Delta Club Casino

OMAHA

Omaha is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, a player must use a combination of two hole cards and three community cards to make their highest ranking five-card poker hand. The highest five card poker hand wins the pot. In the event of a tie, the pot will be equally split.

1. All Hold'em rules apply except as noted.
2. Players must use two of the four cards in their hands and three cards on the board to make a valid five card hand.
3. All rules of Hold'em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
4. All rules governing "kill pots" are listed in the section on kill pots. For specific details, see the Shift Manager.

OMAHA HIGH-LOW SPLIT (8 OR BETTER)

In Omaha High-low split (8 or better), the best high hand wins half the pot, and the best low hand wins the other half, as long as the low hand consists of five cards of different ranks, with no card being higher than an eight. Straights and flushes do not affect the value of a low hand, and an ace can be used for both high and low.

1. All rules of Omaha apply to Omaha high low split 8 or better.
2. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot, which is referred to as 'scooping the pot'
4. A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand consists of exactly two hole cards with three board cards.

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SEVEN CARD STUD

Seven Card Stud Poker is played with a standard 52-card deck. Standard poker rankings apply. Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (forced opening bet, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot will be split equally.

1. Beginning and sequence of action in various betting rounds are as follows:
   a) In the first round:
      - The player with a lowest card and lowest suit initiates the betting by a forced bet referred to as"bring in."
      - Subsequent players have the option of completing a short bring in bet, and then calling, raising or folding.
   b) In all subsequent rounds:
      - The player with the highest hand or card(s) on board starts the action by checking or betting. Ties in determining the high hand are broken by position, with the player who received cards first acting first.
      - Following players have the option of calling, raising or folding.
2. Completing an opening forced bet does not constitute a raise; it is merely completing the bet. FOR EXAMPLE; If in a $15-$30 game, the low card opens for $5 and the next player completes the bet by putting $15 in the pot, the following player(s) can still raise three times.
3. In all fixed limit games, open pairs on the fourth street (second up card) allows players the option of betting either the lower or the higher limit of the game. FOR EXAMPLE: the high hand in a $5-$10 game with open pairs has the option of betting either $5 or $10. If the high hand chooses to bet $5, any succeeding player has the option to call $5, raise $5 or raise $10, however, if a $10 raise is made, all subsequent raises must be in increments of $10. If the player who makes the open pair on fourth street checks, all other players still have the same options.
4. Rearranging of the board cards is not permitted.
5. Cards speak. Although dealers announce the low card, the high hand, all new pairs, all raises and all possible straights and flushes in the lower limit games, ultimately cards determine the value of a player's hand.

   NOTE: In $2-$10 and higher limit games, dealers will not announce pairs and/or possible straights and flushes.
6. If any of the player's initial hole cards are accidentally dealt face up, the third card will be dealt to the player faced down.
7. If both hole cards are dealt up, that hand will be declared dead and the ante will be returned to the player. In an instance where the dead hand would have been the bring in low hand, the action will start with the first player to the left of the dead hand; that player may either fold, open for amount of the forced bet, or open for a full bet.
8. Players must be present at the table when it is their turn to act on their hands; an absent player's ante, forced bet if any, and the player's hand will be killed and forfeited in turn.

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9. If a player folds after making a forced bet or folds when there is no wager, that player will continue receiving cards until a bet is made.
10. If a player is all in for the antes and has the lowest up-card, the next active player to the left of the low hand must initiate the action by making a forced bet, make the maximum bet or fold the hand.
11. If the wrong player is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The player with the true low card must then bet, and the player with the improperly designated low card may take back the incorrectly forced wager.
12. If a dealer burns two cards for one round or fails to burn a card, the cards will be corrected to their proper positions, if at all possible.
13. A player who receives a final down-card that is incorrectly dealt due to a burn error and the card is intermingled with the player's other hole cards or the player looks at that card will become the player's card and it cannot be readjusted.
14. If a dealer burns and deals one or more cards before a round of betting has been completed:
    a) The card(s) will be eliminated from play along with one additional card for each remaining player still active in the hand.
    b) Players will be given the opportunity to complete their actions.
    c) The dealer re-burns and play resumes by dealing the next round of cards.

    NOTE: Removed cards are held off to the side in the event that the dealer runs out of cards.)
15. If a prematurely dealt card is the final down-card and it has been viewed by a player or intermingled with his or her hole cards, that player must keep the card. If there is further betting on Sixth Street, a player who has seven cards may not raise.
16. If there are not enough cards left in the deck for each player:
    a) The dealer will deal all of the cards in the deck, except the last card.
    b) With prior notice to the Shift Manager, the dealer will then scramble the last card and four burn cards.
    c) The dealer will cut the deck.
    d) Then burn a card.
    e) The dealer will then deliver the remaining down cards, using the last card if necessary.
17. If there are five players remaining without a card on the seventh street:
    a) The dealer will not burn so that each player will receive a fresh card.
    b) If the dealer determines that with using the above procedure does not provide each player with a fresh card, the dealer then:
        i. Announces that there are not enough cards for all players and that a community card will be used.
        ii. The dealer will then burn a card and turn a card up in the center of the table. This card plays in everybody's hand. The action begins with the high hand, using all the cards including the community card. If the dealer is uncertain, or a player questions this procedure, a Shift Manager will be called.
18. Players picking up their up-cards and by doing so causing another player to act behind them-even in a heads up situation-have a dead hand. This does not apply in a check-check situation or a bet and call situation.
19. Players must have seven cards to win at show down.

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20. A card dealt off the table must play; it is treated as an exposed card.

21. If the dealer delivers the last card face up to any player, the following rules apply;

    a) If there are two or more players remaining, everyone else receives the last card face down. Prior to action for that round of betting, a player whose last card is exposed has the options of participating in the wagering or declaring all in.

    b) If only two players remain and the first player's final card is dealt face up, the second player's final card will also be dealt face up, and the betting proceeds as normal (same as sixth street).

    c) If only two players remain and only one of those players receives the final card face up, and the other player has received it down, the player with the exposed card has the option of declaring all in. This decision must be made prior to any action on that round.

    d) In either of the situations just described in a, b or c, the player who is high on sixth street will initiate the action.

    e) Player who calls a bet and is beaten by an opponent's Up-cards is not entitled to a refund.

22. If two players tie, player holding the highest card by suit receives the odd chip.

Delta Club Casino

SEVEN CARD STUD HIGH/LOW SPLIT (8s OR BETTER)

Seven Card Stud Poker Hi-Low Split (8s or Better) is played with a standard 52-card deck. Standard poker rankings apply. Players must qualify for low by making a five-card hand 8 high or lower. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, and 5.

Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (check, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. Players can make a high or low hand, or both, using the same five cards. The player with the highest ranking five-card poker hand, and the lowest qualifying (8 or better) five-card poker hand split the pot. If no player can produce a qualifying low hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

1. The player with the low card by suit on the opening round is required to make the forced bet. For this purpose Ace is counted as high card.
2. On subsequent betting rounds, the high hand on board initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first.
3. A qualifier of eight or better for low is required in all high low split games, unless a specific posting to the contrary is displayed.
4. If there is no low hand, the high hand wins the entire pot, which is referred to as ‘scooping the pot.’
5. A player may use any combination of five cards to make a high hand and the same or any other combination of five cards to make a low hand.
6. Splitting pots is determined only by the cards and not by agreement among players.
7. When there is an odd chip in the pot, the chip goes to the high hand. If two players tie for either the high or the low, the pot will be split as evenly as possible, with the player holding the highest card by suit receiving the odd chip. When making this determination, all cards are used, not just the five cards that constitute a player’s hand.
8. When there is an odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit.
9. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
10. All other rules for seven-card stud apply to seven-card stud high low split, with the exception of an open pair.

Delta Club Casino

SEVEN CARD STUD LOW (RAZZ)

Seven Card Stud Low (Razz) is played with a standard 52-card deck. Aces are low and straights and flushes have no effect on the low hand. The lowest five-card poker hand is Ace, 2, 3, 4, and 5.

Each player is dealt two cards face down (hole cards) and one card face up. There is a round of betting (check, bet, call, raise, or fold). Each remaining player is dealt one card face up. There is a second round of betting. Each remaining player is dealt a second card face up. There is a third round of betting. Each remaining player is dealt a third card face up. There is a fourth round of betting. Each remaining player is dealt a final card face down (hole card). There is a fifth (final) round of betting. The player with the lowest five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the value of a low hand. The best possible hand is 5-4-3-2-1, known as a ”wheel” or a ”bicycle”.
2. The player with the highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest: spades, hearts, diamonds and clubs.
3. The player with the low hand on board acts first on each subsequent round. If the low hand is tied, the first player clockwise from the dealer starts the action.
4. Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
5. All seven-card stud rules apply in razz, except as otherwise noted.
6. If two players tie, player holding the lowest card by suit receives the odd chip.

SECTION III – GAME INFORMATION / SPECIFICS

FOR

LIGHTNING POKER

www.lightningpoker.net

LIGHTNING POKER™ TEXAS HOLD'EM

GAME RULES AND STANDARDS OF PLAY

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION ONLY)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

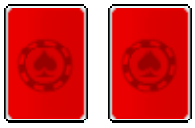
At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

LIGHTNING POKER™ TEXAS HOLD'EM RULES
(WRITTEN DESCRIPTION WITH VISUALS)

Initially, players receive two down cards as their personal hand (hole cards). This will be followed by a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from the board and personal cards. A player can even use all of the board cards only or "play the board". A dealer button is used to determine which player is first to receive cards and which player is to act last. Two blinds, right after the button, will be posted each hand.

ROUND OF BETTING

1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise the pot if no one else does.

3. The flop – The dealer (electronic mechanism) burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

The Flop

4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

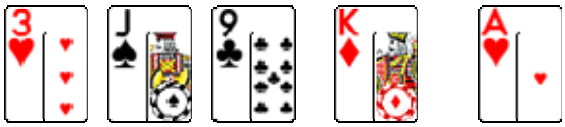
5. The turn – The dealer (electronic mechanism) burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *Fourth Street*.

