,999	$35.00	
	$3,000 - $3,999	$50.00	
	$4,000+	$70.00	

Type of Game

The game of Commission Free Fortune Gow Poker utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

The game also features three optional bonus bets.

Fortune Bonus Bet: In Commission Free Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Wager. A player wins if they make one of the qualifying poker hands. A player that wagers at least $5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Dealer Bonus Bet: The player is making a wager on the dealer's hand. If the dealer's hand is three of a kind or better (regardless of how it is split between high and low) or if the dealer's low hand is '9' high, then the player is paid. The player will only be paid for the single highest payout. Thus, if the dealer's hand is three of a kind with a '9' high low hand, the player will only be paid for the '9' high low hand.

Tiger 9 Bet: In Commission Free Fortune Pai Gow Poker, a player can place an optional Tiger 9 Bet. The player wins if the player-dealer's hand has a 9-high in their two-card hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with a joker, for a total of 53 cards. The joker may be used as an ace or to complete a straight or a flush.

Card Values and Hand Rankings

Five-Card High Card Values-The rank of each card used in Commission Free Fortune Pai Gow, 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. The joker may be used as an ace or to complete a straight, a flush, or a straight flush. All suits shall be considered equal in rank.

Two-Card High Card Values- The highest 2-card hand is a pair of aces and the lowest 2-card hand is a 3 and a 2. All suits shall be considered equal in rank.

The ranking of hands for the 5-card hand in Commission Free Fortune Pai Gow, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of four aces and a joker.
Royal Flush	A hand that consists of 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. 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.

Description of Table Used and Total Number of Seated Positions

An industry standard Pai Gow Poker table will be used to play Commission Free Fortune Pai Gow Poker. The table felt will have the game name and a segregated marked betting circle for the Commission Free Pai Gow bet, Tiger 9, Dealer, and Fortune Bonus bet area. The game may be played on a larger table that seats more than seven players; however there is a maximum of six players and a player-dealer postion that may be active in the game during each round of play.

Dealing Procedures and Round of Play

- Each player will put up the Commission Free Fortune Pai Gow Poker game wager and may also place a Fortune Bonus Bet, Dealer Bonus, and/or a Tiger 9 bet at this time as well. Players betting at least $5 on the Fortune Bonus Bet are also eligible for the Envy Bonus payout.

- Backline betting is allowed for the Commission Free Fortune Pai Gow base wager and all bonus wagers.

- To determine the placement of the “action” button, the casino dealer will read the random number generator on the shufflemachine. The random number generator indicates 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 random number is 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.

- Once the action button position is determined, the casino dealer shall distribute the stacks of seven hands in order to each seat, starting with the seat number indicated on the shufflemachine, and continuing clockwise around the table. All seven hands 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 hands have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

- 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. The player-dealer must set their hand the house way (see chart below).

  Pai Gow Poker House Way Chart:

Hand	How to Play*
No Pair	Put 2nd and 3rd highest cards in front
One Pair	Put pair in back, highest two cards in front
Two Pair	If high pair is ace, king or queen – always split If high pair is jack, 10’s or 9’s – split unless there is an ace. Ace in front If high pair is 8’s, 7’s, or 6’s – split unless there is a king. King in front If high pair is 5’s, 4’s, 3’s, or 2’s- split unless there is a queen. Queen in front
Three Pair	Put highest pair in front
Three of a Kind	If aces – always split. Ace in front and pair of aces in back If kings or 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 pair – play according to two pairs (see above) With 3 or a kind – play complete hand in back, pair in front If straight, flush and/straight flush – put the two highest cards in front after forming straight, flush or straight/flush
Full House	Put the highest permissible pair in front

Four of a Kind	If aces, kings or queens – always split If jacks, 10's or 9's – split unless king in front If 8's, 7's, 6's – split unless queen in front If 5's and below – never split If 4 of a kind with a pair – play 4 of a kind behind
Five Aces	Put pair of aces 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 hand is set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands. Furthermore, all wagers shall be settled from seat to seat in the following order: the Commission Free Fortune Pai Gow game wager, the Fortune Bonus bet, the Dealer Bonus bet and lastly the Envy Bonus bet. If there is a Tiger 9 Bonus bet winner, all Commission Free Fortune Pai Gow game wagers will push, so the pay out shall be, the Fortune Bonus bet, the Tiger 9 Bonus bet, the Dealer Bonus bet and lastly the Envy Bonus bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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 Commission Free 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 Commission Free Fortune Pai Gow Poker game wagers are paid 1 to 1.

b. The Commission Free 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 Commission Free 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. The Commission Free Fortune Pai Gow Poker game wager "pushes" if the player-dealer plays a 9-high in their two-card hand (low).

e. 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."

