NO BUST BLACKJACK

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

Sequence	Cards	Values
1.	Ace	1or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two **UP** cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Soft&Hard 20 **Soft&Hard 21** **Natural 22**	**11or Less**	**12** **13** **14** **15** **16** **17** **18** **19**

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416,Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

If a player receives no action, no rebate, refund, or no collection will be given to the player

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
[illegible]	Must stand on	[illegible]
HARD 17 AND ABOVE	**SOFT 17 OR LESS**	**NONE**

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- **Achieve the best possible point total "Natural 22".**
- **"Natural 22" is two Jokers, and beats all other hands.**

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... ..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
   A) Player / dealer is closer to Natural 22 .....**Player/ Dealer Wins.**
   B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
   Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
4 Player's Joker-Joker pays 2 to1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extent that player/dealer's money covers.

ADDITIONAL GAME RULES

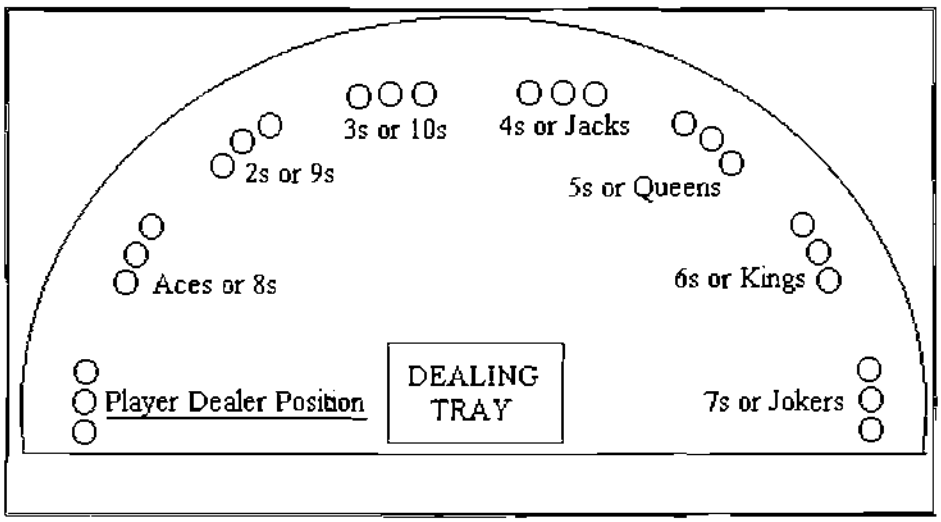
1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.
4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard eight decks of 52 cards with one joker.
6. The game plays on a blackjack style 8 hands table.
7. 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.
8. Third Proposition Players only prescribed by law are permitted to play.
9. Back line betting is allowed based on local jurisdiction ordnance. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

a) Remove the round dealer button from the up card and deliver one card from the shoe.

b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



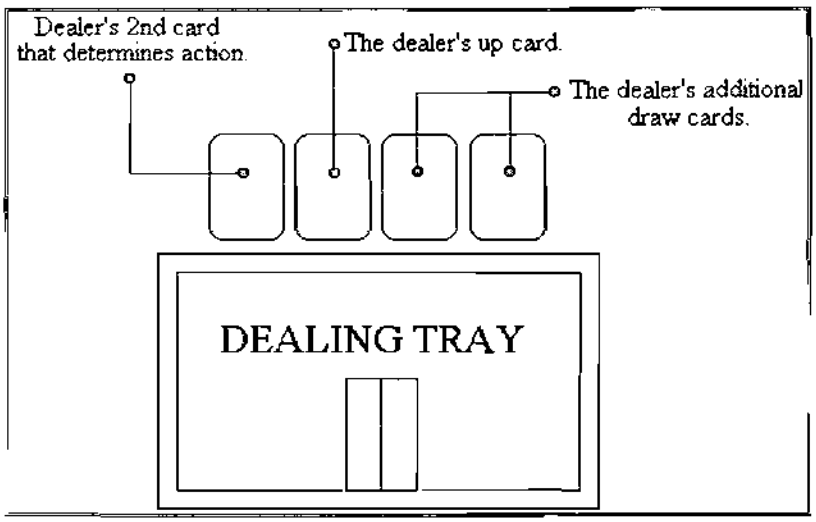
c) All additional draw cards will be placed on the right side of the original up card.

d) Player dealers' drawing rules are:

d1) Must HIT on soft 17 or less.

d2) Must STAND on hard 17 or more.

d3) No options are given to the player dealers.


Dealer's 2nd card
that determines action.
The dealer's up card.
The dealer's additional
draw cards.
DEALING TRAY

TEXAS HOLD-EM

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

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

TEXAS HOLD-EM RULES

1. Check and raise is permitted.
2. A bet and three raises are allowed for each betting round. There is no limit of raises with only two players remaining.
3. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot.
4. Only a full bet constitutes a raise anything less than a full bet is considered to be action only and can not be raised unless raising a previous full bet. A player has the right to go all-in.
5. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
7. A card found face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
8. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
9. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
10. If the flop has too many cards, it will be taken back and reshuffled, except the burn card will remain burned. A new card will be burned before re-flop.
11. If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and a new burn card will be used for this flop.

12. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then burn a card and put the fifth card on the board.
13. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
14. Players must have a live hand to play the board.
15. Card speak. Best hand shown down wins. The winning hand must show both cards face up on the table: one card up and the other face down is not a valid hand.
16. A new player will be dealt in immediately.
17. If a player leaves the table for any reason and a blind passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind.
18. The dealer button always moves forward and the blinds are adjusted accordingly.

TEXAS HOLD-EM STRUCTURES

SPLIT LIMIT

A. In the first two rounds of betting (one round before the "flop" of the first three up cards, another after the flop), bets and raises must be at the lower limit (for example, $5 in a $5-$10 game).
B. In the last two rounds of betting (on the "turn", i.e. after the fourth up card has been turned, and on the "end" or the "river", i.e. after the fifth and final up card has been turned,) all bets and raises must be at the higher limit.

POT-LIMIT

In a Pot-Limit game, there are designated blinds and a designated minimum opening bet. After these bets, any player may bet or raise the amount of money in the pot. In raising the pot, a player must consider the total amount of called bets, including his own call, as part of the pot.

NO-LIMIT

In a No-Limit game, there are designated blinds and/or antes plus a designated opening bet. beyond this structure, any player may be any amount of money he has on the table.

*** NOTE: All No-Limit Poker games are table stakes. Players may only bet or call the money they have on the table, going "all-in". No player can lose a pot because he does not have enough money to call a bet.

SEVEN CARD STUD

The highest ranking hand wins the pot. The game is normally played with an ante of 10% to 25% of the initial bet, though certain games may have no ante at all. To start the hand each player is dealt two downcards and one up card. The low card determined by suit in alphabetical order (club, diamond, heart, spade), begins the action on the first betting round with a forced bet. On all subsequent rounds the high card acts first. If there are two hands of equal high value, the player will receive three more upcards and a final card face down, with a betting round after each card. At the completion of each hand all active players will have 7 cards-three cards face down and four cards face up. A player may use any combination of 5 cards to make their best high hand.

Seven card stud is normally contested at limit poker. Usually the limit is fixed and a player must bet that amount, except on the initial forced bet, completing a bet or going all-in. Most fixed-limit games have a double limit, with the lower limit used on the early rounds and the higher limit (which is usually double the lower limit) on the later rounds. The lower limit is used initially, and the upper limit after the fifth card or an open pair. On the showdown a player used his best five-card poker hand selected from the seven cards he possesses.

SEVEN CARD STUD RULES

1. The winning hand must show all cards prior to the pot being awarded. Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The player instituting the action must turn their hand over first upon completion of all action and the best hand wins.
2. Card speak. Best hand shown down wins.
3. No rabbit hunting. No one other than the dealer is allowed to touch the discards.
4. Check and raise is permitted.
5. A bet and three raises are allowed for each betting round. Completing an opening forced bet does not count as a raise. There is no limit of raises with only two players remaining. The player who puts in the forced bet may open for the full limit if he chooses.
6. String bets or raises are not allowed. A player must put in the full amount of chips at one time or verbally declare the raise.
7. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet unless he announces "raise".
8. A player may get full action on his money, though only a full bet constitutes a bet or raise. Anything less than a full bet is considered to be action only.
9. Suits do not count in the ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet.
10. A card placed face up in the deck (a boxed card) shall be treated as if it were not there. It will be replaced by the next card below it in the deck. The Joker shall be treated as a boxed card. If it is dealt to a player as a down card it will be replaced after that round of cards have been dealt. If a player does not call attention to the Joker among his down cards before acting on his hand, he has a foul hand and forfeits all rights to the pot.
11. A player must be at the table to receive a hand. If a player antes or asked to be dealt in, but is unable to make it back to the table in time to act in his hand, he forfeits his ante and has a dead hand. The forced bet will be put in for the player, it that obligation applies.
12. If a player does not have the correct number of cards on the deal, he receives his ante back and is out of the hand. If it is not discovered before there has been an opening bet the player has a foul hand and forfeits all rights to the pot and all monies involved.

13. A misdeal is not called because an ineligible player is dealt a starting hand . A misdeal occurs when a player who has anted is dealt out, provided attention is called to the error before there is action.
14. Any hand that remains intact is not dead until it has been killed by the dealer. A hand that has been discarded but has not touched the muck may be retrieved and ruled a live hand, even if the dealer has touched it, provided the act of throwing it away has not induced another player to muck his hand. To have the hand considered live, turning it up may only be done by the owner of that hand or the dealer acting at the owner's explicit request. A hand thrown away and turned face up by another player or is requested to be turned up by the dealer by another player is not a live hand and may be used for informational purposes only.
15. If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
16. When a player turns any of his upcards over after a bet has been made, he concedes all rights to the pot.
17. A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hand at all times.
18. If a player's first or second hole card is accidentally turned up, the third card is dealt down. If both cards are dealt up, the player has a dead hand and receives his ante back. If a card is accidentally dealt off the table and:
    A) it is an upcard, it must play
    B) it is a downcard, it will be treated as an exposed card.
19. If a dealer deals a dead seat a down card (the first or second card) and the error cannot be corrected, it is a misdeal, providing there has been no action. If it occurs on an upcard, it will be corrected by moving the card to the proper position. If it occurs on the final down card and cannot be corrected, the hands will play.
20. If a dealer burns and deals a card before a round of betting has been completed that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded play then resumes in a normal fashion.
21. If a dealer burns two cards or fails to burn a card, if possible, move the cards to the right positions to rectify the error. If it happens on a down card, and there is no way to tell which card was received then the player must accept that card.
22. If a dealer turns the last card face up to the first player all remaining players will receive their last card face up. The player who was high on the sixth card remains high and betting continues as normal. If players have already received down cards before a card is accidentally turned up, any remaining exposed card or cards will be replaced after the last player has received his final card.
23. If a player makes an open pair on the fourth card, that player has the option of betting either the higher or lower limit for the hand; i.e., in a $5-$10 game, if the player makes an open pair on the fourth card that player has the option of betting either $5 or $10. If he bets $5, the next player or players may raise in increments of $5 or $10. If that player checks all other players in turn have the option to bet either $5 or $10.
24. If the dealer is going to run out of cards before all will deal down to the last card in the deck. Scramble that card along with the burn cards, cut, burn a card and continue to deal the final card to the remaining players. In the event that there is not enough cards using this method to give the remaining players a complete hand the dealer will mix the last card and burn cards, cut the deck, burn a card, and turn the top card face up. This card will act as a community card for the players that do not have a complete hand.

25. If the Joker is in use unless otherwise stated it shall be used as a Ace anywhere to fill in a straight or a matching suit to complete a Flush.

SEVEN CARD STUD VARIATIONS

SEVEN STUD HI/LO/ 8

This is another variation of 7-Card Stud where there can be two winners. The best HIGH hand splits the pot with the best LOW hand. A qualifier of eight or better for low will be in force for all high-low split games unless a specific posting to the contrary is made. This is said to be a "qualifier" or "High-Low Split, 8 or Better". If there is a qualifier, the betting rules are like 7 Card Stud. In an "8 or Better" game, if there is no low, the high hand wins the entire pot. The low card by suit (Clubs are lowest, Diamonds, Hearts, then Spades) initiates betting action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates action. If there is a tie, the player to the left of the dealer acts first. Structured limit games use the lower limit on 3Rd Street and 4TH Street and the upper limit thereafter, with an open pair NOT affecting the limits. Aces may be used for high or low and straights or flushes do not impair the value of a hand for low. A player may use any five cards to make his best high hand and any other grouping of five cards, whether the same as high hand or not, to make his best low hand. Should the Joker be in use for high hand unless otherwise stated it shall be used as an Ace or anywhere to complete a straight or a matching suit to complete a Flush. It shall be wild in counting as the lowest missing card in the hand.

RAZZ (7-CARD LOW)

The rules for 7-Card Razz are exactly the same as 7 Card-Stud, except that Razz is a Lowball game. Since pairs are of no value in Razz, the bet on the fourth card in a structured game is always for the lower amount. In Stud, the low card initiates the action and the high hand is first in each subsequent round, while in Razz, the high card has the forced opening and the low hand is first to act thereafter.