The Flop The Turn

6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *Fifth Street*.

The Flop The Turn The River



8. Final round of betting – It follows the same format as the second and third rounds.

9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

DECK OF CARDS

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

DESCRIPTION OF DEALING PROCEDURES

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.

If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

THE FLOP

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3)

community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE TURN

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

THE RIVER

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of the hand.

HAND RANKING

The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

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

NUMBER OF PLAYERS IN THE GAME

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

BETTING SCHEME

1. Checking, Raising and Folding is permitted in all games.

2. Limit Texas Hold'em caps the bets and allows for three (3) raises per betting round.

3. No Limit Texas Hold'em has no maximum bet and may allow for an unlimited number of raises.

4. In ‘heads up play’ (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.

5. In limit play, an ‘All-In Bet’ (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An ‘All-In Bet’ of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.

6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes ‘All-In’.

7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

HOW WINNERS ARE DETERMINED AND PAID

The active player (player who has not folded) with the best five-card poker hand after the fifth community card (‘The River’) has been dealt and the final round of betting has been completed, or the only active player being left in a hand (all other players have folded their hands) wins the pot.

Payments are transferred automatically to the winning player’s account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and “cash out” his/her winnings or remaining monies, that player touches the “Leave Table/Cash Out” on his/her private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where he/she created the player account. The player provides card room cashier with the account card and the cashier swipes the player’s card to locate the player’s cash balance and then pays the player his/her winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for nearly a decade.

DESCRIPTION OF ROUND OF PLAY

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe his/her account card at his/her private player station. This will activate a ‘Pin Pad’ screen on each player’s private LCD touch screen. Once the player types in her/his private PIN, she/he will be able to play in the next available hand.

When a minimum of two players sit down at a table, the shift manager and/or a Customer Service Representative can begin the game by activating the table directly at the table or from a PC.

1. To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

2. All players who want to stay in the hand must check or bet as play dictates at that moment.

3. Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

4. Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

5. Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

6. The next hand begins.

DESCRIPTION OF GAMING TABLE USED FOR THIS GAME

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table.

OTHER EQUIPMENT USED

Lightning Poker utilizes the following required equipment for the play of the game:

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

GLOSSARY OF THE TERMS

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt
BLUFF:	To bet an inferior hand, attempting to eliminate all opponents
BOARD:	The 5 communal cards in Hold'em format games
BURN CARD:	After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.
BUTTON:	A player who is designated dealer position marked by a dealer button
BUY-IN:	The minimum amount of money required to enter any game, usually five times the maximum bet.
CAGE:	A cashier's window located in a casino where chip or money transactions take place.
CAPPED:	This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.
CHECK:	To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.
CHECK-&-RAISE:	To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act
COMMUNITY CARDS:	The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'em and Omaha.
COMPLETE THE BET:	To increase an all-in bet or forced bet to a full bet in limit Poker
DEAD MONEY:	Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.
DEALER BUTTON:	A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also, know as "the button".
DECK:	A collection of playing cards for Texas Hold'em. The deck consists of normal 52-card deck.
DOWNCARDS:	Cards that are dealt facedown in a stud-format games.
FIXED LIMIT:	In limit poker, any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.
CSR:	Acronym for Customer Service Representative. A casino employee who seats players and makes decisions, also referred to as Floorperson in some casinos.
FLOP:	In Texas Hold'em, the three community cards that are turned simultaneously after the first round of betting is complete.
FOLD:	To throw a hand away and relinquish all interest in a pot.
FOURTH STREET:	The first up card after the flop in Hold'em (also known as the turn card)
FLUSH:	A poker hand consisting of 5 cards of the same suit.
FORCED BET:	A required wager to start the action on the first round of betting.

FULL HOUSE:	A hand consisting of three of a kind and a pair.
HAND:	(a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand, (b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.
HEADS-UP PLAY:	Only two players involved in play.
HOLECARDS:	The Cards dealt facedown to a player.
KICKER:	The highest unpaired card that helps determine the value of a five-card poker hand.
MISSED BLIND:	A required bet that is not posted when it was your turn to do so.
MUCK:	(a) Cards that players discarded, (b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.
NO-LIMIT:	A betting structure where the players are allowed to wager any or all of their chips in one bet.
OPENER:	The player who made the first voluntary bet.
OPTION:	The choice to raise a bet given to a player with a blind.
PICTURE CARD:	A king, queen, or jack, also called a face-card or paint.
PLAYING THE BOARD:	The use of all five community cards for your hand in Hold'em.
POSITION:	(a) The distance from the blinds or the button for any hand, (b) The order in which you act in a particular hand.
POT:	The total amount of money or chips being played for amongst players.
POT LIMIT:	The betting structure of game in which you are allowed to bet up to the amount of the pot
RAISE:	To call a previous bet while making an additional bet simultaneously.
RAKE:	A fee charged for each hand dealt.
RERAISE:	An increase in a wager at least the size of the previous bet that occurs after a raise.
RIVER CARD:	The final card in any poker game
SET:	Three of a kind. Also called trips.
SIDE POT:	A separate pot formed when one or more players are all-in.
SIT & GO TOURNAMENT:	A type of tournament that is played on a single table until there is one winner or an agreement is made between finalists to end the game.
SHOWDOWN:	The final act of determining the winner of the pot after all betting has been completed
SMALL BLIND:	The smallest blind in a game with multiple blind bets
SPLIT POT:	A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown
STRAIGHT:	Five consecutive ranks of any suit
STRAIGHT FLUSH:	Five consecutive ranks of the same suit
TABLE STAKES:	The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand
TOURNAMENT:	A competition for players to determine whom is the best player
TURN CARD:	The fourth community card in Texas Hold'em (also called fourth street)
TRIPS:	Three of a kind. Also called a set.
WAGER:	A bet or a raise

Delta Club Casino

CRAZY PINEAPPLE

Crazy Pineapple is played with a standard 52-card deck. Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player to the left of the person who posted blind clockwise from the button. The blinds act last on the first betting.

All players receive three cards dealt face down (hole cards) as their initial hand. The first round of betting occurs. Check and raises are permitted. Three cards are turned face up in the middle of the board simultaneously (flop). These board cards are community cards and available to all players. The second round of betting occurs. At this time players choose to keep two of their three cards hole cards from their initial hand and discard the third. The next two board cards are turned up one at a time with a round of betting after each card. After the final round of betting has been completed, a player may use any combination of five cards (for example, one hole card and four from the board, etc.) to determine their best hand. A player may use all of the board cards (playing the board). The winning hand must show both hole cards face up on the table. The best five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

CRAZY PINEAPPLE HI-LO “8 OR BETTER”

In high- low games there is an “8 or better” (5 unpaired cards between 8 and Ace) qualifier for a low hand that is entitled to half the pot. If no player can make a low hand of 8 or better, the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

Delta Club Casino

LOWBALL

Lowball (Ace-to-five), also known as California Lowball, is played with a standard 52-card deck and one Joker. The Joker is considered to be the lowest card not present in a hand. Straights and flushes do not count against the player.

Players are dealt five cards face down, in turn, in rotation. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and sometimes on the button are forced bets, which must be made before the cards are dealt.

A round of betting occurs. Players are required to bet or fold. The players who remain in the pot have the option to improve their hand by replacing cards in their hands with new ones. A player may draw up to five consecutive cards. After all players have drawn players a round of betting occurs. The best possible low hand is A, 2, 3, 4, and 5. The lowest five card poker hand wins the pot. In the event of a tie the pot is split equally among winning hands.

1. Cards speak; cards read for themselves.
2. A verbal declaration in regard to a player's hand is binding. For example, if a player announces an '8', that player must produce at least an eight low or better to win.
3. In a heads up situation, a miscalled hand is ruled dead if it causes the other player to foul his or her hand. If both hands remain intact however, the best hand will win and the miscall will have no effect on the outcome.
4. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. Players must protect their hands until after seeing the opponent's hand.
5. Any player spreading a hand with a pair in it must announce "pair" in it or risk losing the pot. The failure to announce the pair causing another player to fold a hand will be treated the same as miscalling a hand. If two or more hands remain intact, the best hand wins.
6. A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind.
7. In the event that an all-in player who posted less than half a blind wins the pot or buys in again, that player will be obligated to take the blind the next hand.
8. A player who fails to take the blind must wait for the big blind or may kill the pot, as long as no other player at the table objects to the kill pot.
9. In multiple blind games, if a player misses the big blind for any reason that player can either wait for the big blind or post it during the next hand to receive a hand. This does not apply to seat changes.
10. When changing seats and moving away from the big blind, players must wait a number of hands equal to the positions they moved in order to receive hand or post all blinds.
11. When changing seats and moving closer to the big blind, players can continue receiving hands as normal.
12. Exposed card before the draw:
    a) Player must keep seven's or under.

b) Receive a replacement card for cards higher than seven. The exposed card will be replaced with the first card off the deck after all players have received their initial hands. The exposed card will then be placed on top of the deck, still exposed, and will be used for the burn card.

13. Players cannot keep the exposed cards during the draw, instead:
    a) The dealer leaves the exposed card exposed and continues with draw until everyone has drawn.
    b) Afterward, the exposed draw card is taken back and replaced with the first card off the stub.
14. A flashed card before the draw is not treated as an exposed card. Players must keep all flashed cards. Flashed card is one that for any reason its value is potentially revealed during the delivery, however, it lands face down in front of a player.
15. After the draw, all flashed cards are considered exposed and are replaced as described above.
16. Cards exposed by players' error or action will play and they will not be replaced.
17. Any player may draw up to four consecutive cards. Players wishing to draw 5 cards must wait until all other players have drawn in order to receive their 5th draw card. Two or more players drawing for five cards will receive four draw cards at first in turn and then receive their 5th draw cards, once again, in turn.
18. Five cards constitute a playing hand. Fewer or more than five cards after the draw constitute a fouled hand.
19. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken place, except when the action occurs before the deal is completed.
20. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
21. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
22. A player may reconsider and change the number of cards that he/she wishes to draw provided:
    a) No cards have been dealt off the deck in response to the request, and/or
    b) No player has acted on his/her hand based on the number of cards that the player requested.
23. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
24. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.