Bonus Bets

- The player-dealer shall pay all qualifying bonus bets and shall collect all bonus bets that did not qualify. Furthermore, all bonus bets shall be settled from seat to seat in the following order: the Fortune Bonus bet, the Tiger 9 Bonus bet, the Dealer Bonus bet and lastly the Envy Bonus bet.

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

- Backline betting is eligible on all bonus bets.

- The bonus bets remains in action regardless of whether the player's Commission Free Fortune Pai Gow Poker game, or any other bonus bet, wins, loses, or pushes.

Fortune Bonus Bet

- If a player wagers a minimum of $5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus Bet (Envy rules and payout are explained below).

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

- The joker may be used as an ace or to make straights and flushes.

- Qualifying Fortune Bonus Bets shall be paid according to the paytable, as shown below.

Fortune Bonus Bet Paytable

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	8,000 to 1	$5,000
Royal Flush + Royal Match*	2,000 to 1	$1,000
7 Card Straight Flush with Joker	1,000 to 1	$500
5 Aces	400 to 1	$250
Royal Flush	150 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	

***** A hand that consists of ace, king, queen, jack, 10 and king, queen suited.

Envy Bet

- 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 receives a pre-determined and designated qualifying hand, as shown in the chart above (See the Fortune Bonus Bet Paytable).

- The Envy Bonus takes into account the first seven cards dealt as a player’s hand. In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown in the chart above, 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 card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand. Any other combination of the first seven cards dealt, other than the hands shown above, shall lose.

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

Dealer Bonus Bet

- If the dealer's hand is three of a kind or better (regardless of how it is split between high and low) or if the dealer's low hand is '9' high, then the player is paid according to the paytable, as shown below.

- The player will only be paid for the single highest payout. Thus, if the dealer's hand is three of a kind with a '9' high low hand, the player will only be paid for the '9' high low hand.

Dealer Bonus Bet Paytable

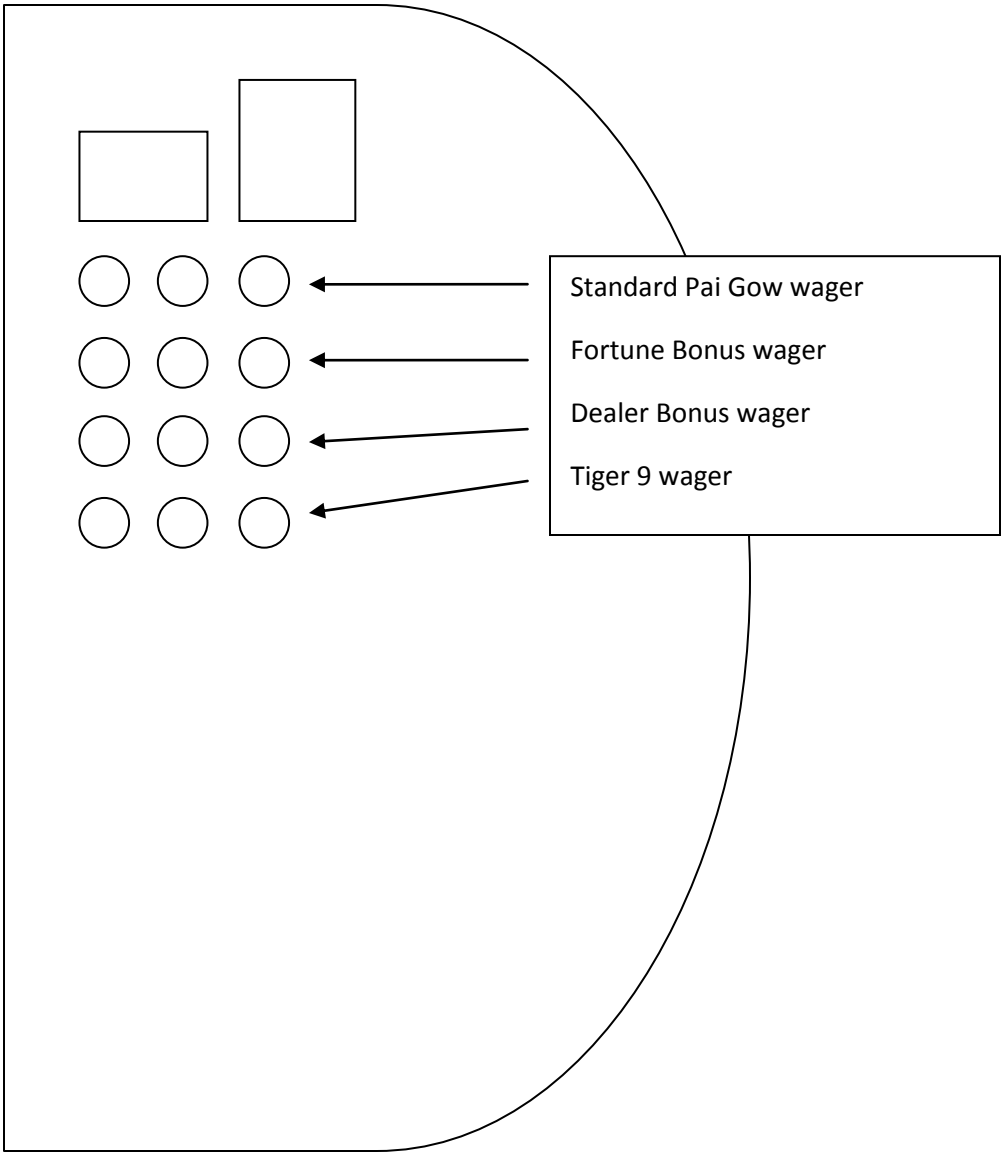
Hand	Pays
7-Card Straight Flush	500 to 1
Royal Flush + Royal Match	500 to 1
5 Aces	500 to 1
Royal Flush	150 to 1
Straight Flush	50 to 1
4 of a Kind	25 to 1
Full House	4 to 1
Flush	3 to 1
Three of a Kind	2 to 1
Straight	2 to 1
9 High Low Hand	5 to 1