STUD 5 CARD

The game is normally played where all players ante a designated amount, although it can be played where only the dealer antes or even no ante at all. To start the hand each player is dealt one card face down and one card face up. The following three cards are all dealt face up. The lowest card or sometimes the highest card as designated begins the action on the first round. On all subsequent rounds the highest hand showing initiates the action. After the completion of the deal each player will have 5 cards one face down and 4 face up. The highest poker hand wins the pot. Five (5) Card Stud is usually a limit game, although it can be played no limit also. Most limit games are a split limit. The lower limit used on early rounds, the higher limit (which is usually double the lower limit) on the later rounds of betting.

LOWBALL

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

A. Straight Limit. All bets and raises are of the same amount. Example: Bet (4) raise (4), re-raise (4).

B. Spread Limit. All bets and raises are within the predetermined spread. Example: Limit (4 - 20) bet 4, raise 8, raise 15, re-raise 20 (maximum). On occasion the predetermined maximum spread could be increased by a player killing the pot.

LOWBALL RULES

1. Players must protect their hand at all times.
2. Card speak, best hand shown down wins the pot. Any player continually miscalling his hand will be cashed in.
3. Dealer must discard before picking up deck for the draw or dealer's hand is dead.
4. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than three.
5. If the dealer makes a mistake on the draw, his hand could be ruled foul. (Cards exposed are not a mistake.)
6. In Low Draw if a seven or better is checked after the draw and is the best hand, all bets after the draw are returned.
7. Bilingual players must respect other players while hands are in play.
8. Only a full bet constitutes a raise. Players have a right to go "all-in". Any "all-in" raise not equal to the proceeding bet is considered action only.
9. A short bet or call must be completed, if a player acting in turn releases chips on the table with a forward motion, it constitutes a bet or call.
10. Initial buy in must be for a specified amount of chips designated by the house, thereafter only one buy of a lesser amount (short buy) is allowed after each full buy.
11. A hand is not considered dead if upon the floormans discretion it is considered retrievable.
12. No string bets.
13. Please do not criticize other players or use loud or vulgar language.
14. If a pot is over killed the player that killed the pot acts second to last before the draw.
15. If a pot is killed, and the player that killed the pot raises, the action goes back to the player that opened the pot and proceeds to other players in the order that they came into the pot.
16. An exposed card must be "face up" the ability to call the card does not qualify it as an exposed card.
17. Dealer must take all exposed cards at all times.
18. Each player must act in turn. Acting on a hand out of turn is not binding. If any delay is encountered a player should call "time" to ensure his silence is not interpreted as a pass. If two subsequent players, act due to a players silence, the hand is dead and may not be played.

19. Do not expose any cards at any time except on show down.
20. If a player shows cards to one, he must show them to all, if desired by other player (s).
21. If a bet has been made and called, or check-check after the draw, any player may see any of the hands in play at the showdown.
22. Five cards constitutes a playing hand more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.
23. Before the draw, the top card from the stub of the deck must be discarded (burned). The dealer may not pick up stub or "burn" card until all the action before the draw has been completed, whether he is in the pot or not.
24. If the dealer takes the burn card, his hand is ruled foul. If the dealer deals the burn card to a player who places it in his hand the card plays, but the dealers hand is ruled foul.
25. On the draw a player may change the number or cards called for providing the next player has not acted.
26. A verbal declaration in turn which causes another player to act in turn, or money in the pot is binding. However, a player raising a bet should usually declare the raise. A call made behind the raise may be withdrawn if the raise was not clearly declared.
27. Until the first action after the draw is taken the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at anytime the number of cards he has drawn.
28. A knock in turn usually constitutes a pass; but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand not knowing the pot has been raised may still play his hand, despite action taking place behind him.
29. Discards must be placed in the center of the table and remain there until play is over.
30. Upon floormans approval players may look at one or two cards then kill the pot. Dealer should stop dealing to allow players to look to see if they want to kill the pot. No kills will be allowed after subsequent cards are dealt.
31. A player who is "all-in" must make a verbal declaration at that time or is subject to lose all rights to the pot.
32. Cards must be cut before each deal by the player to the right of the dealer. A one handed straight cut of eight or more cards is a legal cut. Cards may not be cut after initial deal except on floormans request.
33. If the deal is determined to be out of position and there has been no action, all hands are redealt. If the pot has been opened , play continues and the deal rotates from the position of the last dealer.
34. Two extra cards off the deck on the deal constitute a misdeal. Also if the first card dealt is turned over it is deemed a misdeal. In both instances, hands are redealt.
35. If one or more cards of the same suit or value, or cards of a different color appear in the deck. The deck is fouled and all hands are dead-no action. Action on all preceding hands stands.
36. If the deck is found to be irregular while pot is in play. It shall be declared "no pot" and all money in the pot refunded. However, once the pot is out of play, no adjustments can be made.
37. Cards face up in the deck (boxed cards) are dead and are dealt into the discards. A group of five boxed cards in the deck is a misdeal.
38. Player saying "deal me in" who has not returned to his seat after the dealer has dealt a hand past him cannot receive a hand. If a player is dealt a hand and has not returned to his seat in time to act in turn, his hand is dead and put into the discards. If a player sitting at the table at the beginning of the deal is not dealt a hand, action is stopped and the hand is redealt.
39. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.

40. In Low Draw, checking and raising is not allowed.
41. A player moving to a different game must have the specified "buy-in" unless he is from a broken game. Game must be equal to or lower than the broken game to enter with a short buy.
42. Newly seated players will be dealt in immediately.
43. A player who leaves a game one full round, or does not complete the blind, must come back on the blind or straddle the blind. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated, or straddle the blind.
44. The limit of the game indicates the maximum amount of each bet. There are no restrictions on the number of bets or raises unless indicated by the house, or as imposed by the table stakes rule.
45. Changes in the limit of a game may be made only after floorman's approval.
46. Chips not used in a particular game are negotiable in the bets of that game only in appropriate increments.
47. A player may only cash in chips when he quits the game. If a player quits a game and returns to the same game in less than one half hour, he must come back with a least the same amount of chips that he left with.
48. All chips must remain on the table, only cards and chips are allowed on the card table. If money is placed on the table, chips must be requested.
49. In no case will anyone be allowed to play over another players chips. No person may play another players chips for more than one round. (Decision of Management.)
50. All table changes must be taken immediately you will be dealt a hand at the new table, regardless of any change in game limit, without having to kill the pot.
51. After a new player is seated or a "buy-in" is placed at a seat, no changes in seating will be made.
52. Players in a short game (4 handed or less) may not change seats unless a new player enters the game.
53. A player is allowed 30 minutes to eat or go for funds. When time is up, chips will be removed and seat forfeited. Players name will then be placed on the waiting list.
54. If you leave a game and want your seat held for you, you must tell the floorman.
55. Once a pot is out of play, no decision can be rendered by the floorman.
56. On a showdown, all cards in a hand must be shown, best intact hand wins.
57. Potting is allowed for refreshments, food or cigarettes only.
58. Cards off the table may not be played.
59. No "Rabbit Hunting".
60. Decision of management is final.
61. Comstock Casino reserves the right to refuse or restrict privileges at anytime.

PAN

The objective of this game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. The winner of the hand will win money from the other players in different ways that will be described below.

Eight decks of regular playing cards are used to play the game: 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)

Cards in each suit rank as follows: King being the highest, Queen, Jack, 7,6,5,4,3,2,A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.

PAN RULES

1. The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a counterclockwise direction. The dealer will start with:
    A. The player who is dealt the lowest card face up at the beginning of a new game.
    B. The winner of the last hand.
    C. The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
2. The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.
3. The draw should not begin until all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
4. Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
5. A drawn card is discarded when it is released toward the dealer.
6. Once a player has touched the deck, he may not change his mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
7. A player overlooking or ignoring an option card which can be used in one of board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option without forcing it; he may subsequently decide to force it.
8. If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:
    A. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;
    B. Once three or more players have drawn out of turn, cards used and pay collected as a direct or indirect result of their plays out of turn will stand so long as the meld is valid;
    C. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

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

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

MEXICAN POKER

Mexican Poker is similar to 5-Card Stud and is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed, the Joker remains.

The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the player may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest ranking hand wins the pot.

MEXICAN POKER RULES

1. The Joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the "Joker" is inadvertently exposed, it will play as if it had been dealt face down--"wild" in all cases.
5. The following hands are considered the same as a straight due to the removal of 8's,9's and 10's from the deck. "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
7. Because cards or 3RD, 4TH or 5TH streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
8. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
9. A card will be burned on each round, following the second round.
10. Check and raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Card speak-hold your hand until you are sure of what your opponent has.

13. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
14. No string bets or raises.
15. One short buy is allowed for every full "buy-in",
16. Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.
17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
18. No Rabbit Hunting.
19. All players will act in turn. If a player checks, the player who checked first must show his hand first.
20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to that unless action has been taken behind this act.
21. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

RANKING OF HANDS

From Highest to Lowest

1. Five of Kind
2. Royal Flush
3. Straight Flush
4. Four of Kind
5. Flush
6. Full House
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

Aces may be used as a 1 for a small Straight. "A-2-3-4-5".
Any hand may include the Joker.

SUPER PAN 9

The object of the game is to win your bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

Super Pan 9 is dealt using twelve (12) decks totaling 432 cards. Starting with a regular 52 card deck, the 7's, 8's, 9's and 10's are removed.

SUPER PAN 9 RULES

1. The House does not participate in the actual play of the game and has no interest in the outcome of the play. No player ever plays against, or makes a wager against, the House.
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 be "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who choose to be "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 off with chips.
12. The player 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. A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will not receive action.
14. 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 there until the Player/Dealer position is moved to the next player.
15. Backline players may participate in the play of the hand. If the active player and backline player (s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
16. When the backline player (s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
17. In the Player/Dealer position, the largest wager in action makes the final decision on any disagreements on the play of the hand.
18. Only the active Player/Dealer may designate any person to shake the dice, except a House employee on duty. Each player may not shake the dice more than two times consecutively.
19. Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

20. The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #42.)
21. All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Starting "money cover" or other call bets is NOT acceptable.
22. Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
23. No side bets or proposition bets are allowed.
24. The active player has the first option being the Player/Dealer on his spot. If there was no wager on the previous hand, no one may be the Player/Dealer on that spot.
25. Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
26. 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.
27. Any player removing a losing bet may be barred and/or subject to prosecution.
28. 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.
29. Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
30. 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 "House Way".
31. A player may see one hand only, regardless of the number of hands on which he has wagered.
32. When a Player/Dealer's three-card hand totals a 3 or less, the House Supervisor will automatically draw a card. When the Player/Dealer's three-card hand totals 7, 8 or 9, the hand stands.
33. When the player's three-card hand totals a 3 or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
34. A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Supervisor deals a card off the table, the card is dead and player will receive the next card.
35. No wager can be removed until all hands are opened.
36. All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the Player/Dealer has acted on his hand and before the players hands are read. (Note: an exposed card is defined as one that land face up on the table.)
37. The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
38. A misdeal will be declared if:
    A. It has been determined before the deal is complete, that cards have gone to the wrong spot.
    B. If the Player/Dealer has the wrong number of cards.
    C. If the House Way hand has the wrong number of cards.
39. A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
40. Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player table his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The House Supervisor will check with each player in turn.

41. When a player requests assistance on the play of a hand by the House Supervisor, a "House Way" button will be placed in that position. In turn, the House Supervisor will play the hand according to the guidelines:
    Draw on five (5) or less
    Stand on six (6) or more
    After the Player/Dealer's hand has been opened and set, the "House Way" hand will be opened and checked in turn. Any "House Way" hand incorrectly played by the House Supervisor will be reset by Management.
42. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

SUPER PAN 9 STRUCTURES

1. Each player, including the Player/Dealer, places their wager before the cards are dealt. This is the only chance to place a bet.
2. The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to determine the order in which the player's hand will be compared to his. In Super Pan 9, the Player/Dealer's position is always 1, 9 or 17; numbers count clockwise.
3. Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have a numerical value corresponding to their face value except for face cards which have a value of zero (see below). An Ace has a value of one.
4. There are eight hands dealt. After the three (3) cards are added together, the last digit of the total determines the value of that hand.

EXAMPLE:	A, A, Q, 5	=	7
	6, 5, J, 3	=	4 (14)
	2, K, Q, 6	=	8
	5, 5, K, 6	=	6 (16)
	3, 4, 2	=	9
	5, 5, K, K	=	0 (10)

5. Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.
6. The Player/Dealer's cards are opened last and he is given the option draw.
7. Each player's cards are revealed starting from the action button and compared, in turn to the Player/Dealer's hand.
8. In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/Dealer's hand and the player's hand are the same total, no money is exchanged. This is considered a "push."

BETTING LIMITS

Players must bet within the table limits. There is no maximum for the Player/Dealer. The designated Player/Dealer can only receive "action" on the total amount he was wagered.

BACKLINE BETS

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

DOUBLE HAND POKER

Double Hand Poker is played with a standard 52 card deck plus one Joker. The value of the Joker is the same as draw poker. The Joker counts as an ace, or may be used to complete a straight, or a flush. It must make the hand in which it is placed as high as possible.

Double Hand Poker is dealt on a poker table to a maximum of 7 (seven) positions. The house dealer controls the shuffling and the dealing of the cards, controls the orderliness of the game, and collects time charges based on a fixed fee schedule. At no time does the house dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the designated player will select the hand to be distributed first. The dice cup will then be shaken by the designated player to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards face down with the 2-card hand in front and the five-card hand in back. The 5-card hand must be of a higher rank than the 2-hand card.