Delta Club Casino

LOWBALL

25. In limit games with multi players a bet and six raises are allowed.
26. In limit games check and raise is permitted.
27. The minimum opening bet is the size of the big blind.
28. Rapping the table in turn indicates either a pass or the declaration of a pat hand.
29. In limit games players having a seven or better must bet unless they are last to act and no one has bet in front of them.
30. Players checking a seven or better whose hands are found to be the best hand during showdown can only win the pot that was created before the draw. All action after the draw is void, and bets made after the draw is returned to players involved.
31. Players checking a seven or better whose hands lose during the showdown will lose all of the pot.
32. After the draw in an ace to five lowball game:
    a) If a seven or better calls an all in bet that is less that half a bet and produces a better hand will win the pot.
    b) If another player overcalls the seven-or-better's short bet and loses, the person who overcalled will receive the bet back.
    c) If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.
33. For rules governing 'kill pots' refer to the section on kill pots.

1. Straights and flushes count against the value of a hand, and an ace is considered as high only.
2. Note the 5-4-3-2-A is not considered to be a straight, but rather an A-5 high. So it beats other ace high hands and pairs.
3. Before the draw, an exposed card of 7,5,4,3 or 2 must be taken. Any other exposed card, including a 6, must be replaced.
4. Check and raise is permitted on any hand after the draw.

DELTA CLUB CASINO

DRAW POKER (JACK OR BETTER)

GAME RULES

Draw Poker (Jacks or Better) is played with a standard 52-card deck and one Joker. The Joker may be used as an Ace or as any card that completes a straight, flush, or a straight flush.

Players are dealt five cards face down, one at a time, in rotation. A round of betting begins (check, bet, call, raise, or fold). A player's hand must qualify with a pair of Jacks or better (higher) to open the pot. If no player has a pair of Jacks or better, the hand ends and the ante remains in the pot. A player who opens the pot must show openers, whether the hand is called or not, in order to win the pot. The remaining players may discard any number of their original cards and have the same number of cards replaced by the dealer. Another round of betting occurs. The player with the highest ranking five-card poker hand wins. Five Aces is the best possible hand (four Aces and the Joker). In the event of a tie, the pot is split equally.

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit if antes has been reached for that particular game.
2. If the opener should show false openers before the draw:
    a) Any other active player has the opportunity to declare the pot open. However, any player who originally passed openers is not eligible to declare the pot open.
    b) The false opener has a dead hand, and the opening bet stays in the pot.
    c) Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw has not been completed.
    d) If no other player declares the pot opened, all bets are returned, except the opener’s first bet.
    e) The first bet and antes remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
3. A player who opens the pot in jacks or better, in order to win the pot must show the openers, whether the hand is called or not.
4. In the following cases the pot will play even if the opener shows or declares a fouled hand:
    a) If there has been a raise after the opening bet.
    b) Two or more players have called the opening bet.
    c) All action has been completed before the draw.
5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
6. An opener may be allowed to retrieve his or her hand to prove openers at the Shift Manager’s discretion.
7. Any player may request that the openers retain the opening hand and show it after the winner of the pot has been determined.
8. Players may split openers, but they must declare that you are doing so. That player must place all discards under a chip to be exposed by the dealer after the completion of the hand.

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DRAW POKER (JACK OR BETTER)

9. If it is determined that a player could not possibly have had the openers after splitting them, that player will lose the pot even if the player is holding the best hand.
10. A player starting with Joker, Ace, king, and queen of spades, and the ten of clubs, is not splitting if he/she discards the ten of clubs. That is considered breaking a straight to draw to a royal flush; therefore, the player has retained the openers.
11. If a player who is all in falsely declares the pot opened, they will lose the antes and may not continue playing on any subsequent deals until a winner is determined, even if the player decides to buy in again. That player must wait until the pot has been legally opened and someone else has won it. Thereafter, that player can resume playing.
12. After the draw, players calling but not able to beat the openers will not get their bets returned.
13. Any player may draw up to five consecutive cards.
14. Five cards constitute a playing hand. Fewer or more than five cards after the draw is a fouled hand.
15. Before the draw, players holding fewer than five cards in their hands may receive additional cards provided that no action has taken player, except when the action occurs before the deal is completed.
16. A player on the dealer button position who is holding four cards will receive the missing fifth card even if action has taken place.
17. Any player missing more than one card after action has been taken is entitled to receive the number of cards necessary to complete a five card hand on the draw.
18. After the draw, before the action has taken place both the dealer and the players are obligated to respond to other active players' inquiries in the number of cards drawn.
19. After the draw and after the action has taken place players are not obligated to respond to other active players' inquiries in the number of cards drawn; dealers are prohibited to respond.
20. A player may reconsider and change the number of cards that he/she wishes to draw provided:
    a) No cards have been dealt off the deck in response to the request, and/or
    b) No player has acted on his/her hand based on the number of cards that the player requested.
21. Cards that are exposed by the dealer before the draw must be kept.
22. Cards that are exposed by the dealer on the draw cannot be kept and will be replaced at the end of the draw.
23. Check and raise is permitted.
24. A bet and six raises are allowed in multi-handed pots.
25. Players may not change their seats between hands when there are multiple antes otherwise they must forfeit the money in the pot.

DELTA CLUB CASINO

DRAW POKER (JACK OR BETTER)

26. Players who are all in for just the antes may still declare the pot opened if they have openers.
27. Any player has the right to pay an ante at any time and receive a hand, unless additional money is in the pot that was forfeited during previous hand(s) in which the player did not anted for.
28. If an all in player is playing for just the antes and has declared the pot open, all callers must come in for the full opening bet.
29. A player who only has a full ante and no other chips on the table may play for just the antes. If no one opens and there is another round of antes, that player may still play for the first round of the antes that he/she has matched, without being required to put any more chips into the pot.
30. Rapping the table in turn indicates a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player, who indicates a pat hand by rapping the table, not knowing the pot has been raised, may reconsider his or her action.

Delta Club Casino

HOLD'EM

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

1. In Hold'em, all blinds are 'live' (except for the 'dead collection blind'). Players posting a blind have the option of raising the pot when it is their turn to act.
2. When there are two blinds in a game with three or more players, the small blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game has the following options:
    a) Post all blinds and receive a hand.
    b) Wait for the big blind.
4. A new player cannot be dealt in when in between the small blind and the button unless the player "buys the button" (see rule 9 below); otherwise the player must wait until the button passes.
5. The big blind serves as an opening bet. When it becomes the big blind's turn to act, the player can either call the action or raise.
6. Players must meet all of their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. Players missing all or any portion of their blinds can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind.
8. When posting the total of the blinds, the portion of big blind bet is live and the small blind portion becomes a part of the pot (dead). Player has the option of calling the action or raise when it is their turn to act.
9. Blinds may be made up between the big blind and the button only by "buying the button" (posting both blinds with little blind dead. In this case the player becomes the only blind and receives the button the next hand). Otherwise, player must wait for the dealer button to pass and then make up the missed blinds.
10. When a game starts a player who drew for the button is considered active in the game and is required to make up both blinds if he or she misses a blind.
11. A "live straddle" may be done only in the position in front of the big blind. This is accomplished by putting in twice the amount of the big blind before receiving the first card.
12. A "live straddle" entitles that player to act last during the first round of betting and allows the player to either call the action or to raise.

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13. Players initiating a “live straddle” must begin the hand with at least four times the amount of the big blind. For example, in a $2-$4 game the minimum required amount of chips in front of player before he/she straddles is $16.
14. If the first card off the deck is exposed on the deal, a misdeal will be declared. (Refer to misdeal rules)
15. If a hole card is exposed by the dealer during the deal:
    a) Player cannot keep that card.
    b) The dealer finishes dealing the hole cards to all players.
    c) The exposed hole card is taken back.
    d) The first card from the deck is given to the player with the exposed card.
    e) The exposed card is then placed on top of the deck and it will be used for the first burn card.
16. If the cards are prematurely flopped before the betting is complete, or if it contains too many cards:
    a) The flop is taken back and out of play for that round.
    b) Players who did not have the chance to act will be given the opportunity to complete their actions and betting is completed.
    c) Burn cards and the muck remain intact and out of play.
    d) The board cards that were taken back will be mixed with the stub and reshuffled (scramble, shuffle, shuffle, box, shuffle).
    e) The newly shuffled deck will be cut onto the cut card.
    f) Without burning another card a new flop will be placed on the table.
17. If the turn card (the fourth card on the board) is prematurely dealt before the betting round is complete:
    a) The turn card is taken out of play for that round.
    b) Players who did not have the chance to act will be given the opportunity to complete their actions and the betting is completed.
    c) The dealer then burns and turns what would have been the fifth card in the fourth card’s place.
    d) After that round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards.
    e) The dealer then cuts the deck and turns the final card without burning a card.
18. If the river card (fifth card) is turned up prematurely, the deck is reshuffled and dealt in the same manner as the turn card according to 17a, 17b, 17d and 17e.
19. If the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more that one extra card, it is a misdeal.
20. In order to win a pot, players must show both hole cards.
21. Players must declare that they are playing the board and turn their two hole cards face up in order to win or receive a pot; otherwise all claims to the pot are relinquished.

Delta Club Casino

KILL POTS

Delta Downtown Casino reserves the right to not offer a kill feature in the games that are not structured with a "natural kill" element in them, such as Texas Hold'em, Omaha, Seven card Stud, Razz, and Crazy Pineapple games.