Tiger 9 Bet

- The Tiger 9 bet takes into account the first seven cards dealt in the player-dealer's hand. In the event that the player places a wager in the designated Tiger 9 betting space and the player-dealer plays a 9-high in their two-card hand (low), the player shall then receive a payout of 30:1. Any other combination of the first seven cards dealt for the player-dealer, other than a 9-high in their two-card hand (low), shall lose. There is no opportunity for the Tiger 9 bet to tie as it is dependent on the cards dealt in the player-dealer's hand, not a comparison of cards or hands.

Mock-Up of Table Layout

Commission Free Fortune Pai Gow with Tiger 9, Fortune Bonus and Dealer Bonus wager options. The betting circles will be printed for a total of seven seats – all of which will have betting circles for all available wagering options for three players per seat.



Wagering Limits and Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the Commission Free Fortune Pai Gow Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the Commission Free Fortune Pai Gow Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the Commission Free Fortune Pai Gow 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 thru 23**, 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 bets placed prior to cards being dealt. There will be no collection taken from each player for placing a base wager or bonus wagers. The Minimum and Maximum wagering limits are noted below. The Fortune Pai Gow, Dealer's Bonus, and the Tiger 9 bonus bets may be less than, equal to, or greater than the Commission Free Fortune Pai Gow Poker game wager. However, the bonus bets must be within the minimum and maximum table limits. The collection shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned.

Minimum Wagering Limits shall be between $1-$1,000
Maximum Wagering Limits shall be between $200-$10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1-$49	$2.00	$0.00
	$50-$99	$4.00	
	$100-$149	$6.00	
	$150-$199	$8.00	
	$200+	$12.00	
2	$1-$49	$1.00	$0.00
	$50-$99	$3.00	
	$100-$149	$5.00	
	$150-$199	$7.00	
	$200+	$10.00	
3	$1-$49	$2.00	$0.00
	$50-$99	$4.00	
	$100-$199	$6.00	
	$200+	$12.00	

4	$1-$49	$1.00	$0.00
	$50-$99	$2.00	
	$100-$149	$3.00	
	$150-$199	$4.00	
	$200+	$5.00	
5	$1-$49	$1.00	$0.00
	$50-$99	$2.00	
	$100-$199	$3.00	
	$200-$299	$4.00	
	$300+	$6.00	
6	$1-$49	$1.00	$0.00
	$50-$99	$2.00	
	$100-$199	$3.00	
	$200-$399	$4.00	
	$400+	$6.00	
7	$1-$49	$1.00	$0.00
	$50-$99	$2.00	
	$100-$199	$3.00	
	$200-$299	$5.00	
	$300+	$8.00	
8	$1-$74	$1.00	$0.00
	$75-$149	$2.00	
	$150-$224	$3.00	
	$225-$299	$4.00	
	$300+	$5.00	
9	$1-$74	$1.00	$0.00
	$75-$149	$2.00	
	$150-$224	$3.00	
	$225-$299	$4.00	
	$300+	$6.00	
10	$1-$74	$1.00	$0.00
	$75-$149	$2.00	
	$150-$224	$3.00	
	$225-$400	$4.00	
	$401+	$7.00	
11	$1-$74	$1.00	$0.00
	$75-$199	$2.00	
	$200-$399	$5.00	
	$400-$699	$8.00	
	$700+	$12.00	
12	$1-$99	$1.00	$0.00
	$100-$199	$2.00	
	$200-$299	$3.00	
	$300-$399	$4.00	
	$400+	$6.00	