The ranking of hands is the same as in Draw Poker. In order to win, both hands must beat hands of your opponent. The designated player position moves clockwise around the table.

DOUBLE HAND POKER RULES

1. Each table has a limit defining the minimum and maximum amounts that may be wagered on each betting position. There is no maximum on the designated player's wager.
2. The house charges time based on a fixed fee schedule. Each betting circle pays the same fee regardless of the size of the wager. Time is charged for the use of the facilities, services, and personnel of the house. At no time does the house place bets, collect winnings or pay losses. No player ever plays against or makes a wager against the house.
3. Chips should only be sold at the table by the dealer or floorman.
4. All action goes clockwise, starting with the action button.
5. All cards must stay on or above the table surface and remain in clear sight of the house dealer.
6. A non-seated player may bet in association with a seated player. If the seated player and the non-seated player disagree over the play of the hand, the player with the largest wager in action makes the final decision. If two or more players have equal bets on a spot and disagree on the play of the hand, the seated player will have the final say. The smaller bettor may check the hand only with the larger bettor's permission. If the larger bettor refuses, the smaller bettor may have the dealer check to make sure the hand is not foul.
7. In the designated player position, the player who is the primary player (the player who shakes the dice cup) shall make the decision on how the hand is to be set, even if his wager is not the largest.
8. A player has a foul hand, if:
    A. The 2-card hand is stronger than the 5-card hand.
    B. The player does not have exactly 2 cards in the front hand.
    C. The player does not have exactly 5 cards in the back hand.
    D. The player does not protect his hand and it comes in contact with other cards. The player with the fouled hand may lose his wager to the extent that the designated player's wager covers.

9. If two or more are dealt the wrong number of cards it is a misdeal. If one player receives only 6 cards, he may take the top card off the deck and play will continue (providing that the stub of the deck is correct). If one player is dealt 8 cards, his hand is dead. His time will be returned and play will continue.
10. A player may wager in more than one position. However, a player may see and/or participate in the setting of only one hand regardless of the number of positions on which he has wagered.
11. Any active player is entitled to ask the house dealer the amount of the designated player's bet, to the extent that it affects the asking player's wager.
12. A player cannot be the designated player in a given position unless that player had a wager on that position the previous hand.
13. If the designated player does not take the second bank for any reason (goes broke, leaves the table, etc.), any other player who had wagered at that position may exercise the option to take the second bank.
14. A boxed or exposed card on the deal will be replaced after the completion of the deal by the first card off the stub. Two or more boxed or exposed cards is a misdeal. If the joker or an ace is boxed or exposed it is a misdeal. A card can only be exposed by the house dealer.
15. All bets are final when the dice cup is opened. Any player touching his bet after the dice cup has been opened risks possible forfeiture of his wager to the extent that the designated player's money covers.
16. All bets must be placed with the largest denomination chips on the bottom and the smallest denomination chip on the top. Bets must be in increments of $5.00.
17. The house will not hold up action or be responsible for setting disputes that raise from "cum-cum" (partnership) bets. "Cum-cum" bets will be paid off and/or collected as one bet.
18. All conversation during play of a hand should be in English.
19. Players may not show or discuss their hands with other active players before the final setting of the designated player's hand.
20. When the designated player's hand has been opened, no one may touch his cards or wager. This may cause the player's wager to be forfeited to the extent the designated player's money covers.
21. All players are responsible for protecting their own hands. If a player's hand is declared foul, the wager is forfeited to the extent that the designated player's money covers.
22. The designated player's hand is not set until he has had a chance to consider the options. The designated player must signify his or her final decision in an obvious manner to the house dealer.
23. If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The copy rule is also applied to the back hand.
24. A player cannot surrender his hand. All hands must be shown by the house dealer.
25. No side bets or proposition bets of any kind will be allowed.
26. Players are responsible for the final setting of their hands. The house dealer or supervisor may assist and/or offer advise upon request, but is not responsible for the final decision.
27. If the house dealer or supervisor mistakenly sets a hand foul, it will be set the most logical way by the Floor manager and play will continue.
28. All floorman's decisions are final.
29. Management reserves the right to make decisions that are in the best interest of the game, even if a strict technical interpretation of the rules might indicate a contrary decision.

DOUBLE HAND POKER

Double Hand Poker is played with a standard 52 card deck plus one Joker. The value of the Joker is the same as draw poker. The Joker counts as an ace, or may be used to complete a straight, or a flush. It must make the hand in which it is placed as high as possible.

Double Hand Poker is dealt on a poker table to a maximum of 7 (seven) positions. The house dealer controls the shuffling and the dealing of the cards, controls the orderliness of the game, and collects time charges based on a fixed fee schedule. At no time does the house dealer participate in the actual play of the game and has no interest in the outcome of the play.

In each round of play, 7 hands are dealt. Each hand contains 7 cards, all dealt face down. After the cards are dealt, the designated player will select the hand to be distributed first. The dice cup will then be shaken by the designated player to determine which seated player receives the first hand. Seated players arrange their 7 cards into 2 hands. They place their cards face down with the 2-card hand in front and the five-card hand in back. The 5-card hand must be of a higher rank than the 2-hand card.

The ranking of hands is the same as in Draw Poker. In order to win, both hands must beat hands of your opponent. The designated player position moves clockwise around the table.

DOUBLE HAND POKER RULES

1. Each table has a limit defining the minimum and maximum amounts that may be wagered on each betting position. There is no maximum on the designated player's wager.
2. The house charges time based on a fixed fee schedule. Each betting circle pays the same fee regardless of the size of the wager. Time is charged for the use of the facilities, services, and personnel of the house. At no time does the house place bets, collect winnings or pay losses. No player ever plays against or makes a wager against the house.
3. Chips should only be sold at the table by the dealer or floorman.
4. All action goes clockwise, starting with the action button.
5. All cards must stay on or above the table surface and remain in clear sight of the house dealer.
6. A non-seated player may bet in association with a seated player. If the seated player and the non-seated player disagree over the play of the hand, the player with the largest wager in action makes the final decision. If two or more players have equal bets on a spot and disagree on the play of the hand, the seated player will have the final say. The smaller bettor may check the hand only with the larger bettor's permission. If the larger bettor refuses, the smaller bettor may have the dealer check to make sure the hand is not foul.
7. In the designated player position, the player who is the primary player (the player who shakes the dice cup) shall make the decision on how the hand is to be set, even if his wager is not the largest.
8. A player has a foul hand, if:
    A. The 2-card hand is stronger than the 5-card hand.
    B. The player does not have exactly 2 cards in the front hand.
    C. The player does not have exactly 5 cards in the back hand.
    D. The player does not protect his hand and it comes in contact with other cards. The player with the fouled hand may lose his wager to the extent that the designated player's wager covers.

9. If two or more are dealt the wrong number of cards it is a misdeal. If one player receives only 6 cards, he may take the top card off the deck and play will continue (providing that the stub of the deck is correct). If one player is dealt 8 cards, his hand is dead. His time will be returned and play will continue.
10. A player may wager in more than one position. However, a player may see and/or participate in the setting of only one hand regardless of the number of positions on which he has wagered.
11. Any active player is entitled to ask the house dealer the amount of the designated player's bet, to the extent that it affects the asking player's wager.
12. A player cannot be the designated player in a given position unless that player had a wager on that position the previous hand.
13. If the designated player does not take the second bank for any reason (goes broke, leaves the table, etc.), any other player who had wagered at that position may exercise the option to take the second bank.
14. A boxed or exposed card on the deal will be replaced after the completion of the deal by the first card off the stub. Two or more boxed or exposed cards is a misdeal. If the joker or an ace is boxed or exposed it is a misdeal. A card can only be exposed by the house dealer.
15. All bets are final when the dice cup is opened. Any player touching his bet after the dice cup has been opened risks possible forfeiture of his wager to the extent that the designated player's money covers.
16. All bets must be placed with the largest denomination chips on the bottom and the smallest denomination chip on the top. Bets must be in increments of $5.00.
17. The house will not hold up action or be responsible for setting disputes that raise from "cum-cum" (partnership) bets. "Cum-cum" bets will be paid off and/or collected as one bet.
18. All conversation during play of a hand should be in English.
19. Players may not show or discuss their hands with other active players before the final setting of the designated player's hand.
20. When the designated player's hand has been opened, no one may touch his cards or wager. This may cause the player's wager to be forfeited to the extent the designated player's money covers.
21. All players are responsible for protecting their own hands. If a player's hand is declared foul, the wager is forfeited to the extent that the designated player's money covers.
22. The designated player's hand is not set until he has had a chance to consider the options. The designated player must signify his or her final decision in an obvious manner to the house dealer.
23. If a player's front hand has the same value as the designated player's front hand, it is called a "copy". The designated player's front hand is then considered the winner. The copy rule is also applied to the back hand.
24. A player cannot surrender his hand. All hands must be shown by the house dealer.
25. No side bets or proposition bets of any kind will be allowed.
26. Players are responsible for the final setting of their hands. The house dealer or supervisor may assist and/or offer advise upon request, but is not responsible for the final decision.
27. If the house dealer or supervisor mistakenly sets a hand foul, it will be set the most logical way by the Floor manager and play will continue.
28. All floorman's decisions are final.
29. Management reserves the right to make decisions that are in the best interest of the game, even if a strict technical interpretation of the rules might indicate a contrary decision.

TEXAS HOLD-EM VARIATIONS

TEXAS HOLD-EM HIGH/LO/ 8

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

CRAZY PINEAPPLE HOLD-EM/ 8

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

TAHOE PINEAPPLE HOLD-EM/ 8

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

OMAHA HOLD-EM/ 8

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

Comstock Cardroom Collection Rates

DOUBLE HAND POKER, SUPER PAN 9: METHOD: DROP

Table Limit	Player Fee (per bet)	Player-Dealer Fee (per hand)
$5.00-$100	$1.00	$2.00
$101 - $10,000	$2.00	

PURE 21.5 BLACKJACK: METHOD: DROP

Minimum Table Limit	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
$2 & $5	Less than $50	$0.50	N/A
	$51 - $400	$2.00	
	$401 or More	$3.00	
$10, $25 & $100	Less than $50	$0.50	
	$51 - $400	$2.00	
	$401 or More	$5.00	

***If there is a Jackpot attached to a game, there will be an additional $1 per hand Jackpot Fee added to all posted fees being used for that game.**

Comstock Cardroom
Poker Collection Fees

***Only one collection fee schedule may be used at each table at any given time.**

Per Hand Collection: Each table will have the per hand collection fee, game type, and game limit, posted at the table. The fee shall be determined in advance of play. The per hand collection fee shall be taken from the pot. This can occur during the play of the hand and/or prior to the end of play of the hand. **The Designated Table Fee will be taken before the Flop and the Regular Table Fee will be taken after the Flop. If there is a Jackpot attached to a game, there will be an additional $1 per hand Jackpot Fee taken from the pot.**

Texas Hold'em, Texas Hold'em Hi-Lo, Crazy Pineapple, Tahoe Pineapple

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
$1 - $2	2 – 4	$0.50	$1
	5 – 9	$1	$2
$2 - $4 or higher, No Limit	2 – 4	$1	$1
	5 – 9	$1	$2

Omaha

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
All Limits	2 – 4	$1	$2
	5 – 9	$1	$4

7 Card Stud, 7 Card Stud Hi-Lo, Razz, 5 Card Stud

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
All Limits	3 – 5	$1	$2
	6 – 7	$1	$3

Lowball

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
$4 - $20	2 - 7	N/A	$3

Mexican Poker

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
$2 - $4, $3 - $6, $4 - $8, or No-Limit	3 – 4	$1	$1
	5 – 7	$1	$3

Pan

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
Kondition $0.50	3 - 4	N/A	$1
	5 - 7		$2
Kondition $1	3 - 4		$1
	5 - 7		$2.50
Kondition $2 and Above	3 - 4		$2
	5 - 7		$3

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. Only one collection fee schedule will be used at a time at each table. **If there is a Jackpot attached to a game, there will be an additional $1 per hand Jackpot Fee taken from the pot.**

Lowball

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
$4 - $20	Any	N/A	$3 per Half Hour
$20 Straight	Any	N/A	$5 per Half Hour

Mexican Poker

Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
$2 - $4, $3 - $6, $4 - $8 or No-Limit	3 - 7	N/A	$5 per Half Hour

Pure 21.5 Blackjack with Buster Bonus Bet

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

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

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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

ROUND OF PLAY

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

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

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

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

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or “action” or in the case of player/dealer paying collection, the appropriate collection will be placed by the player/dealer. Backline bettors are eligible to place a wager on the base game.