In all games with "natural kill" where it is required that players kill the pot after winning two consecutive pots, every hand a marker called "kill button" will be placed in front of the player who wins the pot. The winner keeps the kill button until the conclusion of the hand in progress. If the player with the kill button wins a second consecutive qualifying pot, then that player will be required to kill the next pot.

There is no pot size requirement for the first pot or of a kill; the first pot is also referred to as a "leg" or the "first leg of a kill." A second qualifying pot for a kill is one that a flop was dealt during the deal. A player must win at least one full bet for whatever limit is being played, and the bet cannot be any part of the blind structure in order to be considered as a qualifying pot.

2. In lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill the pot again for the same amount as the previous hand.
3. If a player with one "leg up" splits the next pot, that player still has a leg up for the following hand. If the player who split the pot was a "leg up" for kill in that hand, then that player must kill the next pot.
4. The kill button is neutral (belonging to no player) if;
    a) It is the first hand of a new game.
    b) The winner of the previous pot has quit the game
    c) The previous pot was split, and neither player had the kill button.
5. When a player wins both the high and low (a scooper) in a split pot game with a kill provision, the next hand will be killed only if the total pot is at least five times the size of the upper limit of the game.
6. In lowball, players may look at their first two cards and kill the pot. The pot cannot be killed if at least one player has received a third card. To kill the pot voluntarily, a player must have at least four times the amount of the kill blind in his or her stack. Player wanting to kill must make his/her intention known immediately by placing the right amount of chips in the pot along with announcing, "kill."
7. Players who inadvertently, prematurely or deliberately place chips in the pot that is less than the amount of a previous and/or a later bet or raise have the option of completing that bet or forfeit their hands and the chips that are already placed in the pot. Those players may not retrieve their bets back or raise the pot.
8. A player who is required to post a kill must do so in that same hand, even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.
9. In a kill pot, before the draw the killer acts last but before any player who has raised. Thereafter, betting resumes as normal. If the killer raises, the action returns to the first player who entered the pot or the first active player closest to the dealer button, clockwise.
10. Broken game status is allowed only for players of the same game and limit. For this purpose, a game with a mandatory kill is considered different from an otherwise identical game without a mandatory kill.

Delta Club Casino

NO LIMIT POKER

All the rules for limit games apply to no limit games, except as noted in this section.

1. Players are fully responsible for protection of their hands.

2. A decision may not be rendered, or a pot may not be awarded to a player without a valid live hand. Rare exceptions may exist under Shift Manager's discretion.

3. The best live hand during showdown wins the entire pot. No proposition bets allowed. Pushing chips, sharing pots and/or splitting pots by agreement is strictly prohibited.

4. Players acting out of turn will only be warned once. Repeated occurrences may result in player's exclusion from the game.

5. Player's must call time (effectively stopping the action) if they are waiting to act on their own hand (contemplating) and notice other players acting behind them. Provided there was a reasonable amount of time, a player who allows two or more players to act behind him/her will have their hand declared dead.

6. There is no maximum number of raises in any betting round.

7. All wagers must be at least equal to the minimum opening bet, unless a player is going all in. Any player who has already checked may not raise a bet of less than the minimum opening bet.

8. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all in wager.

9. A player who has already checked, called, or raised may not subsequently raise or re-raise an all in bet that is less than the amount of the last bet or raise.

For example: player A bets $100. Player B raises $100 more, making the total bet $200 and player C goes all in for less than $300 total (not a full $100 raise)

   a) Player A can call.

   b) Player A can raise because the pot was fully raised by player B.

   c) If player A calls, player B cannot raise again because the pot wasn't fully raised by player C.

   d) If player A raises (after player C goes all in) the player B can also raise and the betting is reopened.

10. A wager is not binding until the chips are actually released and/or moved forward into the pot. Players may use the area immediately in front of their chips to break down, count and determine the amount of bet they intend to make. This area can be used without being considered "moving forward" as long as it is clear the player is deciding how much to bet. No attempts to confuse or deceive other players as to the intent of your action will be tolerated. It is the <u>player's</u> and <u>not the dealer's</u> responsibility to stop any possible action (by calling time) from occurring behind them.

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11. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.

12. Since no limit play may require a large number of chips to make a bet, a player who verbally declares a raise is allowed to return to his stack in a continuous motion until the wager is complete provided the player clearly announces his intentions or keeps his finger on the first stack of chips while moving subsequent stacks with the other hand.

13. An opening bet of a single chip or bill after the flop or on any subsequent round without comment is considered to be a bet of the full amount of the chip or bill. However, a player acting on a previous bet with a larger denomination chip or bill is considered to be calling the previous bet, unless that player makes a verbal declaration to raise the pot. This applies also before the flop since the big blind is the opening bet.

14. Provided there is no action whatsoever behind, a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, may reconsider his action.

15. When there is action behind a player who is unaware of the amount of a bet or raise and places chips in the pot that is less than the required amount, that player has the option of completing that bet or forfeiting his hand and the chips that are already placed in the pot. The player may not retrieve his bet back or raise the pot.

16. If it is discovered that a player has placed more chips into the pot than required by the bet the player faced, but not enough chips for a raise, without announcing "raise" or "all in" the extra money will be returned to that player. Example:

    a) On the flop Player 1 bets $200, Player 2 pushes a stack (which happens to be all his remaining chips) appearing to be $200 without announcing "all-in" or "raise". When action is complete (after the river), it is discovered Player 2 actually pushed in $215. The $15 would be returned to Player 2.

    b) Same as above except Player 2 has plenty of chips. The extra would still be returned when and if discovered to be $215 instead of $200.

17. Although cards speak, a deliberate miscall of a hand for the purpose of making another player to fold will cause that hand to be declared dead. Repeated violations may result in player's exclusion from the game. Players are encouraged to protect their cards and fold only after they have viewed the best winning hand.

18. In all no limit games, the house has the right to place a maximum time limit or taking action on one's hand. The dealer will "put the clock" on someone when requested to do so by another player or the Shift Manager. If the clock is put on a player who is facing a bet, that player will have one additional minute to act on his/her hand. The player will also receive a ten second warning, after which the hand will be declared dead.

19. An optional "live" straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

Delta Club Casino

POT LIMIT POKER

All the rules for both games and no limit games apply to pot limit games, except as noted in this section.

1. **A** bet may not exceed the size of the pot. If a wager is made that exceeds the size of the pot, the surplus will be given back to the bettor, and raise will be the maximum allowed.

2. A player may open for any amount up to four times the size of the big blind. For Example: if the blinds are $10 and $20, a player may open with either a call of $20 or a raise of any amount from $40 to $80 in increments of the smallest chip used in the game.

3. If single dollars are used in the blinds, the pot size will be rounded up to the next $5 increment. Other betting structures may be rounded upward as required.

4. The maximum amount that a player can raise is the amount in the pot after the call is made. Therefore, if a pot contains $100 and someone makes a $50 bet, the next player can call $50 and raise the pot $200, for a total wager of $250.

5. If a chip or bill larger than the pot size is put into the pot without comment, it is considered to be a pot sized bet.

6. An optional “live” straddle is allowed. The player making the live straddle must be positioned immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the live straddle will be the last player to act in the first round of betting and he/she is permitted to raise, even if all other players have just called the straddle.

DELTA CASINO
Pai Gow Tiles

Rules of Play

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs. The game utilizes a player/dealer position and an 'action' button. The object of the game is for the player to beat both the high and low hands of the player/dealer. The player/dealer position, which is determined by starting at seat #1, is offered in a continuous and systematic manner counterclockwise every two hands. Pai Gow Tiles also utilizes a dice cup with three die which determines who receives the first set of four tiles and where the 'action' begins. The player/dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the Action button. The player/dealer position is always 9 and 17, no matter how many players are playing. The count begins with the banker and proceeds counter-clockwise. If the point total of the dice equal the player/dealer's position, the player/dealer will receive the first four tiles, but the Action button will go to the first player to the right (counter-clockwise) of the banker. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened. A collection fee is taken per betting circle of every player, prior to the start of any play of hand or round. The player/dealer also pays a per hand fee collection.

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. 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.

Scoring:

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.

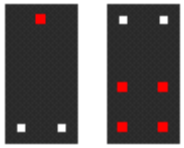
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

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

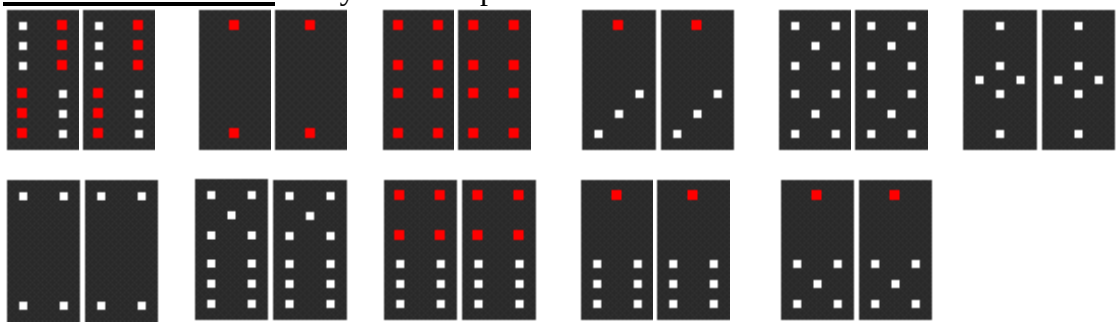
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

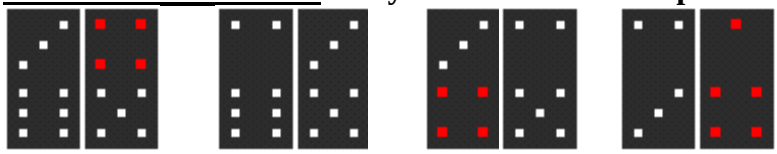


Jee Goon

MATCHED PAIRS: Any matched pair.