13	$1-$99	$1.00	$0.00
	$100-$199	$3.00	
	$200-$299	$4.00	
	$300-$399	$5.00	
	$400+	$7.00	
14	$1-$99	$1.00	$0.00
	$100-$199	$4.00	
	$200-$299	$5.00	
	$300-$399	$6.00	
	$400+	$8.00	
15	$1-$99	$1.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$8.00	
	$800+	$12.00	
16	$1-$99	$2.00	$0.00
	$100-$299	$3.00	
	$300-$499	$6.00	
	$500-$799	$8.00	
	$800+	$12.00	
17	$1-$99	$2.00	$0.00
	$100-$299	$3.00	
	$300-$499	$6.00	
	$500-$799	$10.00	
	$800+	$15.00	
18	$1-$99	$2.00	$0.00
	$100-$299	$3.00	
	$300-$499	$5.00	
	$500-$799	$12.00	
	$800+	$20.00	
19	$1-$999	$5.00	$0.00
	$1000-$1999	$15.00	
	$2000-$2999	$25.00	
	$3000-$3999	$35.00	
	$4000+	$45.00	
20	$1-$999	$10.00	$0.00
	$1000-$1999	$15.00	
	$2000-$2999	$30.00	
	$3000-$3999	$35.00	
	$4000+	$50.00	
21	$1-$999	$15.00	$0.00
	$1000-$1999	$20.00	
	$2000-$2999	$30.00	
	$3000-$3999	$40.00	
	$4000+	$55.00	

22	$1-$999	$20.00	$0.00
	$1000-$1999	$25.00	
	$2000-$2999	$35.00	
	$3000-$3999	$45.00	
	$4000+	$55.00	
23	$1-$999	$5.00	$0.00
	$1000-$1999	$15.00	
	$2000-$2999	$25.00	
	$3000-$3999	$35.00	
	$4000+	$45.00	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Type of Game

The game of No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, the player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet 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." (Natural Pays 3 to 2)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

Description of the Deck and Number of Decks Used

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 two (2) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two card hand consisting of any of the following cards, an Ace and ten value card on the first two cards, is a Natural and beats all other hands.
- An Ace has a value of 1 or 11 except when paired with a 10 on the first two cards, then the value is 12.
- Two Aces shall have a combined value of 2 or 12, two aces on as the player's first two cards does not equal 22. .
- Twos through tens count as their face value.
- Picture or face cards have a value of 10.

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

Hand Rankings from highest to lowest:

A natural; an Ace and ten value card on the first two cards
A total of 2-21
A total of 22-30

Dealing Procedures and Round of Play

1. No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet 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. 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.

3. 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".

4. 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.

5. 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:

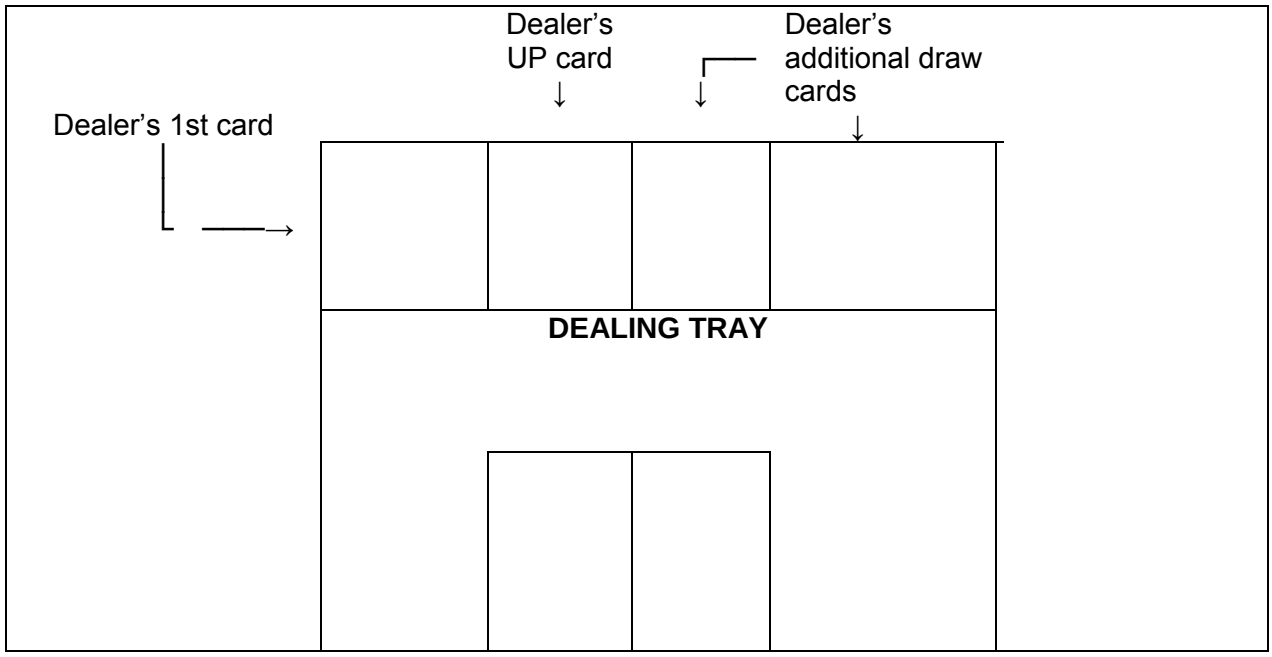
Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