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

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

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

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

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

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

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

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

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #1

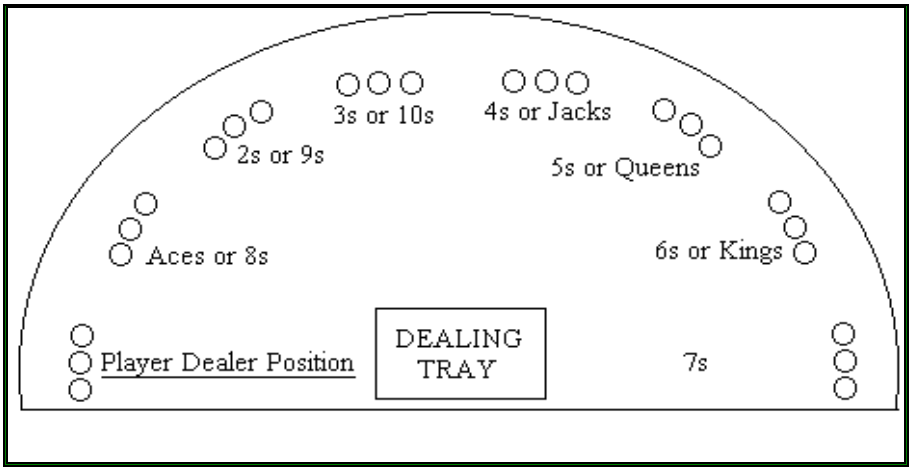
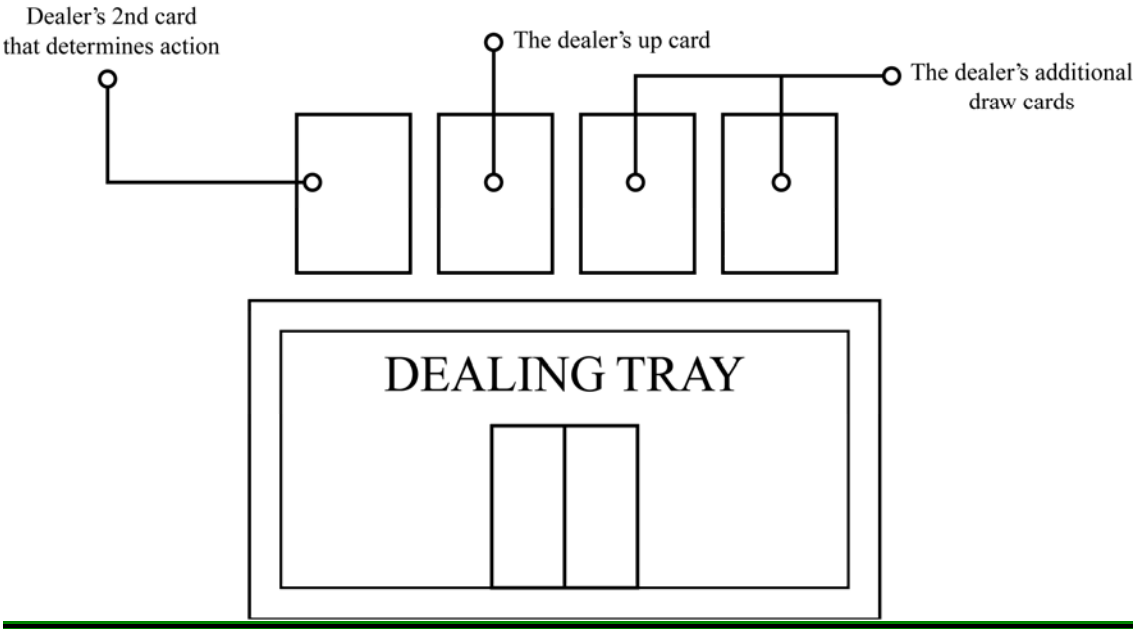


DIAGRAM #2



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

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

CHART 1A PLAYER OPTIONS

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

CHART 1B PLAYER/DEALER OPTIONS

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

GAME RULES

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

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

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

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

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

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

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

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

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

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

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

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

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

DOUBLE-DOWN, SPLIT, AND SURRENDER

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

2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.

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

4. Aces may only be split once. When splitting two Aces, a player may only receive one additional card per Ace. If the draw card is a "BONUS" card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.

4. Players can surrender on their initial two cards. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.

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

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

LEGAL

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

Buster Blackjack

US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"

STANLEY KO

BETWISER GAMES, LLC

P. O. BOX 82225, LAS VEGAS, NV 89180

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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 by the player/dealer.

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 and will be collected by the player/dealer. If the dealer busts, all Buster side bets are paid by the player/dealer, according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

There is no additional collection fee for placing a Buster side bet.

The Buster side bet may be less than or equal to the player's base game wager.

Backline bettors are eligible to place a Buster Bonus Bet wager so long as they have placed a bet on the base game.

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

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Pay Table
3 or 4	2
5	4
6	15
7	50
8 or More	200

COMSTOCK CARD ROOM

*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

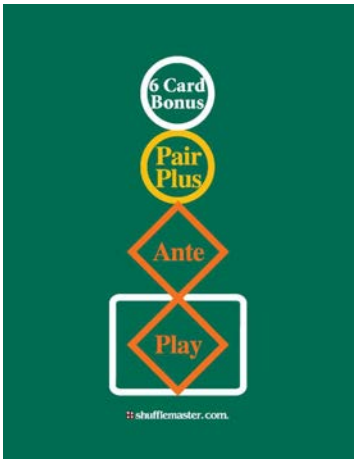
Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers cover.

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

Type of gaming table utilized for this game:

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

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



The wagering areas shall be designated as follows:

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

Number of players in the game:

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

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').
2. ***Physical Characteristics:*** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. ***Number of Decks:*** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Ranking of Hands:

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

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

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 the base game wager, pair plus wager, and 6 card bonus wager.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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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	50:1
Full House	25:1
Flush	20:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

Action	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.

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Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

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

Collection Fee Schedule

For schedule options 1, 2, and 3, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of [redacted]. There will be no additional collection fee required from a player when placing a Play Bet wager or a Bonus Bet wager. The table limit is $5 to $2,000; the table limit for the bonus bets is $5 to $50.

Schedule Option	Table Limit	Bonus Bets	Total Table Action	Player-Dealer Fee	Player Fee
1	$5-$2000	$5-$50	$5-$50	$0.50	0
			$51-$200	$1	0
			$201-$500	$3	0
			$301-$500	$5	0
			$501+	$8	0
2	$5-$2000	$5-$50	$5-$50	$0.50	0
			$51-$100	$1	0
			$101-$300	$3	0
			$301-$500	$5	0
			$501+	$8	0

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3	$5-$2000	$5-$50	$5-$50	$0.50	0
			$51-$300	$2	0
			$301-$500	$5	0
			$501-$1000	$8	0
			$1001+	$10	0

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

Dealing procedures:

- The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time 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 for a total of eight seated positions.

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.

HOUSE WAY CHART	
Hand Dealt	**Set Hand Accordingly**
No Pair	**2nd and 3rd highest cards in front**
NO PAIR PLUS THE JOKER	**Put the second highest card plus the joker in the back, the highest & the third highest cards in front.**
One Pair	**Pair in back, highest two other cards in front.**
TWO PAIRS	**(One pair plus the joker - Use two pairs rule.)**
High Pairs: A's, K's, Q's	**Small pair in front.**
High Pairs: J's, 10's, 9's	**Two pairs in back with at least an Ace in front: otherwise split.**
High Pairs: 8's, 7's, 6's	**Two pairs behind if King or Higher in front: otherwise split.**
Big Pair is 5's, 4's, 3's, 2's	**Needs at least a QUEEN in front; otherwise split.**
TWO PAIRS PLUS THE JOKER	**Put the highest single card and the joker in front, unless either pair is larger than the single largest card, then place the largest pair in front.**
Three Pair	**Highest pair in front.**
Three of a Kind—Aces	**Ace + Highest card and pair Aces behind.**
Three of a Kind—Kings and Below	**Never split. Highest card in front. Trips in the back.**
Two Sets	**Split the highest one**
THREE OF A KIND PLUS THE JOKER	**Always put a joker and the highest single card in front, three of a kind in the back. Exception: *Play the complete hand with a pair in front If it is possible.***

Straight, Flush, Straight Flush/ No Pair	**Always play the complete hand (Straight or Flush).**
Straight, Flush, Straight Flush/ One Pair	**Always play the complete hand (Straight or Flush).**
Straight, Flush, Straight Flush/ Two Pair	**Use Two Pair Strategies.**
Straight, Flush, or Straight-Flush	**Play what ever gives you the highest front.**
Full House	**Put the pair in front, the three of a kind in the back.**
Four of a Kind: A's, K's, Q's	**Always Split.**
Four of a Kind: J's, 10's, 9's	**Needs at least a Ace in front , otherwise split.**
Four of a Kind: 8's, 7's, 6's	**Needs at least a King in front, otherwise split**
Four of a Kind: 5's and Below	**Needs at least a Queen in Front, otherwise split.**
Four of a Kind + Joker	**Put the Joker and the highest single card in Front, Four of a Kind in the back.**

- 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 is fully wild 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.

Fortune Bonus Bet and Envy Bonus Paytable

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

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 and Wagering Limits

For **schedule option 1 and 2**, the collection fees shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the base game wager and the Fortune Bonus Bet, prior to cards being dealt or any round of play being conducted. A collection fee shall be taken per bet from each player, based on the total amount that a player has wagered on the base game wager and the Fortune Bonus Bet, 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. The Fortune Bonus Bet may be less than, equal too, or more than the game wager as long as it is within the table limits. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee Collection
1	$10 - $500	$10 - $100	$1	$10 - $100	$1
		$101 - $200	$2	$101 +	$2
		$201 - $300	$3		
		$301 - $400	$4		
		$401 - $500	$5		
2	$10 - $500	$10 - $100	$1	$10 - $100	$1
		$101 - $300	$1	$101 - $300	$2
		$301 - $500	$0	$301 - $500	$6
				$501 +	$8

EZ BACCARAT™ PANDA 8

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Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

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

Dealing Procedures and Round of Play

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

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

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 9 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.

- A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of 8 or 9. When this occurs, the other hand will not be allowed to draw an additional card.
- The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
  - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
  - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
  - If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
  - If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Panda 8 Bet

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

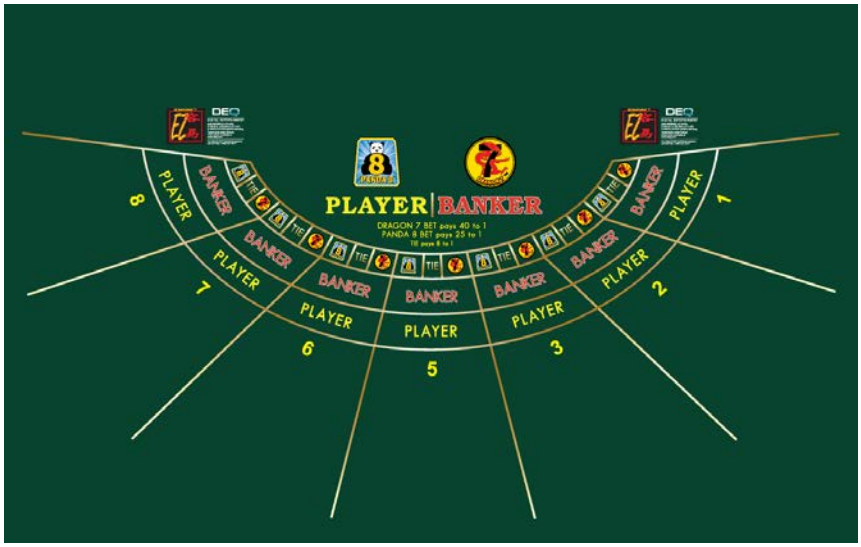
Collection Fee Schedule:

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and the Panda 8, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players for placing a Player Line, Banker Line, Tie, Dragon 7, or Panda 8 wager. The Tie wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. For schedule option 1, the Dragon 7 and Panda 8 wager must be within a minimum of $5 to a maximum of $50. For schedule option 2, the Dragon 7 and Panda 8 wager must be within a minimum of $10 and a maximum of $100. For schedule option 3, the Dragon 7 and Panda 8 wager must be within a minimum of $25 and a maximum of $100. The Dragon 7 and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be within the wager limit as stated above. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule	Table Limit	Player Wager	Player-Dealer Fee	Player Fee
1	$5 - $1,000	$5 - $300	$1	$0
		$301 - $600	$3	
		$601 - $1,000	$6	
		$1,001 - $2,000	$10	
		$2,001 +	$20	
2	$10 - $2,500	$10 - $300	$1	$0
		$301 - $600	$3	
		$601 - $1,000	$6	
		$1,001 - $2,000	$10	
		$2,001 +	$20	

3	$25 - $5,000	$25 - $300	$2	$0
		$301 - $600	$5	
		$601 - $1,000	$9	
		$1,001 - $2,000	$15	
		$2,001 +	$25	

Table Layout



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.

Star's Casino
Poker Collection Fees

***Only one collection fee schedule may be used at each table at any given time.**

Per Hand Collection: Each table will have the per hand collection fee, game type, and game limit, posted at the table. The fee shall be determined in advance of play. The per hand collection fee shall be taken from the pot. This can occur during the play of the hand and/or prior to the end of play of the hand. For limit games the minimum possible wagering limit is between $2 - $20 and the maximum possible wagering limit is between $4 - $40. For no limit games the minimum table range is from $1 - $5. **The Designated Table Fee will be taken before the Flop and the Regular Table Fee will be taken after the Flop.**

Texas Hold'em GEGA-001930, Texas Hold'em Hi-Lo GEGA-001931, Crazy Pineapple GEGA-001951, Tahoe Pineapple GEGA-001957.