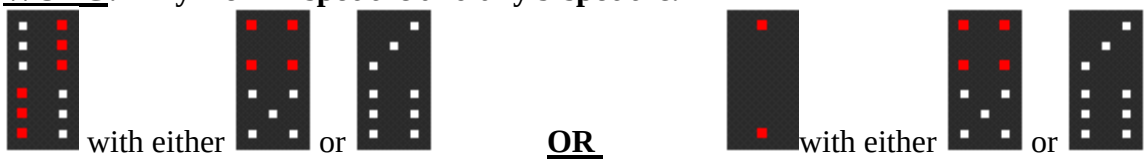


UNMATCHED PAIRS: Any of the below mixed pairs.

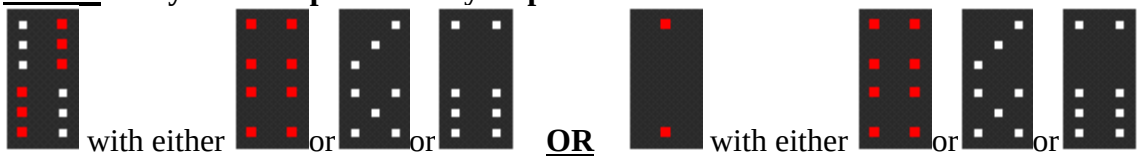


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

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

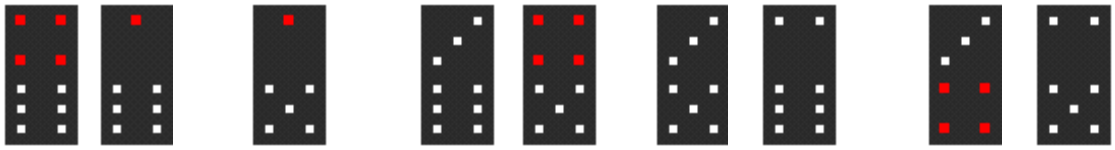


<u>GONG</u>: Any 2 or 12-spot with any 8-spot tile.

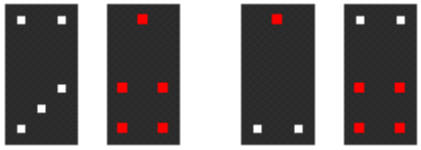


<u>SINGLE Tile by Ranking</u>: Any Combination that totals as close to 9 as possible.

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



9.Ping 10.Tit 11.Look 12. Chop Gow 13. Chop Bot 14. Chop Chit



15. Chop Ng 16. Jee Goon

<u>House Way</u>:

- 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.

Collection Fees

There are two collection fees are taken. A) Per betting circle of each player, prior to the start of any play of hand or round. B.) Per hand from the player/dealer. The collections are not calculated as a portion of wagers made or winnings earned.

Table Limit	Player Fee	Player/Dealer Fee
$10 - $200 (per circle)	$1.00 / per circle	$2.00 / per hand
$50 - $300 (per circle)	$2.00 / per circle	$3.00 / per hand

Pai Gow Tiles utilizes a player/dealer position and is a CA/Asian style game. So that no person or entity acting as the player/dealer, or any person or entity acting as a portion of the player/dealer position may occupy the banking position continuously, the player/dealer position will be offered systematically and continuously every two hands. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DELTA CASINO

"BLACKJACK BONUS HANDS"

SUMMARY

Based on customer demand and industry trends, Delta Casino proposes to add a new gaming activity to the currently approved blackjack game. Players by placing a separate bonus wager and obtaining a pre-designated hand will be paid certain payout on their bets.

NAMES

Other names may be used to describe this controlled gaming activity. In all advertisements, the BGC assigned GEGA number will be affixed so compliance can be assured by BGC personnel.

ASSOCIATED CONTROLLED GAMES

This gaming activity will be offered on all limits of Blackjack games that have been previously approved by the Bureau of Gambling Control at Delta Casino.

BASE GAME RULES

All base game rules that have been approved by the Bureau of Gambling Control for 21st Century Blackjack 5.0 games will be followed. There are no changes whatsoever. This bonus scheme will apply to all limits of the said game.

BONUS HANDS

Pre-designated hands that are subject to bonus payout are:

1. Player's two Jacks of Spade plus player/dealer's natural (an Ace plus a 10 valued card.
2. Two Jacks of Spade
3. Two suited Jacks
4. Suited 20
5. Unsuited 20
6. Any pair of 2s through 9s

In this scheme, players who wager on the base game will also have the option to make a bonus bet subject to this payout. This bonus bet will be aside and separate from the Buster Bet. When a player who has made this bonus bet, on the initial deal, receives one of the hands listed in the above list will receive the bonus pay out (see below payout tables).

BONUS BETS

Bonus bets for this scheme are placed and treated in the same manner as the Buster Bonus Bets. Bonus bets in this scheme will be made separate from Buster and the base game wagers. Players wishing to make this bet are required to have a wager on the base game but they are not required to wager on the Buster Bet. In other words, any player who makes a wager on the base game has the option to bet on either of the bonus bets or both. Bonus bets in this scheme must be equal or less than the wager that the player has made in the base game.

BONUS PAYOUTS

Bonus payouts for this scheme will be handled separate from the Buster Bets. When of the pre-designated hands are produced, player/dealer will pay the bonus payout. One of the three payout options will be used to pay the pre-designated hands.

DELTA CASINO

"BLACKJACK BONUS HANDS"

Table of Payouts 1)

Hands	Pay : 1
2 Jacks of Spades + Dealer's Blackjack:	500
2 Jacks of Spades:	220
2 Suited Jacks:	60
Suited 20's:	5
Pair of 2s ~ 9s:	2

Table of Payouts 2)

Hands	Pay : 1
2 Jacks of Spades + Dealer's Blackjack:	800
2 Jacks of Spades:	200
2 Suited Jacks:	75
Suited 20's:	4
Pair of 2s ~ 9s:	2

Table of Payouts 3)

Hands	Pay : 1
2 Jacks of Spades + Dealer's Blackjack:	1000
2 Jacks of Spades:	200
2 Suited Jacks:	100
Suited 20's:	5
Pair of 2s ~ 9s:	1

21st CENTURY

BLACKJACK

7.0

OBJECT OF THE GAME

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

- Obtain the best possible hand of "Natural" or " 20 ½ " A "Natural" beats all other hands.

  Winning "Natural" hands are paid odds of 6 to 5

OBJECT OF THE GAME

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VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked " Natural"or "No Bust " aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
  - 10 ½ on the first two cards when the other card has a value of 10.
  - 1 or 11 when combined with cards valued at 2-9.
  - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Is Wild	a) 10 ½ . When paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7

Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Natural " aces with wild value . The aces are wild cards with the value of:
    a. 10 ½ on first two cards with all cards with the value of 10's.
    b. 1 or 11 with all cards with value of 2-9.
    c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

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

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.
13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

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

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

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.

a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.

Winning" "Natural" hands will be paid 6 to 5

2. If the value of a Player's hand is less than a "Natural" and the value of the Dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Dealer hands have the same value 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 Dealer's hands both have a value of more than a "Natural", the following rules apply:
    a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
    b. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Dealer has one of the following variations of hands occurs and then they will "PUSH".

        If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
8. A two card "Natural" beats all other hands.
9. Double-Down:
    a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
    c. Player may not double down for less than his original wager
10. Splits:
    a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
    b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

d. No surrender is allowed

11. Insurance:

    a. Players may make an optional insurance wager.

    b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

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

14. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

15. Backline betting is allowed.

16. 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.

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

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer 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 hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play 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 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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 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.

EZ BACCARAT™

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EZ BACCARAT

Type of Game

The game of EZ Baccarat 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 will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, 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, 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 four separate betting spaces specifically designated for four separate wagers; the player line, the banker line, the Tie Bet, 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.

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and 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.

EZ BACCARAT

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 15**, 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 Panda 8 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or Panda 8. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule 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 are as shown below:

Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee
1	$5- $1,000	$5 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901 +	$12.00	
2	$5-$1,000	$5 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
3	$5-$1,000	$5 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
4	$5-$1,000	$5 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
5	$5-$1,000	$5 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	

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6	$25-$1,000	$25 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901 +	$12.00	
7	$25-$1,000	$25 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
8	$25-$1,000	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
9	$25-$1,000	$25 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	
10	$25-$1,000	$25 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	
11	$100-$2,000	$25 - $200	$1.00	$0.00
		$201 - $400	$3.00	
		$401 - $600	$5.00	
		$601 - $900	$8.00	
		$901 +	$12.00	
12	$100-$2,000	$25 - $300	$1.00	$0.00
		$301 - $600	$4.00	
		$601 - $1,000	$8.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
13	$100-$2,000	$25 - $300	$2.00	$0.00
		$301 - $600	$5.00	
		$601 - $1,000	$9.00	
		$1,001 - $2,000	$15.00	
		$2,001 +	$25.00	
14	$100-$2,000	$25 - $300	$3.00	$0.00
		$301 - $600	$6.00	
		$601 - $1,000	$12.00	
		$1,001 - $2,000	$20.00	
		$2,001 +	$30.00	

15	$100-$2,000	$25 - $200	$2.00	$0.00
		$201 - $500	$5.00	
		$501 - $1,000	$15.00	
		$1,001 - $2,000	$25.00	
		$2,001 +	$35.00	

Table Layout

EZ BACCARAT

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 and Tie 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.

BLACKJACK X

BUSTER BLACKJACK

US Patent 6,845,981

Rules of Play

Blackjack X is played with a standard fifty-two card deck with no joker. The game shall be played with a minimum of six and a maximum of eight decks. The game shall be played on a standard blackjack table which accommodates up to eight seated positions.
Within each betting area for each seated position, there shall be three separate betting spaces specifically designated for three separate wagers; the Blackjack X game wager, and then the Buster Blackjack Bonus Bet. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered for each position. Players must bet at least the table minimum. Back-line betting is permitted for all wagers.