6. 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.

7. 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.

8. 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:



9. 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

10. 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.

11. 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: Lucky Lucky Bonus Bet, all base game wagers, followed by all Buster Bonus Bet wagers.

12. 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.

How Winners are Determined and Paid

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

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 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 Natural, an Ace and ten value card on the first two cards is a 22 and beats all other hands.

9. In the event that the player-dealer's wager does not cover the amount wagered by the players, action for the Lucky Lucky Bonus Bet will start on the betting circle on the left side of the player-dealer position and go clockwise around the table. Additionally, each player's wager receives action in the following order: Lucky Lucky Bonus Bet, game wager, Buster Blackjack Bonus Bet wager.

Player Options

1. 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

2. 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.

3. 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.

4. 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.

5. Players can surrender on the first two cards and forfeit half their wager unless the dealer has a Natural.

6. 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.

7. Backline betting is not permitted on any wager.

8. 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.

Bonus Bets

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.

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 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 the 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.

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	1:1
4	3:1
5	5:1
6	20:1
7	100:1
8 or more	250:1

Lucky Lucky Bonus Bet is an optional wager attached to No Bust 21st Century Blackjack 4.0 w/Lucky Lucky Bonus Bet.

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

1. The Lucky Lucky Bonus Bet is an optional bet offered to all players who placed a base game wager. A player must participate in the base game in order to make the additional wager.

2. If a player chooses to participate, an additional bet is to be placed in the designated area on the layout. Each Casino house may place their betting limits for this side bet.

3. Backline betting is not permitted.

4. All bets will be placed prior to the dealer dealing any cards.

5. Once all cards have been dealt, and prior to any draws being made, the dealer will check to see if any players have received a Lucky Lucky Bonus Bet win. The Lucky Lucky Bonus Bet is based on the player's first two cards and the player-dealer's up card. The Lucky Lucky Bonus Bet pay table is as stated below:

6. Player's who did place and win a Lucky Lucky Bonus bet must be paid immediately and all payouts must be removed off the Lucky Lucky Bonus Bet betting circle before regular Blackjack play begins.

7. Player's who did not receive a Lucky Lucky win in their first two cards dealt and player-dealer's first up card will lose their Lucky Lucky Bonus Bet wager. All losing wagers will be removed immediately before regular Blackjack play begins.

8. The player-dealer will pay all winning Lucky Lucky Bonus Bet wagers and will collect all losing Lucky Lucky Bonus Bet wagers.

9. In the event the player qualifies for more than one win each player shall be entitled to only one payout (which is the highest win) from the Lucky Lucky Bonus Bet Pay Table.

Lucky Lucky Bonus Bet Pay Table

Player's Hand	Pays
Suited 777	200 to 1
Suited 678	100 to 1
777	50 to 1
678	30 to 1
Suited 21	10 to 1
21 Total	3 to 1
20 Total	2 to 1
19 Total	2 to 1
18 Total or less	Loss

Collection Rate Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the No Bust 21st Century Blackjack 4.0 with Lucky Lucky Bonus Bet; (2) notify all law enforcement agencies and gambling establishments if further review determines that the No Bust 21st Century Blackjack 4.0 with Lucky Lucky Bonus Bet is lawful; (3) require gambling establishments to cease and desist offering the No Bust 21st Century Blackjack 4.0 with Lucky Lucky Bonus Bet, 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 24**, 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, doubling-down, splitting cards, surrendering, or placing an insurance wager. Bonus bet 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-$1000
Maximum Wagering Limits shall be between $100 - $10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $149	$6.00	
	$150 - $199	$8.00	
	$200+	$12.00	
2	$1 - $49	$1.00	$0.00
	$50 - $99	$3.00	
	$100 - $149	$5.00	
	$150 - $199	$7.00	
	$200+	$10.00	
3	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $199	$6.00	
	$200+	$12.00	
4	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $149	$3.00	
	$150 - $199	$4.00	
	$200+	$5.00	
5	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