Schedule Option	Number of Players	Designated Table Fee	Regular Table Fee
1	2 – 4	$0.50	$1
2	5 – 9	$1	$2
3	2 – 4	$1	$1
4	5 – 9	$1	$2
5	7+	$5	$1

Omaha GEGA-001929

Schedule Option	Number of Players	Designated Table Fee	Regular Table Fee
1	2 – 4	$1	$2
2	5 – 9	$1	$4

7 Card Stud GEGA-001927, 7 Card Stud Hi-Lo GEGA-001921, Razz GEGA-001922, 5 Card Stud GEGA-001923

Schedule Option	Number of Players	Designated Table Fee	Regular Table Fee
1	3 – 5	$1	$2
2	6 – 7	$1	$3

Lowball GEGA-001928

Schedule Option	Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
1	$4 - $20	2 - 7	N/A	$3

Mexican Poker GEGA-001925

Schedule Option	Number of Players	Designated Table Fee	Regular Table Fee
1	3 – 4	$1	$1
2	5 – 7	$1	$3

Star's Casino
Poker Collection Fees

Pan GEGA-001924

Schedule Option	Table Limit	Number of Players	Regular Table Fee
1	Kondition $0.50	3 - 4	$1
2		5 - 7	$2
3	Kondition $1	3 - 4	$1
4		5 - 7	$2.50
5	Kondition $2 and Above	3 - 4	$2
6		5 - 7	$3

Half Hour Time Collection: A half hour time collection will be charged either at the half hour house dealer change or if the same dealer is working on the second half hour of the shift. If you are called for a seat while the House dealers are changing, and there is a waiting list for that particular game, you must pay your time collection when you arrive at the table. If you have a seat occupied but you are away from the table when collection is taken, the collection will be paid from your chips left on the table. If not enough chips are left on the table, you will be responsible for paying your collection prior to resuming play. Each table will have the half hour time fee amount for that table, game type, and limit, posted. Only one collection fee schedule will be used at a time at each table

Lowball GEGA-001928

Schedule Option	Table Limit	Number of Players	Designated Table Fee	Regular Table Fee
1	$4 - $20	Any	N/A	$3 per Half Hour
2	$20 Straight	Any	N/A	$5 per Half Hour

Mexican Poker GEGA-001928

Schedule Option	Number of Players	Designated Table Fee	Regular Table Fee
1	3 - 7	N/A	$5 per Half Hour

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Type of Game

The game of Let It Ride Bonus utilizes a player-dealer position and is categorized as 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 will only "bank" the hand (including bonus bets) for two consecutive times 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 the player to get a pair of 10's or better using three cards dealt to the player and two cards dealt to the player-dealer's hand, which are community cards.

All standard poker rankings will be used from the minimum winning hand of a pair of 10's to the best hand; a Royal Flush. All hands that are a pair of 9's and below are losing hands.

Description of the Deck and Number of Decks Used

1. ***Shuffling Machine:*** Cards used to play Let It Ride Bonus shall be dealt from a single deck automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Let It Ride Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

3. ***Number of Decks:*** Cards used to play Let It Ride Bonus shall be played with two alternating decks, each consisting of 52 cards with backs of the same design.

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

Card Values and Hand Rankings

Five-Card Values -The rank of the cards used in Let It Ride Bonus, 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 Let It Ride Bonus 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

Let It Ride Bonus shall be played on a table having seven places on one side of a blackjack style table for the players and the player-dealer. On the opposite side of the table is a place for the house dealer. 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 wager at least the table minimum. Back-line betting is not permitted on any wagers.

The cloth covering a Let It Ride Bonus table (the layout) shall have wagering areas which are designated as follows:

1. Bet #1 wagers are placed on the number 1.

2. Bet #2 wagers are placed on the number 2.

3. Bet #3 wagers are placed on the symbol $.

4. 3 Card Bonus wagers are placed on the “3 Card Bonus” spot.

The wagers placed on the 1, 2 and $ spots must be equal. Bet #1 and Bet #2 may subsequently be withdrawn by the player as described in the round of play.

Method Used to Determine Action and Distribution of Cards

Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.

All wagers shall be settled from seat to seat in the following order; 3 Card Bonus Bet wager, bet #1 wager, bet #2 wager, followed by bet #3 wager. Once the player-dealer’s wager has been exhausted, the wager not covered by the player-dealer shall be returned to the respective players.

Dealing Procedures and Round of Play

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.

2. 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.

3. All wagers in Let It Ride 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.

4. The house dealer shall wait for each player to place three equal wagers and will ask for any 3 Card Bonus Bets. After each player has had the opportunity to place their 3 Card Bonus Bet, the house dealer will announce “No more bets.” No bets shall be made, increased, or withdrawn after the house dealer has announced, “No more bets.”

5. The shuffler dispenses the cards in stacks of three. The house dealer shall deliver the first stack of cards dispensed by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in-turn, to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face down and shall place each stack behind the bets in the player’s betting area. The stack dealt to the player-dealer shall be delivered as follows:

    a. The stack shall be placed to the right of the area designated for placement of community cards.

b. The house dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face-down over to the right rectangle.
c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player-dealer's cards have become the community cards which will be available to all players.

6. 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.

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

8. Each player who places a wager shall be responsible for his or 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.

9. After each player has examined his/her cards, the house dealer shall, beginning with the player to the house dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet #1 or let it ride.

   a. If a player chooses to let Bet #1 ride, that wager shall remain on the appropriate betting area of the layout until the end of the round of play.
   b. If a player chooses to withdraw Bet #1, the house dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.

10. After each player has made a decision regarding Bet #1, the house dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.

11. After the first community card is exposed, the house dealer shall, beginning with the player to the house dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.

    c. If a player chooses to let Bet #2 ride, that wager shall remain on the appropriate betting area of the layout until the end of the round of play.
    d. If a player chooses to withdraw Bet #2, the house dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
    e. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.

12. The house dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.

13. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.

14. After the second community card is turned face up, the house dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face-up.

15. The house dealer shall then resolve each hand by examining each player's cards, in combination with the two community cards, to determine if the player's hand is a winning or losing hand.

How Each Wager Wins, Loses, or Pushes

1. Base game payouts are made to winning hands for each wager that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the house dealer for the player-dealer. Each winning wager shall be paid in accordance with the payout odds listed on the pay table below.

2. 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 a player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

3. After all winning wagers are paid, the house dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

Below is the base game payout for all base game wagers. Wagers not withdrawn are each paid as shown below:

****Cardrooms must select one table from the paytable options. Please designate on your cover letter which paytable you would like to utilize.****

Rank of Hand	LIRX-01
Royal Flush	1000 to 1
Straight Flush	200 to 1
Four of a Kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of 10's or better	1 to 1

Three Card Bonus Bet

Each player at a Let It Ride Bonus table, who has placed the three wagers required above, shall also have the option to make an additional "3 Card Bonus Bet" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the Bonus Bet Payout Table. The Three Card Bonus is an optional wager and the rules are as follows:

1. Three Card Bonus Bets must be placed prior to the initial deal.

2. The Three Card Bonus Bet only considers the three cards each player received on the initial deal.

3. If the player's hand qualifies for payouts, the player is paid according to the posted pay table immediately, before all other bets.

4. If the player's hand does not qualify for payouts, the house dealer collects the Three Card Bonus Bet wager for the player-dealer.

5. The player-dealer will pay all winning Three Card Bonus Bets and will collect all losing Three Card Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

6. The bonus wager is resolved before the base game is resolved.

Rank of Hand	Paytable 4
Mini Royal	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Wagering Limits and Collection Fees

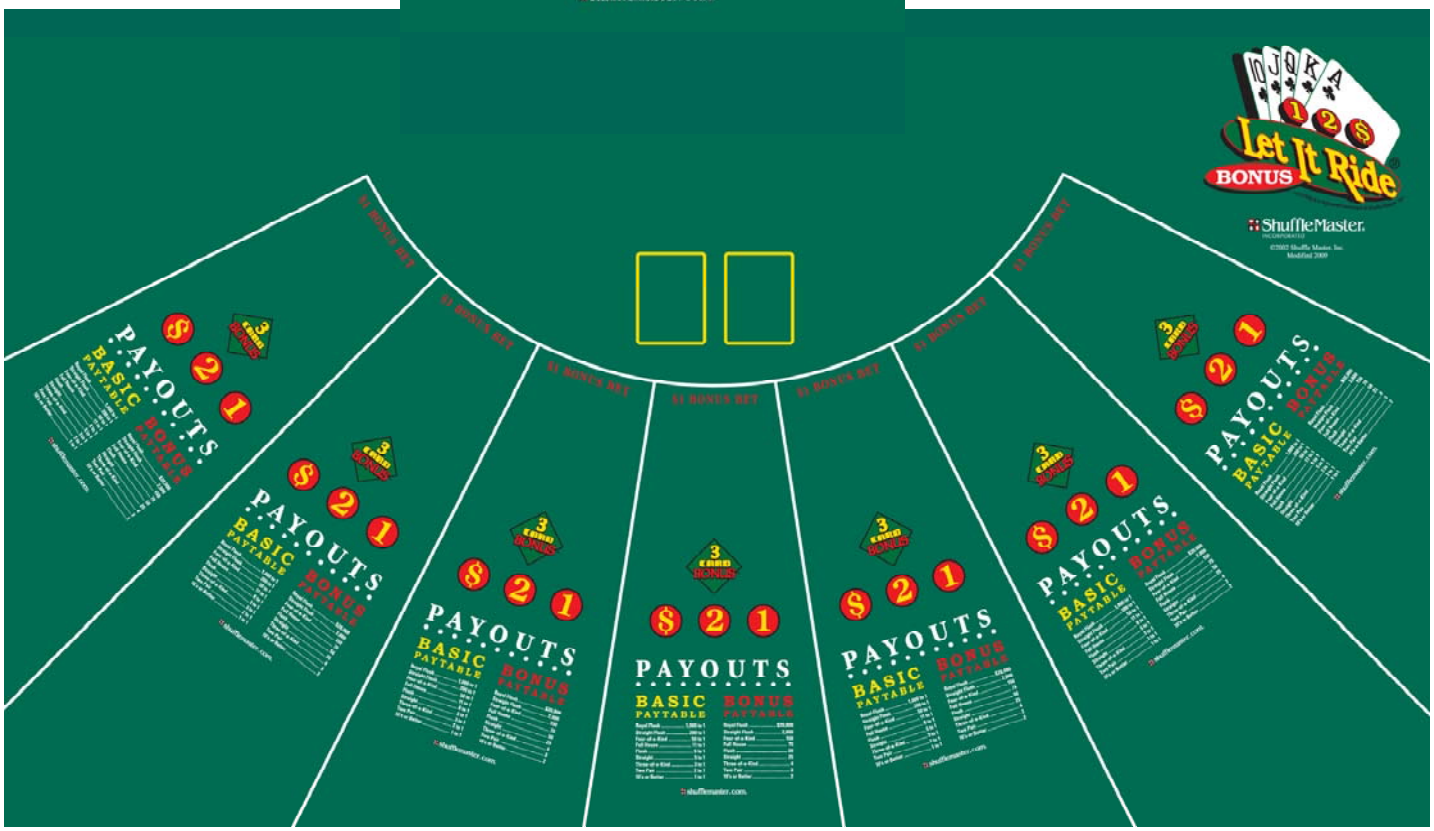
Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines 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 and 5**, the collection shall be taken per round from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus wagers placed prior to any cards being dealt. There is no collection taken from a player.

The collection shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection shall be pre-determined and 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 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 fees and schedules for the game Let It Ride Bonus are as shown below:

Schedule Option	Table Limit	3 Card Bonus Bet Limit	Total Table Action	Player-Dealer Collection (per hand)	Player Collection
1	$5 - $2,000	$5 - $500	$5 - $100	$1.00	$0
			$101 - $300	$3.00	
			$301 - $500	$5.00	
			$501-$1000	$8.00	
			$1001+	$10.00	
2	$5 - $2,000	$5 - $500	$5 - $50	$1.00	$0
			$51 - $100	$2.00	
			$101 - $300	$3.00	
			$301 - $500	$6.00	
			$501+	$8.00	
3	$5 - $2,000	$5 - $500	$5 - $50	$0.50	$0
			$51 - $100	$2.00	
			$101-$300	$3.00	
			$301 - $500	$6.00	
			$501+	$10.00	
4	$25 - $5,000	$25 - $500	$25 - $100	$2.00	$0
			$101-$300	$4.00	
			$301-$600	$5.00	
			$601-$1000	$10.00	
			$1000+	$15.00	
5	$25 - $5,000	$25 - $500	$25 - $50	$1.00	$0
			$51 - $200	$3.00	
			$201 - $500	$5.00	
			$501 - $1000	$10.00	
			$1001+	$15.00	

TABLE LAYOUT



Pure Spanish 21.5™

Masque Publishing, Inc.

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

TYPE OF GAME

The game of Pure Spanish 21.5 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 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.

DESCRIPTION OF THE DECK AND NUMBER OF DECKS USED

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).

CARD VALUES AND HAND RANKINGS

- 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

DESCRIPTION OF THE TABLE USED AND TOTAL NUMBER OF SEATED POSITIONS

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to seven 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.

METHOD USED TO DETERMINE ACTION AND DISTRIBUTION OF CARDS

1. **Action Button Utilized**- 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.

DEALING PROCEDURES AND ROUND OF PLAY

1. 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.

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

3. 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.

4. 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.

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

6. 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.

7. 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.

8. 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.

9. 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**

10. 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.

11. 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.