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer's face-down card, which is turned over after each player has acted, determines the position of the action button. The player-dealer's position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. Wagers shall be settled in a counter-clockwise manner, starting with the player with the action button. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

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

Blackjack X: Object of the Game and Card/Hand Rankings:

The object of this game is to form a hand that equals thirty-one or as close to it as possible. The highest ranking form of this hand is referred to as a "Blackjack X" and is accomplished when the player or player-dealer's initial two card hand consists of a standard ace and a king of the same suit. The second best hand is referred to as a "Natural 31" and is a two-card hand that consists of an ace and any 10 point card. If the player is not dealt a two-card hand of 31, the player will try to achieve either a hard 31, which is the third best hand, or a hand of 21, which is the fourth best hand.

Card Ranking Chart:

Card	
Face Card (10, J, Q, K)	10
Ace	1 or 11 if dealt with a 2 – 9 on initial two card hand or after draw. 21 if dealt with a 10 point value card on the initial two card hand.
2 – 9	Hold their face value

Hand Ranking:

1. Natural 31	13. A hand totaling 12
2. Blackjack X	14. A hand totaling 11
3. Hard 31	15. A hand totaling 10
4. A hand totaling 21	16. A hand totaling 9
5. A hand totaling 20	17. A hand totaling 8
6. A hand totaling 19	18. A hand totaling 7
7. A hand totaling 18	19. A hand totaling 6
8. A hand totaling 17	20. A hand totaling 5
9. A hand totaling 16	21. A hand totaling 4
10. A hand totaling 15	22. A hand totaling 3
. 11. A hand totaling 14	23. A hand totaling 2
. 12. A hand totaling 13	24. A hand totaling 22-30

Round of Play

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

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

- Place a Blackjack X game wager which pays 2 to 1 if a Blackjack X is received, it pays 6 to 5 if a Natural 31 is received, it pays 3 to 1 if a Hard 31 is received, and one to one for all other hand totals;
- If a player placed a game wager, that player may place a Buster Blackjack Bonus Bet wager, which pays according to the paytable, as shown below.

Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the house dealer shall deal each player two cards face-up. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which shall remain face down until all players have acted on their hands. Each player shall receive one card face-up, starting with the first player position to the left of the house dealer, in a clockwise manner around the table. If the player-dealer is immediately to the left of the house dealer, the player position to the left of the player-dealer shall receive the first card. Once each player has received one card, the player-dealer shall receive their first card face-up, which shall be placed in front of the house dealer instead of the actual position of player-dealer. A second card is then dealt to each player, face-up, starting to the left of the house dealer in a clockwise manner, keeping in mind the rules above. Once each player has received a second card, the player-dealer is dealt a second card face-down. The player-dealer's face-down card shall be checked for a Natural 31 when the player-dealer's face-up card is an ace card. If the player-dealer has a Natural 31, players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. If the player-dealer does not have a Natural 31, each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise, to be dealt additional cards to make the best possible hand. This shall also include doubling-down, splitting, surrendering, buying insurance, or standing

with the two cards dealt to them. Each player shall be required to hit or stand according to the guidelines below:

Player Options:

Must Stand On	Must Hit On	Have Option On
22 through 30 Natural 31s	N/A	2 through 21

Once the house dealer has acted in accordance with the player's request, in accordance with the rules above, the house dealer shall expose the player-dealer's face-down card by placing it face-up. The player-dealer's hand shall then be played according to the table and rules as shown below:

Player-Dealer Options:

Must Stand On	Must Hit On	Have Option On
Hard 17 or more	Soft 17 or less	N/A

How Wagers are Paid, Collected, and Pushed

Once the player-dealer's hand has been revealed and set according to the chart above, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, starting with the player with the action button, and beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both Natural 31s, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a Natural 31 and the player-dealer's hand total is more than a Natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack X game wagers.
- If the player's hand total is more than a Natural 31 and the player-dealer's hand total is less than a Natural 31, the player loses the hand. The player-dealer shall collect all losing Blackjack X game wagers.
- If the player and the player-dealer have the same hand total and it is less than a Natural 31, the hand is a push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If the player's hand total and the player-dealer's hand total are less than a Natural 31, the hand closest to a Natural 31, as listed on the hand ranking chart above, shall win. The player-dealer shall collect all losing and pay all winning Blackjack X game wagers.
- The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers when the player-dealer's hand qualifies according to the chart below.
- The player-dealer shall collect all losing Buster Blackjack Bonus Bet wagers when the player-dealer's hand does not qualify according to the chart below.
- If the player's hand total and the player-dealer's hand total are between 22 and 30 or more than a Natural 31, the following shall apply:

- If a player is dealt a hand in which the point total is 22 through 30 and above 31, the player shall lose their base game wager, regardless of what the value of the player-dealer's hand is. The player-dealer shall collect all losing Blackjack X game wagers.

Blackjack X Player Options

Double-Down - Players may double-down on the first two cards initially dealt to them or after splitting cards. Players may not double-down on a Natural 31. The player must place a second wager that is less than or equal to the base game wager that was originally placed prior to the start of the game, as long as it is within the table limits. The player shall receive only one card regardless of that total.

Split- Players may split any two cards with the same value originally dealt to them. The player must place a second wager equal to the base game wager placed prior to the start of the game. A player may draw as many cards as they desire per split card to make their best hand, unless they are splitting aces. Aces may only be split once, and split aces may each only receive one hit card. A maximum of three splits is allowed per hand. Players splitting two aces originally dealt to them cannot qualify for a Natural 31 and shall only receive one card per ace. If the draw card is a card with a value of 10 the player will be paid even money. Furthermore, players may double-down or surrender after each split.

Surrender - Players may surrender after being dealt their two-card hand only. If a player chooses to surrender, half of their wager shall be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed and prior to playing the hand. Players may only surrender prior to taking a hit.

Insurance - If the player-dealer's face-up card is an ace, all players will have the option to place an insurance wager. Insurance wagers must be in an amount that is less than or equal to half of the player's game wager. When placing this wager, a player is wagering that the player-dealer's face-down card is a card with a value of 10, which would give the player-dealer a Natural 31. If the player-dealer does have a Natural 31, the insurance wager shall be paid 2 to 1. If the player-dealer does not have a Natural 31, the insurance wager shall lose.

Odds –

- A Blackjack X will be paid 2 to 1.
- A Natural 31 pays 6 to 5.
- A Hard 31 will be paid 3 to 1.
- All other winning player hands will be paid 1 to 1.

Buster Blackjack Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet. A player may only place a Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as back-line bettors may place a Buster Blackjack Bonus Bet wager.

- The Buster Blackjack Bonus Bet wagers may be less than or equal to, but may not exceed the game wager.
- Once all players have made their decisions regarding their hand, according to the base game rules above, the player-dealer shall reveal their face-down card and complete the hand. The payoff odds vary based on the number of cards in the player-dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player-dealer's hand busts, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers shall be collected in rotation to the extent of the money in action. There is no opportunity for the Buster Blackjack Bonus Bet wager to tie as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack 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.
- Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	18 to 1
7	50 to 1
8 or more	200 to 1

<u>California Game</u>

The game of Blackjack X 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 establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

[redacted]

Delta Casino

Dragon Bonus Baccarat - Commission Free

*Commission Free Baccarat is NOT owned, patented and/or copyrighted.
***The Dragon Bonus is owned, patented and/or copyrighted by SHFL Entertainment, Inc.**

Please submit your agreement with the Owner authorizing play of the 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.

Delta Casino
Dragon Bonus Baccarat - Commission Free

Type of Game
The game of Dragon Bonus Baccarat - Commission Free 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 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 to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used
The game is played using a standard 52-card deck and no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, eight decks shall be used.

Card Values and Hand Rankings
The value of each card used in Dragon Bonus Baccarat - Commission Free shall be as follows: aces have a value of one, picture cards have a value of ten, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for Dragon Bonus Baccarat - Commission Free, 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 Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, and the Fortune 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 game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker hand 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 second card dealt to the banker hand. 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. Wagers will be settled in the

following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bet wagers, then all Player Dragon Bonus Bet wagers, then all Banker Dragon Bonus Bet wagers, and finally all Fortune 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except a three-card 7 which shall push;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Fortune 7 Bonus Bet which pays 40 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 wager on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Player line. The player's hand is resolved first and then the banker's hand is resolved. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

Delta Casino
Dragon Bonus Baccarat - Commission Free

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

How Wagers are Paid, Collected and Pushed

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's hand is closer to nine than the banker's hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker's hand is closer to nine than the player's hand. If the banker's hand wins with a three-card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers when the banker's hand is closer to nine than the player's hand.
- The player-dealer shall collect all losing Banker line wagers when the player's hand is closer to nine than the banker's hand.
- If the first two cards dealt to the player hand equal a natural, the banker hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the banker hand equal a natural, the player hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

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.
- Back-line 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 banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- 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.