6	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $399	$4.00	
	$400+	$6.00	
7	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
8	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$5.00	
9	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$6.00	
10	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $399	$4.00	
	$400+	$7.00	
11	$1 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	
12	$1 - $99	$1.00	$0.00
	$100 - $199	$2.00	
	$200 - $299	$3.00	
	$300 - $399	$4.00	
	$400+	$6.00	
13	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	
14	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

15	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$800+	$12.00	
16	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$8.00	
	$800+	$12.00	
17	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
18	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
19	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$12.00	
	$800+	$20.00	
20	$1 - $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	
21	$1 - $999	$10.00	$0.00
	$1,000 – $1,999	$15.00	
	$2,000 - $2,999	$30.00	
	$3,000 - $3,999	$35.00	
	$4,000+	$50.00	
22	$1 - $999	$15.00	$0.00
	$1,000 – $1,999	$20.00	
	$2,000 - $2,999	$30.00	
	$3,000 - $3,999	$40.00	
	$4,000+	$55.00	
23	$1 - $999	$20.00	$0.00
	$1,000 – $1,999	$25.00	
	$2,000 - $2,999	$35.00	
	$3,000 - $3,999	$45.00	
	$4,000+	$55.00	

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

24	$1 - $999	$15.00	$0.00
	$1,000 – $1,999	$25.00	
	$2,000 - $2,999	$35.00	
	$3,000 - $3,999	$50.00	
	$4,000+	$70.00	

Supreme 99

Type of Game

The game of Supreme 99 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of play.

Object of Game

In Supreme 99, each player competes against the player-dealer to make the best possible hand. The object of the game is for each player to form two two-card hands, which both rank higher than the player-dealer's, according to the rankings shown below.

In Supreme 99, a player can place an optional Pair Fortunes Bonus Bet.

Description of the Deck and Number of Decks Used

Supreme 99 is played with one standard 52 card deck.

Card Values and Hand Rankings

The value of each card used in Supreme 99 shall be as follows: aces have a value of one, picture cards have a value of ten, 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 highest ranked hand for Supreme 99 shall be a pair. If there is no pair, the next highest hand shall be the highest total numeric value. The ranking of hands for Supreme 99, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Ranking
Pairs	A-A is the highest pair, 2-2 is the lowest pair.
Nine through Zero	A two card hand that has a value of nine, eight, seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Players

Supreme 99 is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position for a total of seven seated positions. A table felt with the game name and segregated marked Bonus Bet areas. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

Seven Mile Casino will have the option of either using a shuffling machine or manually dealing the cards.

When using a shuffler, the player-dealer will shake the dice cup to determine who has first action and who will be delivered the first hand. All positions will receive a 4-Card hand, one by one from the shuffler.

The casino dealer will complete the deal of seven piles of four cards face down in front of the casino dealer. When dealing the seven piles of four 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 four cards. The remaining cards shall be placed in the discard pile.

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

To determine the placement of the “Action” button, the player-dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of four 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 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 counter-clockwise manner around the table, starting with the position to the right of the house-dealer. Furthermore, all wagers shall be settled from seat to seat in the following order: the Supreme 99 game wager, then the Pair Fortunes Bonus Bet wager. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Once the “Action” button position is determined, the 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.

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 Pair Fortunes 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 four cards into a two-card hand which is placed in front of another two card hand. The front two card hand must rank higher than the back two card hand, according to the ranking of hands, as shown above. On the table layout below, the “H” refers to the higher front hand and the “L” refers to the lower back hand. Player’s may ask the casino dealer to place their hand “House Way” according to the chart below.

When all players' hands have been set, the casino dealer exposes the player-dealer's hand, and sets their hand according to the following “House Way” chart:

Supreme 99 House Way	
Two Pair	Set the higher pair in the High hand
One Pair	Set the pair in the High hand.
No Pair	Maximize the Low hand without fouling.

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 front two card hand will be compared to the player-dealer's front two card hand, and each player’s back two card hand will be compared to the player-dealer’s back two card hand, in turn, starting with the “Action” button.

How Winners are Determined and Paid

The Supreme 99 game wager wins if the front and back two card hand held by the player ranks higher than the player-dealer’s front and back two card hand. Winning Supreme 99 game wagers are paid 1 to 1.

The Supreme 99 game wager loses if the front and back two card hand held by the player ranks lower than the player-dealer’s front and back two card hand.