12. 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.

13. 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 below. 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.

14. 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.

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 the 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.

DIAGRAM #I

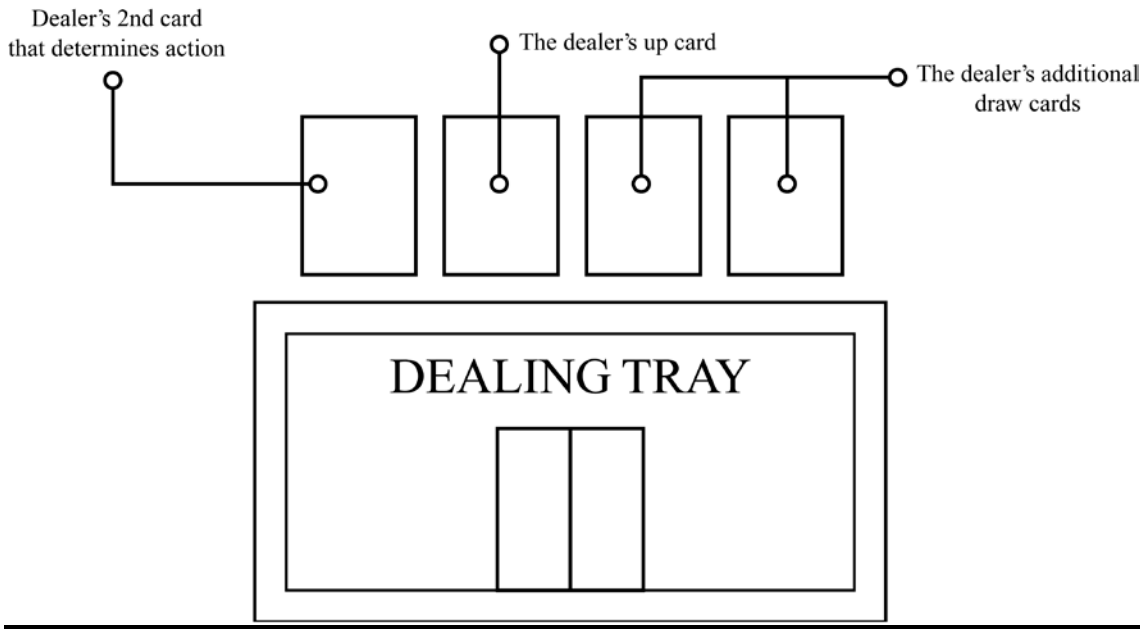


CHART 1A

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.

HOW EACH WAGER WINS, LOSES, OR PUSHES

1. 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.

2. 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.

3. 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.

4. 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.

5. 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.

6. 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.

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

8. 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.

MATCH THE DEALER UP CARD AND MATCH THE DEALER DOWN CARD BONUS BET

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager in addition to a Match the Dealer Down 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. A Match the Dealer Down 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 down-card in rank.

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

5. Back-line betting is permitted on the Match the Dealer Up Card Bonus Bet or the Match the Dealer Down Card Bonus Bet.

6. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer Up Card Bonus Bet and Match the Dealer Down Card Bonus Bet.

7. If the player-dealer does <u>not</u> or cannot have a Pure Spanish 21.5 and the player has a Pure

Spanish 21.5, the game wager is paid and the player's cards are put away. The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a Pure Spanish 21.5.

8. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of matched cards in the player-dealer's hand.

   a. If the player-dealer's hand matches, all Match the Dealer Bonus Bets will be paid according to the posted Match the Dealer pay table.
   b. If the player-dealer's hand does not match, all Match the Dealer Bonus Bets will be collected in rotation to the extent of the money in action.

9. The player-dealer will pay all winning Match the Dealer bonus bet wagers and collect all losing Match the Dealer bonus bet wagers.

10. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Match the Dealer Bonus Bet Wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

Match the Dealer Card Bonus Bet Pay Tables

48 Card Deck	
	8 Decks
2 suited matches	24 to 1
1 suited + 1 non-suited match	15 to 1
1 suited match	12 to 1
2 non-suited matches	6 to 1
1 non-suited match	3 to 1
No match	lose

Collection Fee Schedule: How and When are House Fees Collected

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of Pure Spanish 21.5; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Pure Spanish 21.5 to be unlawful; (3) require gambling establishments to cease and desist offering the game of Pure Spanish 21.5 if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to the cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after all cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager or placing a bonus wager. The bonus bet wager may be more than, less than or equal to the game wager but must be made within the table limits. The collection fees shall be collected from the player-dealer 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 permitted per table limit The approved collection rates and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limit	Match the Dealer Limit	Total Table Action	Player/Dealer Fee (per hand)	Player Fee
1	$5 - $2,000	$1 - $500	$5 - $100	$1.00	$0
			$101 - $300	$3.00	
			$301 - $500	$5.00	
			$501 - $1,000	$8.00	
			$1,001+	$10.00	
2	$5 - $2,000	$1 - $500	$5 - $50	$1.00	$0
			$51 - $100	$2.00	
			$101 - $300	$3.00	
			$301 - $500	$6.00	
			$501+	$8.00	
3	$5 - $2,000	$1 - $500	$5 - $50	$0.50	$0
			$51 - $100	$2.00	
			$101 - $300	$3.00	
			$301 - $500	$6.00	
			$501+	$10.00	
4	$25 - $5,000	$5 - $500	$25 - $100	$2.00	$0
			$101 - $300	$4.00	
			$301 - $600	$5.00	
			$601 - $1,000	$10.00	
			$1,001+	$15.00	
5	$25 - $5,000	$5 - $500	$25 - $50	$1.00	$0
			$51 - $200	$3.00	
			$201 - $500	$5.00	
			$501 - $1,000	$10.00	
			$1,001+	$15.00	

Lighted Sign

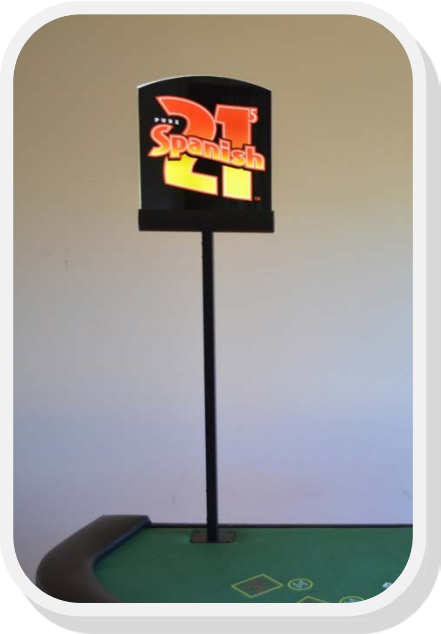
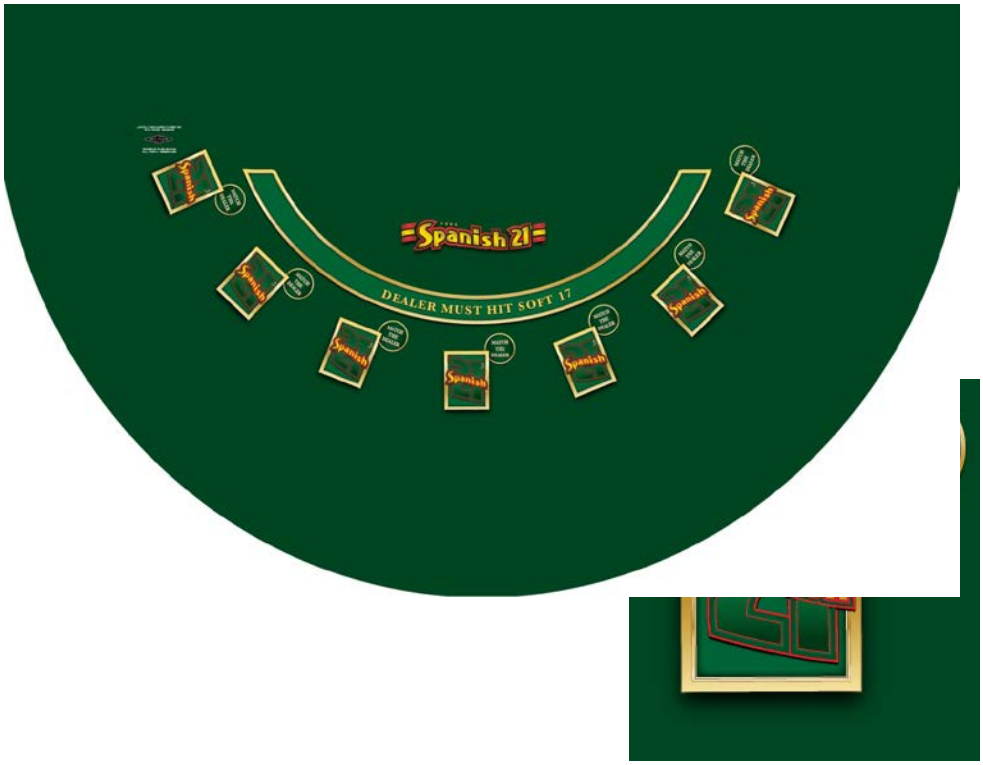


Table Layout



ZooBac

Type of Game

The game of ZooBac 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 ZooBac is to assemble a hand of two or three cards with a point value as close to nine as possible.

Description of the Deck and the Number of Decks Used

ZooBac uses at least four (4) but no more than eight (8) standard 52-card decks. The House Dealer will have a standard "shoe" from which to deal the cards.

Card Values and Hand Rankings

The value of each hand is determined by the sum of the combined cards. Aces count as one, picture cards as ten and all others as their face value. When combined cards have a total sum greater than ten, the last digit of the total sum is the value of the hand. For example, a hand with a sum of eighteen would be valued as eight.

Description of Table Used and Total Number of Seated Positions

One type of ZooBac table will be a standard semi-circular gaming table with seats for up to twelve participants. The House Dealer will be seated in the center of the flat portion while the participants will be seated around the outside of the circular portion. There will be clearly marked areas to bet on the Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and each betting area is large enough to accommodate back line wagers. The area directly in front of the House Dealer will be where the cards for the Player and Banker hands are placed. A graphic representation of what the table may look like is shown below. A second type of ZooBac table will be a kidney-style table, with seats for up to twelve participants, with both a House Dealer and a Stick. The two employees will be seated in the center, with the participants seated to either side of them. There will be clearly marked areas to bet on the Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and there may be demarcated areas for back line wagers. The area directly in front of the House Dealer will be where the cards for the Player and Banker hands are placed. Back line betting is permitted on all wagers.

Dealing Procedures and Round of Play

Participants can place one or more of the following seven wagers: Player, Banker, Tie, Rabbit, Tiger, Monkey, and/or Zoo. No particular wager is dependent on another; participants may wager on any one of the seven options, or any combination of their choosing.

There is no more wagering once the dealer calls for last bets and then takes the collection. The House Dealer will then deal out the hand.

The House Dealer deals two cards face up for the Player and Banker hands in the following manner: The first card goes to the Player, the next to the Banker, the next to the Player, and the next to the Banker. These are community hands, meaning that everyone who places a wager is betting on the outcome of those hands.

ZooBac

If either the Player hand or the Banker hand has a point total of eight or nine on their first two cards, they both stand, meaning they do not take a third card. This overrides all other hitting rules.

If the Player hand has a point total of six or seven, the Player stands. If the Player has a point total of five or less, the Player takes a third card.

If the Player hand has a point total of six or seven after two cards, the Banker hand will take a third card if the Banker hand has a point total of five or less. If the Player hand takes a third card, the Banker hand will follow a set of rules to determine whether to take a third card based on the Banker's current score and the value of the Player's third card. Those rules are outlined in the table below, where "S" represents stand and "H" represents hit.

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

Action will be determined by the second card dealt. Aces count as one, picture cards as ten and all others as their face value. The house dealer deals one card to the player position, a second to the banker, the third to the player, and the fourth to the banker. The second card dealt determines action counting clockwise from the player-dealer position. For example, if the second card dealt is a three, three spots clockwise from the player-dealer position would get first action.

The House Dealer will start from the action button and proceed clockwise, using the Player-Dealer's wager to settle all other wagers in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Wagers not covered by the Player-Dealer shall be returned to the respective participants. The Player-Dealer can win or lose only the amount of their wager.

ZooBac

How Each Wager Wins, Loses or Pushes

A Player hand wager wins when the Player's hand has a higher point total than the Banker's hand. The winning Player wagers will be paid 1-to-1. When the Player hand and the Banker hand point totals tie, the Player hand wager pushes. When the Banker hand finishes with the higher point total, the Player hand wager loses.

A Banker wager wins when the Banker's hand has a higher point total than the Player hand. The winning Banker wagers will be paid 1-to-1, with one exception. If the Banker hand wins with a hand comprised of three cards and a point total of eight, the Banker bets will push. When the Player and the Banker hand point totals tie, the Banker hand wagers will again push. When the Player hand finishes with the higher point total, the Banker hand wager loses.

A Tie wager wins when the Player and Banker hand end with identical point totals. The Tie wager will be paid 9-to-1. If either the Player or Banker hand wins, the Tie wager loses.

A Rabbit wager wins when the Player hand wins with a three-card hand totaling seven points, and will be paid 25-to-1. If the Rabbit wager wins and the Banker hand totals zero, the payout is tripled to 75-to-1. The Rabbit wager loses with any outcome other than the Player hand winning with a three-card hand totaling seven points.