Delta Casino
Dragon Bonus Baccarat - Commission Free

Player Dragon Bonus Bet and Banker Dragon Bonus Bet

- For each seated position, there shall be two separate and specifically designated areas for the placement of two separate wagers; the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet. A player may only place a Player Dragon Bonus Bet and/or a Banker Dragon Bonus Bet wager if they have also placed either a player line wager or a banker line wager prior to the initial deal.
- Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet, the Banker Dragon Bonus Bet, or both.
- Back-line betting is permitted on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Player Dragon Bonus Bet and the Banker Dragon Bonus Bet and any collection fees that may be taken.
- The Player Dragon Bonus Bet wager takes into account the final value of the player's hand and the final value of the banker's hand. If a player wagers on the Player Dragon Bonus Bet and the player's hand beats the banker's hand by a spread of four points or greater, the Player Dragon Bonus Bet wager wins. Additionally, if the player's hand is a natural and the hand wins, the Player Dragon Bonus Bet wager shall win. If the player's hand beats the banker's hand by a spread of three points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not naturals, the Player Dragon Bonus Bet wager shall lose. In the event that the player's hand and the banker's hand are of the same value (tie) and are natural hands, the Player Dragon Bonus Bet wager shall push.
- The Banker Dragon Bonus Bet takes into account the final value of the banker's hand and the final value of the player's hand. If a player wagers on the Banker Dragon Bonus Bet and the banker's hand beats the player's hand by a spread of four points or greater, the Banker Dragon Bonus Bet wager wins. Additionally, if the banker's hand is a natural and the hand wins, the Banker Dragon Bonus Bet wager shall win. If the banker's hand beats the player's hand by a spread of three points or less, loses to the player's hand, or the banker and the player's hands are of the same value (tie) but the hands are not naturals, the Banker Dragon Bonus Bet wager shall lose. In the event that the banker's hand and the player's hand are of the same value (tie) and are natural hands, the Banker Dragon Bonus Bet wager shall push.
- The player-dealer shall pay all winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers and shall collect all losing Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Player Dragon Bonus Bet and Banker Dragon Bonus Bet wagers shall be paid according to the pay table, as shown below:

Player Dragon Bonus Bet and Banker Dragon Bonus Bet Pay Table

Hand Dealt	Payout
Natural Ties	Push
Natural Winner	1 to 1
4 point difference *	1 to 1
5 point difference*	2 to 1
6 point difference*	4 to 1
7 point difference*	6 to 1
8 point difference*	10 to 1
9 point difference*	30 to 1

* Non-naturals

Fortune 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune 7 Bonus Bet wager. A player may only place a Fortune 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.

Delta Casino
Dragon Bonus Baccarat - Commission Free

- Back-line betting is permitted on the Fortune 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune 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 Fortune 7 Bonus Bet wins. The Fortune 7 Bonus Bet shall lose on all other outcomes.
- All winning Fortune 7 Bonus Bet wagers shall be paid 40 to 1.
- The player-dealer shall pay all winning Fortune 7 Bonus Bet wagers and shall collect all losing Fortune 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.

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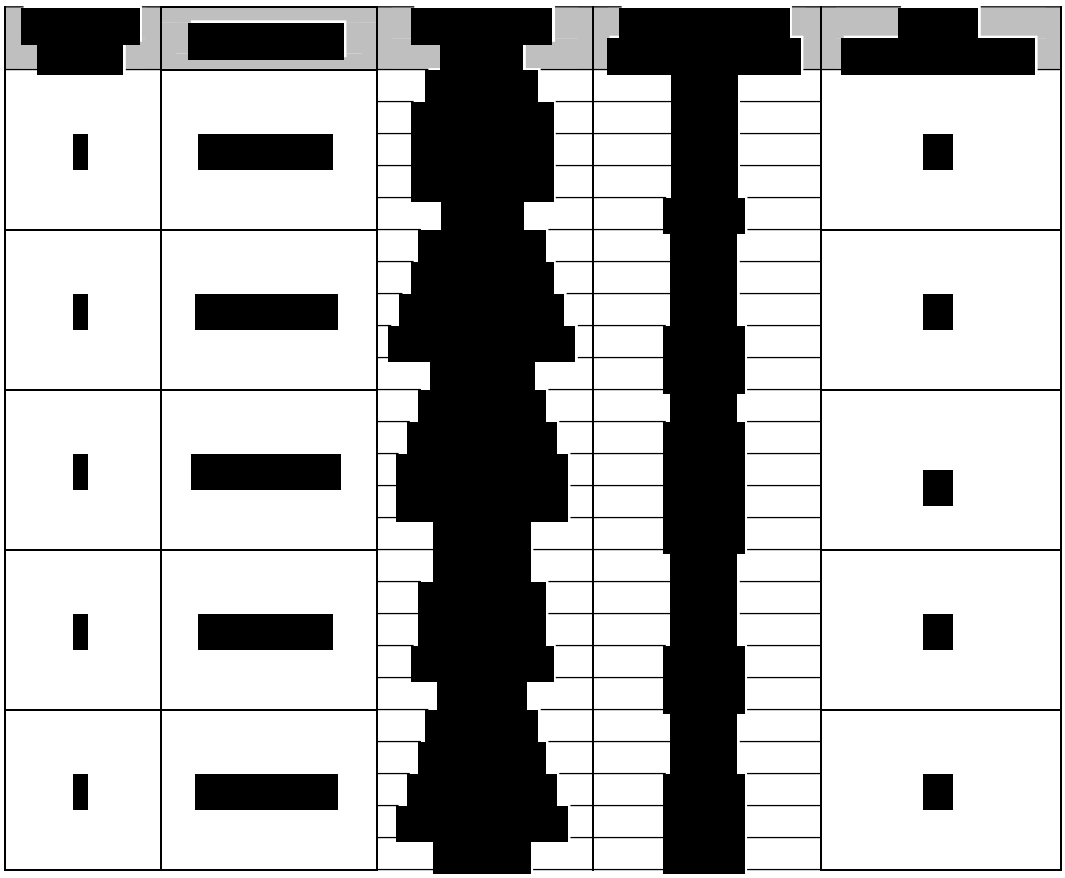
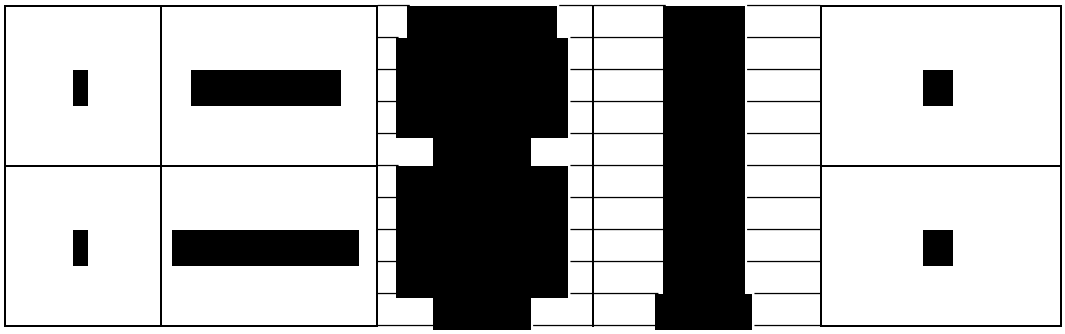


Delta Casino
Dragon Bonus Baccarat - Commission Free



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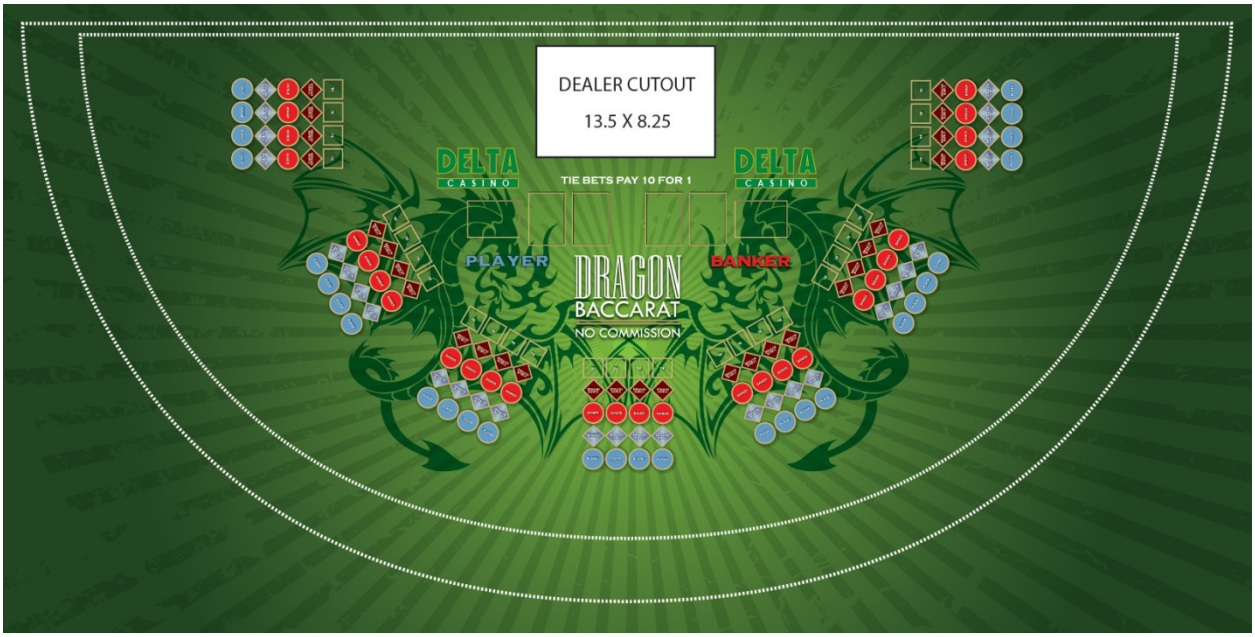


Pure Spanish 21.5™

Masque Publishing, Inc.