The Supreme 99 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.

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.” However, in the event both hands copy, the player who has the “copy hand” will win 4 to 1. If multiple players hands copy with the player-dealers, then each player will win 4 to 1.

Foul Hand

A player cannot foul their hand. Whichever hand is the highest, either the front or back hand, is considered the back hand. This would mean then the hand with the lowest two cards will be the low hand even if it is in the wrong position. The dealer will not move the hand if they are in the wrong positions.

Bonus Bets

Pair Fortunes Bonus Bet

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 Supreme 99 game wager prior to the initial deal.

The Pair Fortunes Bonus Bet wins when a player has a pair in either the two card high hand or the two card low hand, regardless of how they set their hand against the player-dealer. The Pair Fortunes Bonus Bet wagers are paid according to the payout chart below.

The Pair Fortunes Bonus Bet wager remains in action regardless of whether the player’s Supreme 99 game wager wins, loses, or pushes.

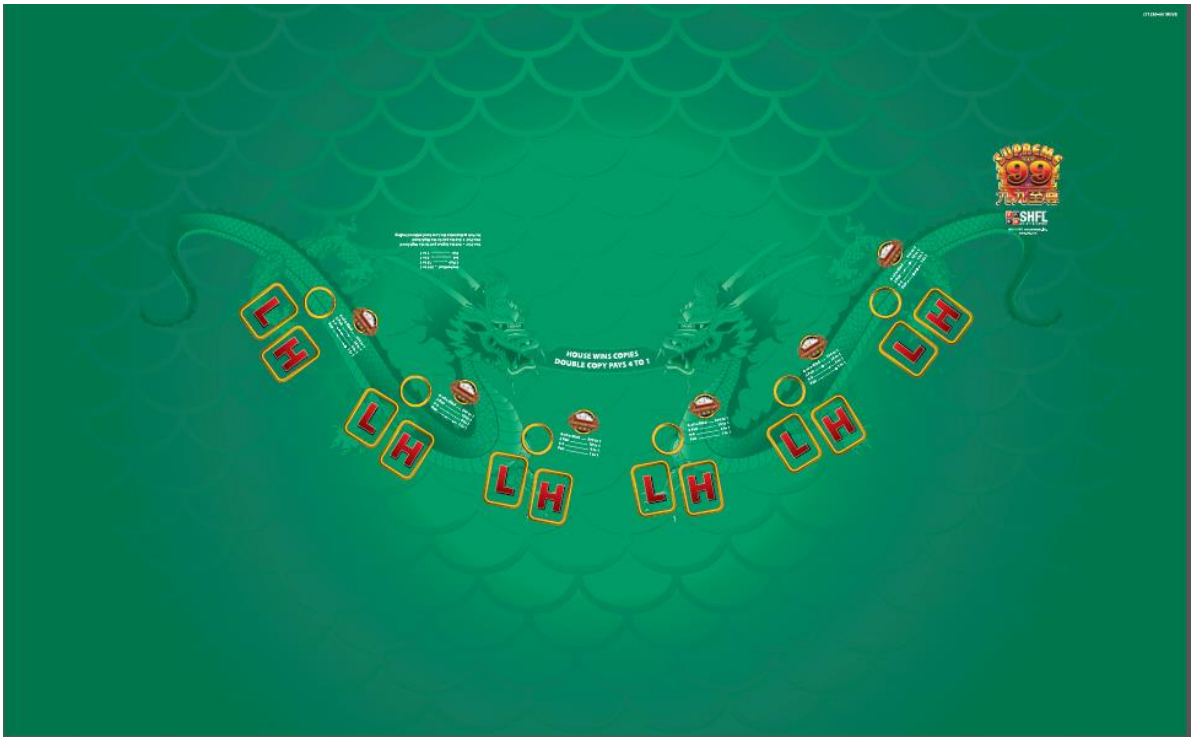
The player-dealer shall pay all qualifying Pair Fortunes Bonus Bet wagers and shall collect all Pair Fortunes Bonus Bet wagers that did not qualify. Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered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

Qualifying Pair Fortunes Bonus Bet wagers shall be paid according to the table, as shown below.