A Tiger wager wins when the Banker hand wins with a three-card hand totaling eight points, and will be paid 25-to-1. If the Tiger wager wins and the Player hand totals zero, the payout is tripled to 75-to-1. The Tiger wager loses with any outcome other than the Banker hand winning with a three-card hand totaling eight points.

A Monkey wager wins when the hand ends in a zero-to-zero tie and will be paid 150-to-1. The Monkey wager loses with any result other than a zero-to-zero tie.

A Zoo wager is a combination wager that wins if any one of the Rabbit, Tiger, or Monkey wager wins. The payout varies depending on which wager wins. If the Rabbit wager wins, the Zoo wager payout is 10-to-1. If the Rabbit wager wins and the Banker hand totals zero, the Zoo wager payout is tripled to 30-to-1. If the Tiger wager wins, the Zoo wager payout is 10-to-1. If the Tiger wager wins and the Player hand totals zero, the Zoo wager payout is tripled to 30-to-1. If the Monkey wager wins, the Zoo payout is 30-to-1.

ZooBac

Glossary of Terms

Player – One of the two hands on which participants place wagers. When the Player hand ends the round with a higher point total than the Banker hand, participants who bet on the Player hand are paid 1-to-1.

Banker – One of the two hands on which participants place wagers. When the Banker hand ends the round with a higher point total than the Player hand, participants who bet on the Banker hand are paid 1-to-1, except when the Banker hand wins with a three-card hand totaling eight points, in which case the Banker hand wagers push.

Tie – When the Player hand and the Banker hand end the round with identical point totals. Winning wagers on the Tie pay 9-to-1.

Rabbit – When the Player hand wins the round with a three-card hand totaling seven points. Winning Rabbit wagers pay 25-to-1.

Triple Rabbit – When the Player hand wins the round with a three-card hand totaling seven points and the Banker hand totals zero. In that instance, the payout on winning the Rabbit wager is tripled to 75-to-1.

Tiger – When the Banker hand wins the round with a three-card hand totaling eight points. Winning Tiger wagers pay 25-to-1.

Triple Tiger – When the Banker hand wins the round with a three-card hand totaling eight points and the Player hand totals zero. In that instance, the payout on winning the Tiger wager is tripled to 75-to-1.

Monkey – When the round ends in a zero-to-zero tie. Winning Monkey wagers pay 150-to-1.

Zoo - A combination wager that wins in five different scenarios. If the result of the round is a Rabbit or Tiger, the Zoo wagers pay is 10-1. If the result of the round is a Triple Rabbit, Triple Tiger, or Monkey, the Zoo wagers pay is 30-1.

Game Information/Specifics

The name of the controlled game is ZooBac. Alternative capitalizations would be ZOOBAC or Zoobac.

Ownership of Game

1. Copyright and trademark registration applications for this game are pending.

2. A copy of the patent application for this game is attached.

3. An agreement between the Star's Casino and Lessinger Gaming, LLC, represented by Matt Lessinger, will be completed upon approval

4. The inventor of the game is Matt Lessinger.

Collection Fee Schedules

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

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Rabbit, Tiger, Monkey, and Zoo wagers, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players for placing a Player Line, Banker Line, Tie, Rabbit, Tiger, Monkey, or Zoo wager. The Tie wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Rabbit, Tiger, Monkey, and Zoo wagers may be less than, equal to, or greater than the game wager but must be within the wager limit as stated above. 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 ZooBac are as shown below:

Schedule	Table Limit	Player Wager	Player-Dealer Fee	Player Fee
1	$5 - $2,000	$5 - $50	$0.50	$0
		$51 - $100	$2.00	
		$101 - $300	$3.00	
		$301 - $1,000	$6.00	
		$1,001 +	$10.00	
2	$5 - $2,000	$5 - $50	$1.00	$0
		$51 - $200	$2.00	
		$201 - $300	$3.00	
		$301 - $500	$6.00	
		$501 +	$8.00	
3	$5 - $2,000	$5 - $100	$1.00	$0
		$101 - $300	$3.00	
		$301 - $500	$5.00	
		$501 - $1,000	$8.00	
		$1,001 +	$10.00	
4	$25 - $5,000	$25 - $50	$2.00	$0
		$51 - $200	$3.00	
		$201 - $500	$5.00	
		$501 - $1,000	$10.00	
		$1,001 +	$15.00	

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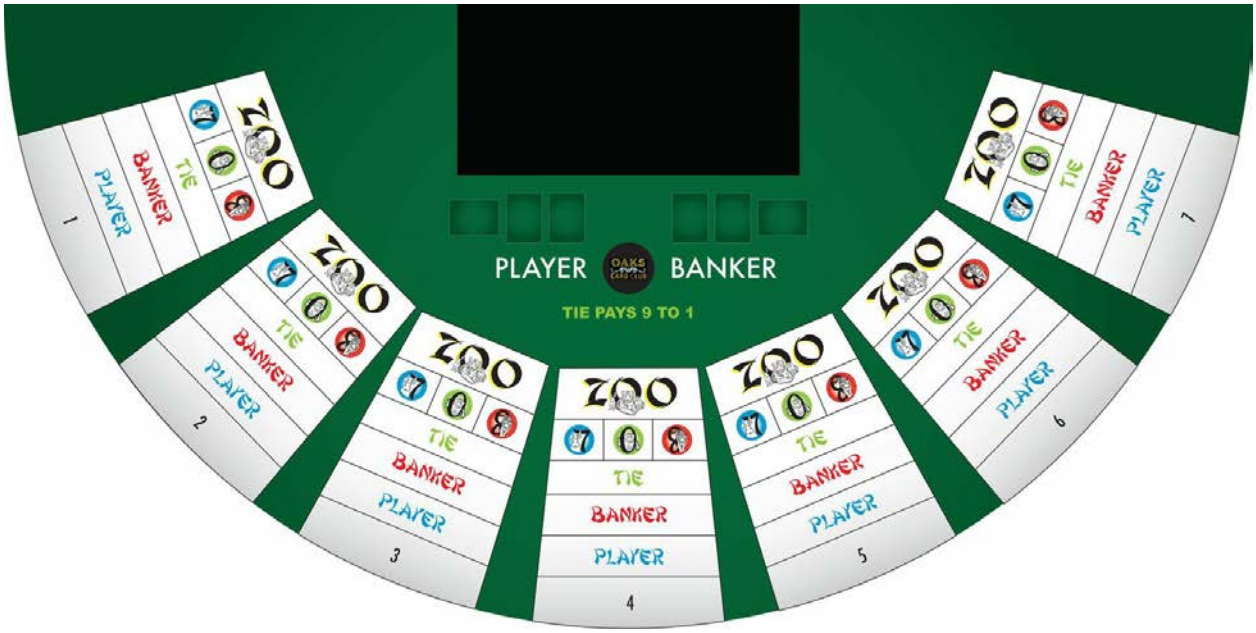
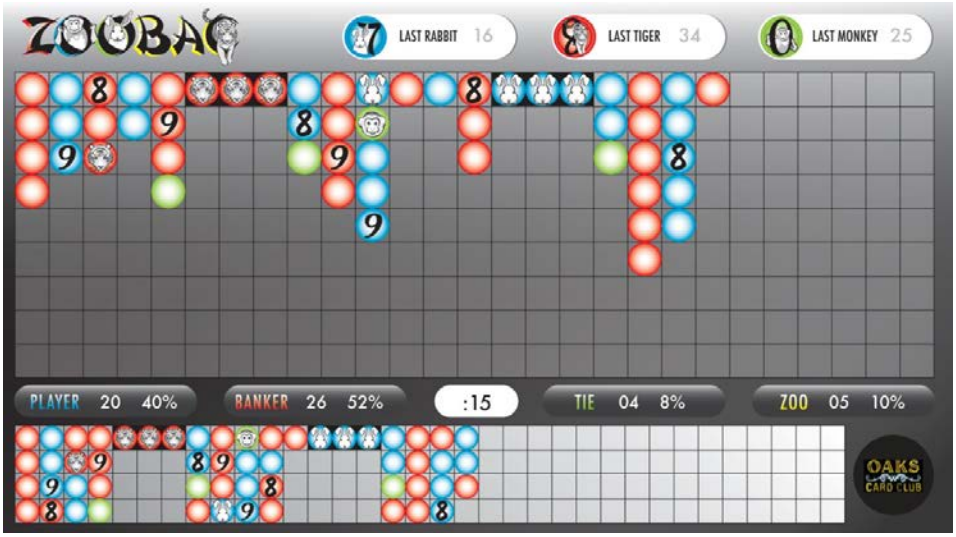
5	$25 - $5,000	$25 - $100	$2.00	$0
		$101 - $300	$5.00	
		$301 - $600	$8.00	
		$601 - $1,000	$10.00	
		$1,001 +	$15.00	

ZooBac



ZooBac may also have one or more of the following additional pieces of equipment:

a) An electronic scoreboard which will show the results of previous hands from a given shoe. It may also have a game clock which will give players a set amount of time to place their wagers. It may also display statistical results based on previous hands. A graphic representation of a potential scoreboard is shown below.



b) An entry pad which the House Dealer will use to enter the result of a given hand, which will then be displayed on the electronic scoreboard.

c) A payout screen which will be a fixed display showing the various payouts for the different possible wager results. A graphic representation of a potential payout screen is shown below.

RABBIT PAYS	Winning Three-Card Player Seven	25-1
	Three-Card Player Seven vs. Banker Zero	75-1
TIGER PAYS	Winning Three-Card Banker Eight	25-1
	Three-Card Banker Eight vs. Player Zero	75-1
MONKEY PAYS	Zero to Zero tie	150-1
ZOO PAYS	Winning Three-Card Player Seven	10-1
	Three-Card Player Seven vs. Banker Zero	30-1
	Winning Three-Card Banker Eight	10-1
	Three-Card Banker Eight vs. Player Zero	30-1
	Zero to Zero tie	30-1

d) A CPU unit which will be affixed under the table. It will enable the scoreboard and keypad to work together properly, and for the scoreboard and payout screen to display properly.

e) A shuffling machine which the House Dealer will use only when he or she reaches the end of a given shoe.

Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles 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 (2) 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.

Object of the Game

The object of the game is for the player to beat both the high and low hands of the player-dealer.

Description of the Deck and Number of Decks Used

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs.

Tile Values

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

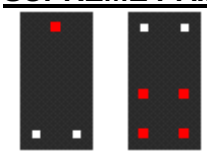
How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

Hand Rankings The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

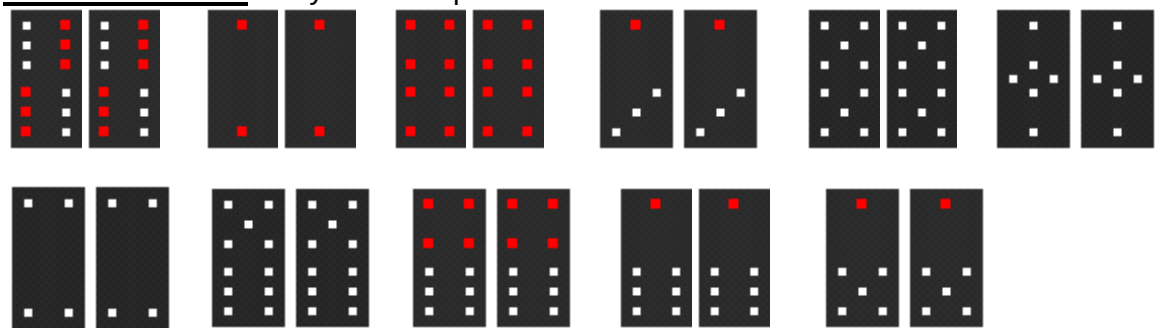
Pai Gow Tiles

SUPREME PAIR

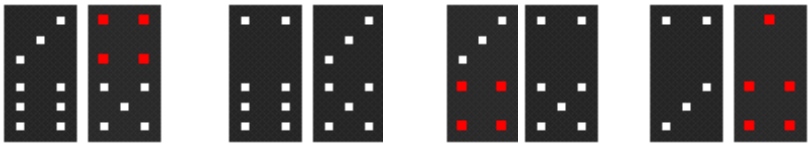


Jee Goon

MATCHED PAIRS: Any matched pair.

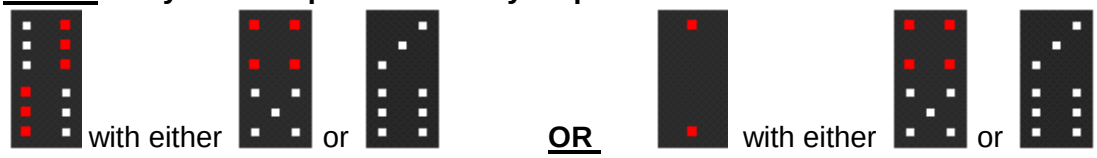


UNMATCHED PAIRS: Any of the below mixed pairs.

