

## VEN-A-MEXICO

- 5 Card Draw Poker, Joker is wild.
- \$100.00 Dollars Bet Limit.
- Charge per hand 2,3,4 players is \$2.00 and 5,6,7 is \$3.00.
- Bets and Raises are limited to \$100.00 Dollar Maximum.
- A minimum of \$20.00 gets you into the game.
- To start the game. The player with the Dealer Button fee of \$2.00 dollars or more. Then the other players do the same thing if they want to play in that hand.
- Cards dealt by the dealer starting with the player to the left of the dealer button face down. Then once all the players in that hand have 5 cards, the betting starts with the player to the left of the dealer button. Then that player is skipped to the next player to the blinds left.
- After the first round of betting and all the players who want to play in that hand call all bets. Then the players may draw cards to better their hand, up to 4 cards. After that the last round of betting or checking is done, then the players have called or checked around, then the players in that hand turn their cards face up, the player with the best hand wins the chips.

## RANKING OF HANDS

- Royal Flush
- 5 Of A Kind
- Straight Flush
- Four Of A Kind
- Full House
- Flush
- Straight
- 3 Of A Kind
- Two Pairs
- One Pair
- High Card

1. Royal Flush: Is the Ten, Jack, Queen, King, Ace all the same suit.
2. Five Of A Kind: Is four cards of the same number or picture and joker card.
3. Straight Flush: Is any five cards in number of picture order of the same suit.
4. Four Of A Kind: Is four cards of the same number or picture and one extra card as a fill-in.

5. Full House: Is three cards of the same number or picture and two other cards of the same number or picture.
6. Flush: Is only five cards of the same suit.
7. Straight: Is five cards in number or picture order.
8. 3 Of A Kind: Is three cards of the same number or picture and two cards of no match.
9. Two Pairs: Is two cards of one number or picture and two cards of another different number or picture and a card of no match.
10. One Pair: Is two cards of one number or picture and three cards of no match.
11. High Card: Is five cards with no match just the highest number or picture.

# Ven-A-Mexico

## TEXAS HOLD'EM

### OBJECT OF THE GAME:

The highest reanking hand wins the pot.

The dealer button rotates clockwise after each han.

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

The deck consists of 4 suits:

Spades  
Diamonds  
Hearts  
Clubs

The suits are all of equal value. Each suit has 13 cards. Ranking from highest to

Lowest are:

Ace  
King  
Queen  
Jack  
10, 9, 8, 7, 6, 4, 3, 2, 1

Note: An Ace may be Played high or low for a five card straight.

Example:

A-2-3-4-5= Low-Straight  
A-K-Q-J-10=High Straight

House collection \$3 on button.

# 955 Front St. Soledad

### Rank of Hands:

Royal Flush  
Straight Flush  
Four of a Kind  
Full House  
Flush  
Straight  
Three of a Kind  
Two Pair  
One Pair  
High Card

### THE PLAY:

Hold'em is played with a flat disc called the dealer button. The player with the button is the last to receive cards on the deal. Hold'em is played with a flat disc called the dealer button. The player with the button is the last to receive cards on the deal.

The two players to the left of the dealer button post blinds before any cards are dealt. All players are dealt two down cards (hold cards) as their initial starting hand. There is a round of betting. The action starts with the first player in front of the big blind.

All players have the right to throw their hand away, call the big blind, or raise the pot. The action goes clockwise.

Three board cards (called The Flop) are now turned face up at once in the center of the table and another round of betting occurs.

3/16 House collection \$3  
6/12 House collection \$3  
10/20 House collection \$5

# **NO BUST 21st CENTURY BLACKJACK**

## **4.01**

**4/23/2006**

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21st Century Gaming Concepts Inc., is prohibited by law.**

### **Existing issued patents**

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

### **And additional pending patents**

**21<sup>st</sup> Century Blackjack Trademark Registration No. 2,485,604**

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

## OBJECT OF THE GAME

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

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

## VALUE OF CARDS

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

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

## RANKING CHART

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

## **ROUND OF PLAY**

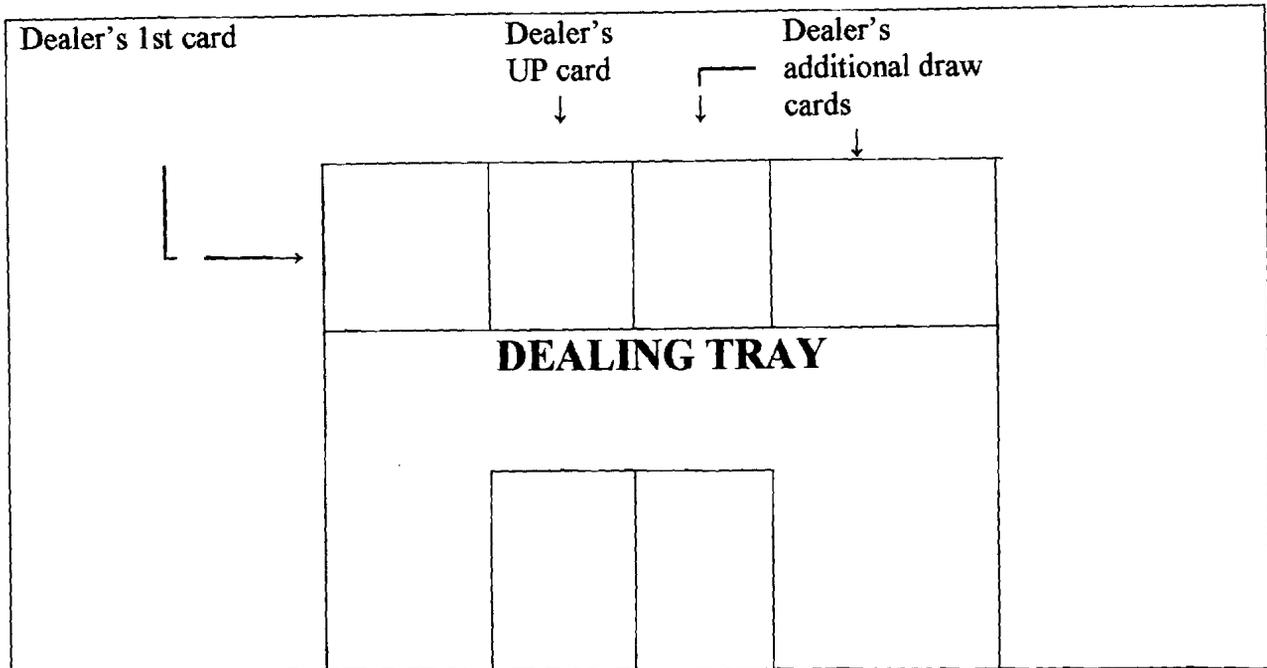
1. **No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.**
2. **The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:**
  - a) **11 and a half on first two cards with all cards with the value of 10's.**
  - b) **1 or 11 with all cards with value of 2-9 .**
  - c) **1 or 11 with three or more cards.**
3. **All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.**
4. **A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.**
5. **Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".**
6. **Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.**
7. **After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.**
8. **The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.**

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

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

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



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

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

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
17. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

## **GAME RULES**

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

## **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

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

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

**VEN-A-MEXICO**  
**NO BUST 21<sup>ST</sup> CENTURY BLACKJACK**  
**COLLECTION FEES**

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

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