Bonus Bet Paytable

Hand	Pays
4 of a Kind	300 to 1
2 Pair	15 to 1
9-9	6 to 1
Pair	1 to 1

Table Layout



Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of Supreme 99; (2) notify all law enforcement agencies and gambling establishments if further review determines that Supreme 99 is unlawful; (3) require gambling establishments to cease and desist offering Supreme 99, 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 - 24,** no collection fee shall be taken from the player. The collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. The Fortune Bonus Bet wager may be less than, equal to, or greater than the Supreme 99 game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $149	$6.00	
	$150 - $199	$8.00	
	$200 +	$12.00	
2	$1 - $49	$1.00	$0.00
	$50 - $99	$3.00	
	$100 - $149	$5.00	
	$150 - $199	$7.00	
	$200 +	$10.00	
3	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $199	$6.00	
	$200 +	$12.00	
4	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $149	$3.00	
	$150 - $199	$4.00	
	$200 +	$5.00	

Supreme 99

5	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 +	$6.00	
6	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $399	$4.00	
	$400 +	$6.00	
7	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300 +	$8.00	
8	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300 +	$5.00	
9	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300 +	$6.00	
10	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $399	$4.00	
	$400 +	$7.00	
11	$1 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700 +	$12.00	
12	$1 - $99	$1.00	$0.00
	$100 - $199	$2.00	
	$200 - $299	$3.00	
	$300 - $399	$4.00	
	$400 +	$6.00	
13	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400 +	$7.00	

Supreme 99

14	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400 +	$8.00	
15	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$800 +	$12.00	
16	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$8.00	
	$800 +	$12.00	
17	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800 +	$15.00	
18	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$12.00	
	$800 +	$15.00	
19	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$12.00	
	$800 +	$20.00	
20	$1 - $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	
21	$1 - $999	$10.00	$0.00
	$1,000 - $1,999	$15.00	
	$2,000 - $2,999	$30.00	
	$3,000 - $3,999	$35.00	
	$4,000 +	$50.00	

Supreme 99

22	$1 - $999	$15.00	$0.00
	$1,000 - $1,999	$20.00	
	$2,000 - $2,999	$30.00	
	$3,000 - $3,999	$40.00	
	$4,000 +	$55.00	
23	$1 - $999	$20.00	$0.00
	$1,000 - $1,999	$25.00	
	$2,000 - $2,999	$35.00	
	$3,000 - $3,999	$45.00	
	$4,000 +	$55.00	
24	$1 - $999	$15.00	$0.00
	$1,000 - $1,999	$25.00	
	$2,000 - $2,999	$35.00	
	$3,000 - $3,999	$50.00	
	$4,000 +	$70.00	

NO BUST
21st CENTURY
BLACKJACK

4.01

4/23/2006

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Existing issued patents

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

And additional pending patents

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

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

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

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

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

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

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

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

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

5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".

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

7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

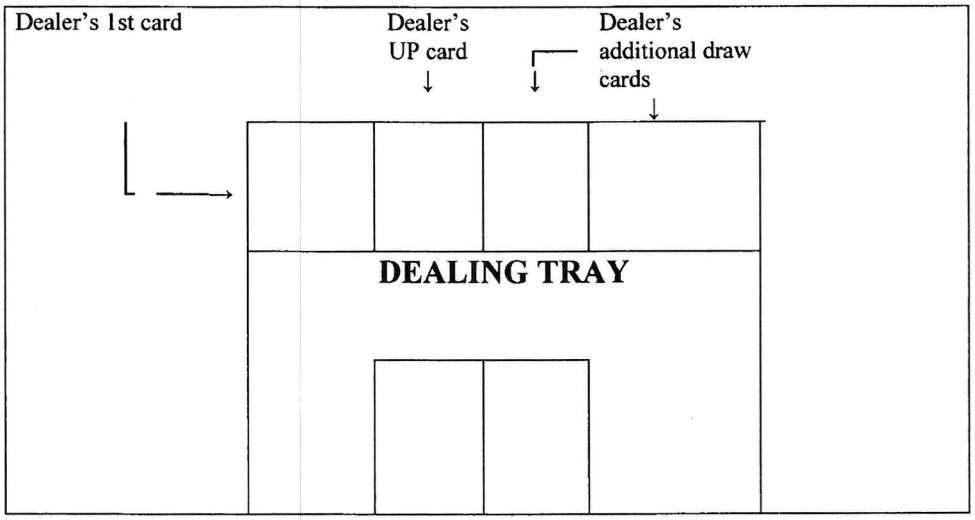
Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.

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

13. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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

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

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.

16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

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

GAME RULES

1. A "Natural " (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
   a. If the Player/Dealer is closer to a "Natural ," the Player/Dealer wins the hand.
   b. If the Player is closer to a "Natural " the Player loses except when the Player has a 3-card hand with the value of 22, 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural ."
7. If a player has more than a "Natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "Natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- DOUBLE-DOWN
  - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SPLIT
  - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
  - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- SURRENDER
  - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- ODDS
  - Any Blackjack hand pays 6 to 5
- INSURANCE
  - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

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

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Attachment to Application for Controlled Game Review

Submitted by:

Village Club

Harvey Souza

Owner/Licensee

6-7-08

Date