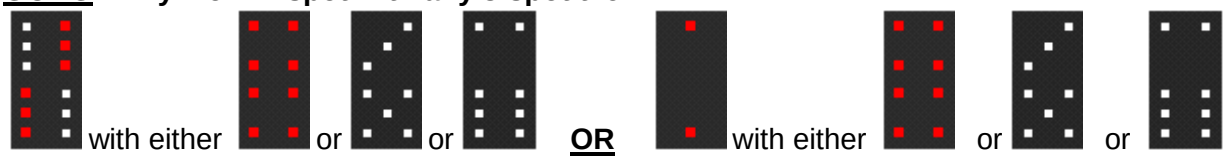


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

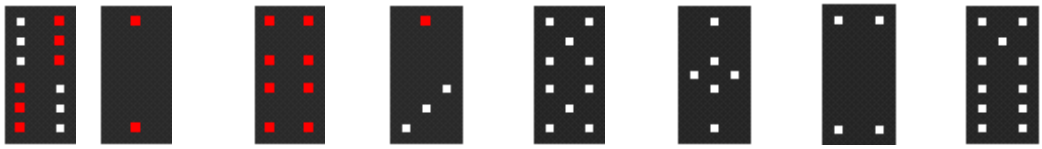
WONG: Any 2 or 12-spot tile and any 9-spot tile.



GONG: Any 2 or 12-spot with any 8-spot tile.

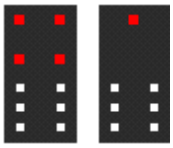


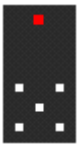
SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.

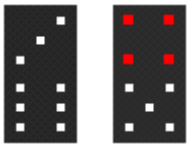


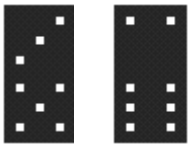
1.Teen 2.Dey 3.Yun 4.Gor 5.Mooy 6.Chong 7.Bon 8.Foo

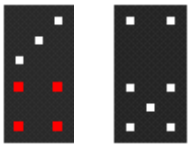
Pai Gow Tiles

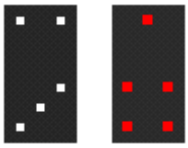

9.Ping 10.Tit

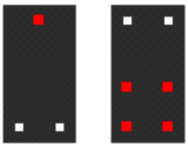

11.Look


12. Chop Gow


13. Chop Bot


14. Chop Chit


15. Chop Ng


16. Jee Goon

House Way:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be one separate betting space specifically designated for one separate base game wagers. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Back-line betting is permitted for all wagers, and players may wager on available betting spaces.

Dealing Procedures and Round of Play

Pai Gow Tiles is played with 32 Chinese dominoes or “tiles”, which form 16 possible pairs. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player-dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a “house way.” Once this is complete, the player-dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player-dealer, and as close to 9 as possible.

Pai Gow Tiles

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice are one, nine, or seventeen, the player-dealer shall receive the first set of cards, regardless of how many players are seated, and the player to the right of the house dealer shall receive the action button.

How Winners are Determined and Paid

All bets are against the player-dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower then the player-dealer's hands, the player loses to the player-dealer. The player-dealer wins all situations where both hands are identical to the player's hands. The player-dealer can only receive action on the amount wagered and cannot win or lose more than their original wager. 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. 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.

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

Type of Game

The game of 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 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 seven places on one side for the players plus the player-dealer for a total of eight seated positions 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 is not 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.

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;
   b. Pay the Blind wager if the hand is a straight or better;
   c. Determine whether the Trips Bonus wager qualifies and pay accordingly; and
   d. 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-03	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	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.

Collection Rates

For **schedule options 1-3,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante Wager that they place. There will be no additional collection fee required from a player when placing the Blind, Play, or Trips Bonus wager. A Blind or Play wager shall be within a minimum of $5-$50 and a maximum of of $200-$1000. The specific wagering limit for all base game and bonus bet wagers must be conspicuously posted at each table. A Trips Bonus wager can be equal to, or greater than the Ante wager, however, it shall be a minimum of $5.00 and a maximum of $200.00. The collection fees shall be collected from the Player(s) and the Player-Dealer and dropped by the house dealer after each player and the player-dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Ultimate Texas Hold'em are as shown below:

Schedule Option	Wager Limit	Wager Amount	Player Fee	Player-Dealer Fee
1	$5-$500	$5-$100	$1.00	$1.00
		$105-$500	$1.00	$2.00
2	$25-$500	$25-$100	$1.00	$1.00
		$105-$200	$1.00	$2.00
		$205-$500	$2.00	$3.00
3	$50-$1000	$50-$100	$1.00	$1.00
		$105-$200	$1.00	$2.00
		$205-$500	$2.00	$3.00
		$505-$1000	$5.00	$5.00

California Collection Rates

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

Pure 21.5 Blackjack (GEGA-000150), No Bust 21st Century Blackjack (GEGA-001932), Pure Spanish 21.5 (GEGA-004305): For **schedule options 1 -5**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game wagers. Players will not be assessed a fee when placing any wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Bonus Bet	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
1	$5-$500	$1-$50	$1-$50	$0.50	$0
			$51-$100	$2.00	
			$101-$300	$3.00	
			$301-$500	$5.00	
			$501+	$8.00	
2	$10-$2,000	$5-$200	$10-$100	$1.00	$0
			$101-$300	$3.00	
			$301-$400	$4.00	
			$401-$500	$5.00	
			$501+	$8.00	
3	$5-$2,000	$5-$200	$5-$50	$1.00	$0
			$51-$200	$2.00	
			$201-$300	$3.00	
			$301-$500	$6.00	
			$501+	$8.00	
4	$25-$5,000	$10-$500	$25-$100	$2.00	$0
			$101-$300	$3.00	
			$301-$600	$5.00	
			$601-$1,000	$8.00	
			$1,001+	$10.00	
5	$100-$10,000	$10-$1000	$100-$300	$3.00	$0
			$301-$500	$5.00	
			$501-$700	$7.00	
			$701-$1,000	$10.00	
			$1,001+	$15.00	

Three Card Poker 6 Card Bonus (GEGA-003670): For **schedule options 1 -5**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game wagers. Players will not be assessed a fee when placing any wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

California Collection Rates

Schedule Option	Table Limit	Pair Plus Bonus bet	6 Card Bonus Bet	Total Table Action	Player-Dealer Fee (per hand)	Player Fee
1	$5-$1,000	$5-$100	$5-$100	$5-$50	$1.00	$0
				$51-$100	$2.00	
				$101-$300	$3.00	
				$301-$500	$5.00	
				$501+	$8.00	
2	$5-$2,000	$5-$200	$5-$200	$5-$100	$1.00	$0
				$101-$200	$3.00	
				$201-$300	$4.00	
				$301-$500	$5.00	
				$501+	$8.00	
3	$5-$2,000	$5-$200	$5-$200	$5-$50	$1.00	$0
				$51-$200	$2.00	
				$201-$300	$3.00	
				$301-$500	$6.00	
				$501+	$8.00	
4	$25-$5,000	$5-$500	$5-$500	$25-$100	$2.00	$0
				$101-$300	$3.00	
				$301-$600	$5.00	
				$601-$1,000	$10.00	
				$1,001+	$15.00	
5	$100-$10,000	$10-$1000	$10-$1000	$50-$200	$3.00	$0
				$201-$400	$5.00	
				$401-$700	$7.00	
				$701-$1,000	$10.00	
				$1,001+	$15.00	

Ultimate Texas Hold'em (GEGA-004014): For **Schedule Options 1 - 5,** A collection fee shall be taken per hand from the player-dealer position. There will be no additional collection fee required from a player when placing the Blind, Play, or Trips Bonus wager. The collection fees shall be collected from the Player(s) and the Player-Dealer and dropped by the house dealer after each player and the player dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager.

Schedule Option	Wager Limit	Bonus Bet	Total Table Action	Player-Dealer Fee	Player Fee
1	$5-$1,000	$5-$100	$5-$50	$1.00	$0
			$51-$100	$2.00	
			$101-$300	$3.00	
			$301-$500	$5.00	
			$501+	$8.00	
2	$5-$2,000	$5-$200	$5-$100	$1.00	$0
			$101-$200	$3.00	
			$201-$300	$4.00	
			$301-$500	$5.00	
			$501+	$8.00	

3	$5-$2,000	$5-$200	$5-$50	$1.00	$0
			$51-$200	$2.00	
			$201-$300	$3.00	
			$301-$500	$6.00	
			$501+	$8.00	
4	$25-$5,000	$10-$500	$25-$100	$2.00	$0
			$101-$300	$3.00	
			$301-$600	$5.00	
			$601-$1,000	$10.00	
			$1,001+	$15.00	
5	$5-$500	$1-$50	$1-$50	$0.50	$0
			$51-$100	$2.00	
			$101-$300	$3.00	
			$301-$500	$5.00	
			$501+	$8.00	

Fortune Pai Gow Poker (GEGA-003672),Double Hand Poker (GEGA-001958), Pai Gow Tiles (GEGA-004486): For **schedule option 1 through 5**, the collection fees shall be taken per hand from the player and player-dealer position, based on the total amount that all players have wagered prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken per bet from each player, based on the total amount that the player has wagered prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Bonus Bet Limit	Total Table Action	Player Fee	Player-Dealer Fee Collection
1	$10-$2,000	$5-$200	$10-$200	$1.00	$2.00
			$201-$400	$2.00	$3.00
			$401-$600	$3.00	$3.00
			$601-$800	$4.00	$5.00
			$801-$1000	$5.00	$5.00
2	$10-$5,000	$5-$200	$10-$100	$1.00	$1.00
			$101-$200	$2.00	$2.00
			$201-$300	$3.00	$2.00
			$301-$400	$4.00	$2.00
			$401-$500	$5.00	$2.00
3	$10-$5,000	$5-$200	$10-$200	$1.00	$2.00
			$201-$400	$2.00	$3.00
			$401-$600	$3.00	$3.00
			$601-$800	$4.00	$5.00
			$801-$1000	$5.00	$5.00
4	$25-$5,000	$5-$200	$25-$100	$1.00	$2.00
			$101-$200	$2.00	$3.00
			$201-$300	$3.00	$3.00
			$301-$400	$4.00	$3.00
			$401+	$5.00	$3.00

5	$50-$10,000	$10-$200	$50-$100	$1.00	$2.00
			$101-$200	$2.00	$3.00
			$201-$300	$3.00	$3.00
			$301-$400	$5.00	$3.00
			$401-$500	$5.00	$3.00

EZ Baccarat Panda 8 (GEGA-003671): For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and the Panda 8, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players for placing a Player Line, Banker Line, Tie, Dragon 7, or Panda 8 wager. The Tie wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The Dragon 7 and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be within the wager limit as stated above.

Schedule	Table Limit	Bonus Bet	Total Table Action	Player-Dealer Fee	Player Fee
1	$10-$2,000	$5-$200	$5-$50	$1.00	$0
			$51-$100	$2.00	
			$101-$300	$3.00	
			$301-$500	$6.00	
			$501+	$8.00	
2	$10-$5,000	$5-$200	$5-$50	$1.00	$0
			$51-$100	$2.00	
			$101-$300	$3.00	
			$301$500	$6.00	
			$501+	$8.00	
3	$10-$8,000	$5-$200	$10-$100	$1.00	$0
			$101-$300	$2.00	
			$301-$500	$3.00	
			$501-$800	$5.00	
			$801+	$10.00	
4	$25-$8,000	$5-$200	$25-$100	$2.00	$0
			$101-$300	$4.00	
			$301-$600	$5.00	
			$601-$1,000	$10.00	
			$1,001+	$15.00	
5	$100-$10,000	$5-$200	$100-$300	$2.00	$0
			$301-$400	$5.00	
			$401-$500	$7.00	
			$501-$1,000	$10.00	
			$1,001+	$15.00	

ZooBac (GEGA-004397): For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Rabbit, Tiger, Monkey, and Zoo wagers, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players for placing a Player Line, Banker Line, Tie, Rabbit, Tiger, Monkey, or Zoo wager. The Tie wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. For schedule option 1, the Rabbit, Tiger, Monkey, and Zoo wager must be within a minimum of $5 to a maximum of $50. For schedule option 2, the Rabbit, Tiger, Monkey, and Zoo wager must be within a minimum of $10 and a maximum of $100. For schedule option 3, the Rabbit, Tiger, Monkey, and Zoo wager must be within a minimum of $25 and a maximum of $100. The Rabbit, Tiger, Monkey, and Zoo wagers may be less than, equal to, or greater than the game wager but must be within the wager limit as stated above.

Schedule	Table Limit	Bonus Bet Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	$10-$1,000	$5-$200	$10 - $50	$1.00	$0
			$51 - $100	$2.00	
			$101 - $300	$3.00	
			$301 - $500	$6.00	
			$501 +	$8.00	
2	$10-$2,000	$5-$200	$10 - $50	$1.00	$0
			$51 - $100	$2.00	
			$101 - $300	$3.00	
			$301 - $500	$6.00	
			$501 +	$8.00	
3	$10-$5,000	$5-$200	$10 - $100	$1.00	$0
			$101 - $300	$2.00	
			$301 - $500	$3.00	
			$501 - $800	$6.00	
			$801 +	$10.00	
4	$25-$8,000	$5-$200	$25-$100	$2.00	$0
			$101-$300	$4.00	
			$301-$600	$5.00	
			$601-$1,000	$10.00	
			$1,001+	$15.00	
5	$100-$10,000	$5-$200	$50-$100	$2.00	$0
			$101-$400	$5.00	
			$401-$500	$7.00	
			$501-$1,000	$10.00	
			$1,001+	$15.00	

Collection Procedures

California Games - California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

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