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

Delta Casino
Pure Spanish 21.5

OBJECT OF THE GAME

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

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

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

VALUE OF THE CARDS

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

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

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

Delta Casino
Pure Spanish 21.5

ROUND OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

DIAGRAM #I

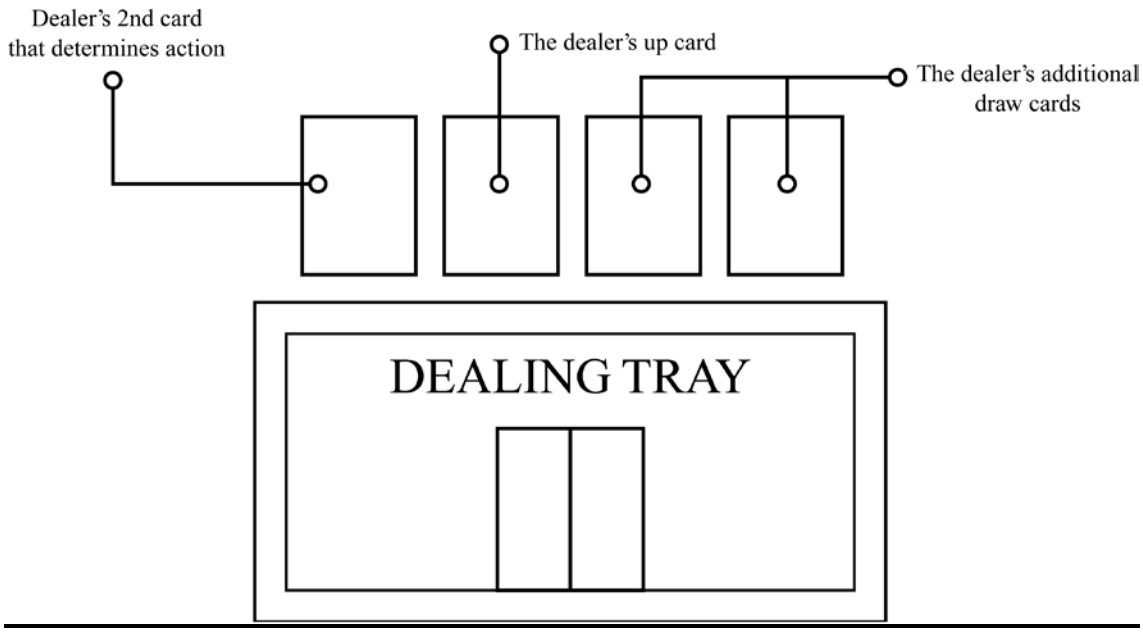


CHART 1A

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

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

CHART 1B

Must Stand on	**Must Hit 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.

Delta Casino
Pure Spanish 21.5

GAME RULES

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

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

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

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

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

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

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

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

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

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

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

11. Backline betting is permitted on all wagers.

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

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

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

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

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

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

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

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

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

7. Late surrender option:
    a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the

hand is over there will be no draw; the player will not have the option to surrender.

b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

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

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

Match the Dealer Up Card Bonus Bet

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

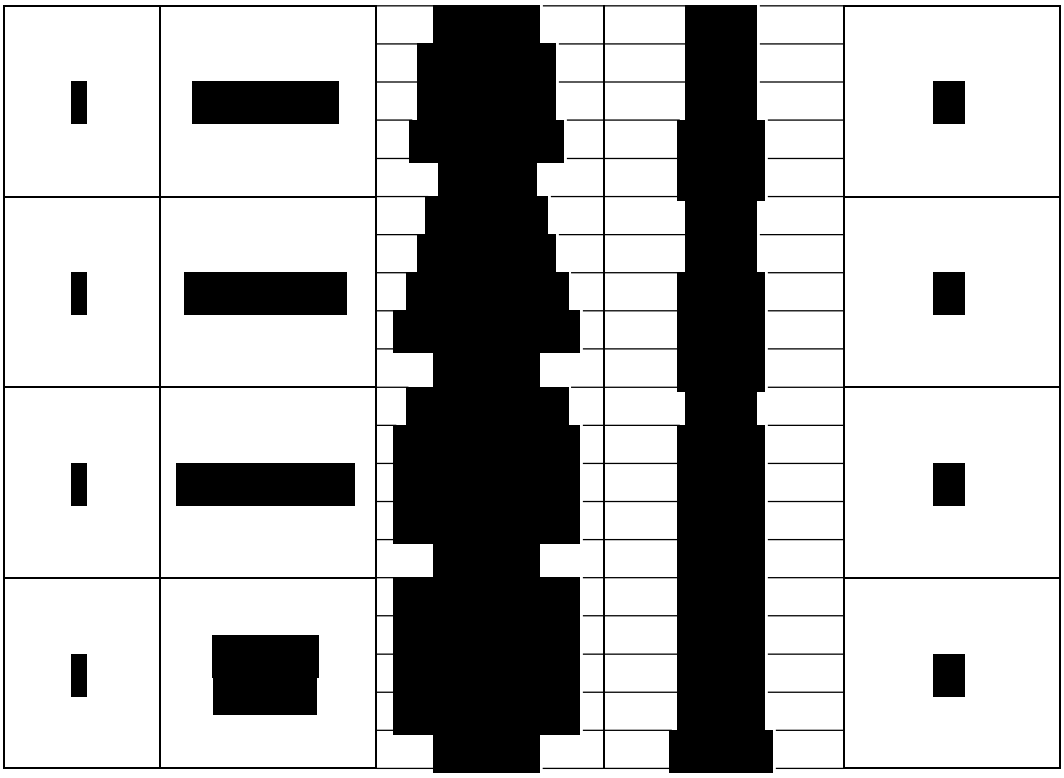
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.

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

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

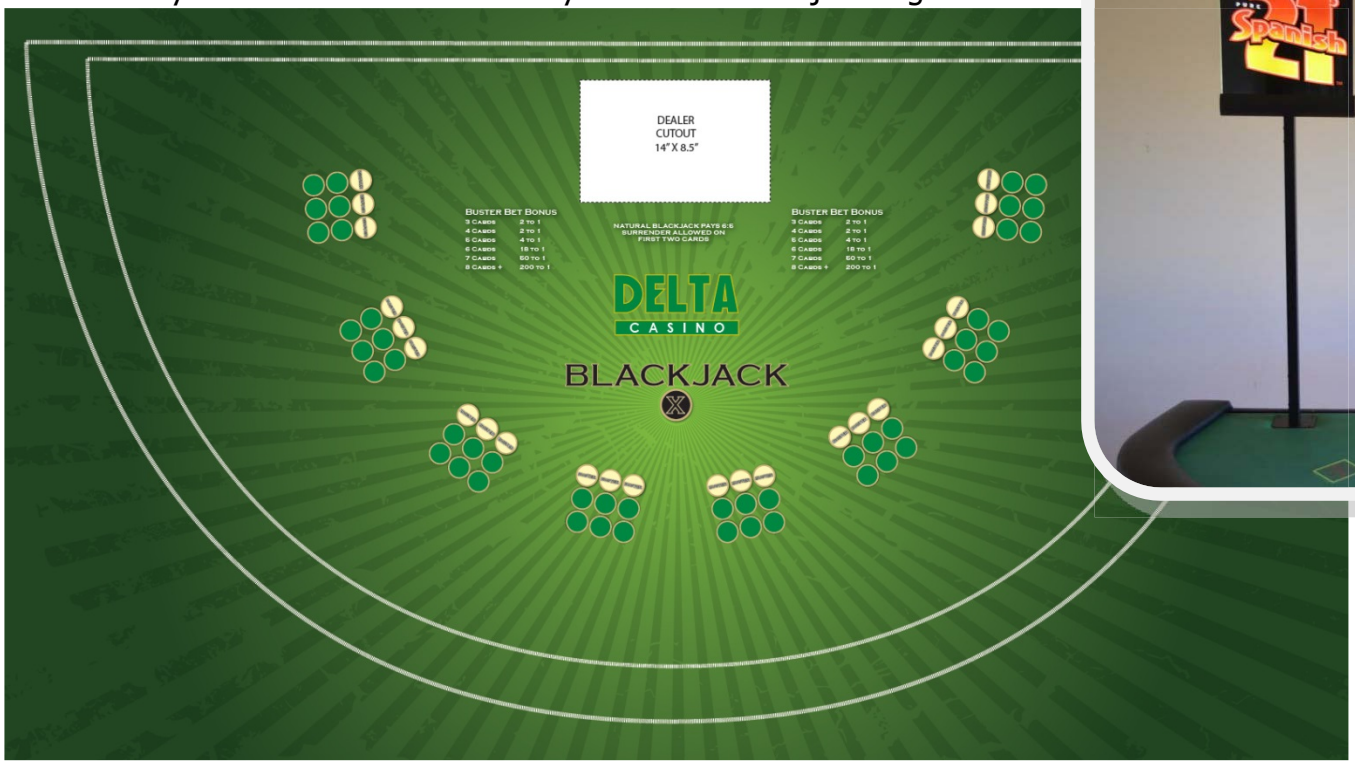
Table C 48 Card Deck	**8 Decks**
2 suited matches	24 to 1
1 suited + 1 non-suited match	15 to 1
1 suited match	12 to 1
2 non-suited matches	6 to 1
1 non-suited match	3 to 1
No match	lose

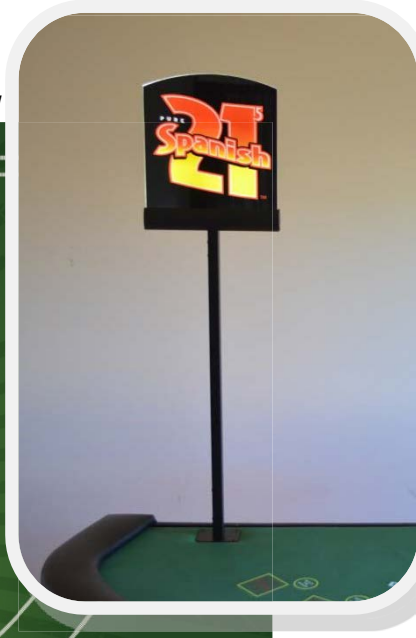
Delta Casino
Pure Spanish 21.5



Sample Table Layout and Lighted Sign

The table layout will be similar to the layout for the Blackjack X game below





Delta Casino
Three Card Poker 6 Card Bonus

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Standards of play:

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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

Number of players in the game:

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

Type of card deck used:

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

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

Ranking of Hands:

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

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

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

Betting scheme:

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

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

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

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

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

5. Backline betting is permitted on all wagers.

Dealing procedures:

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

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

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

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

Round of Play

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

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

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

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

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

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

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

   b. If the player-dealer's hand does 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.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.

7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

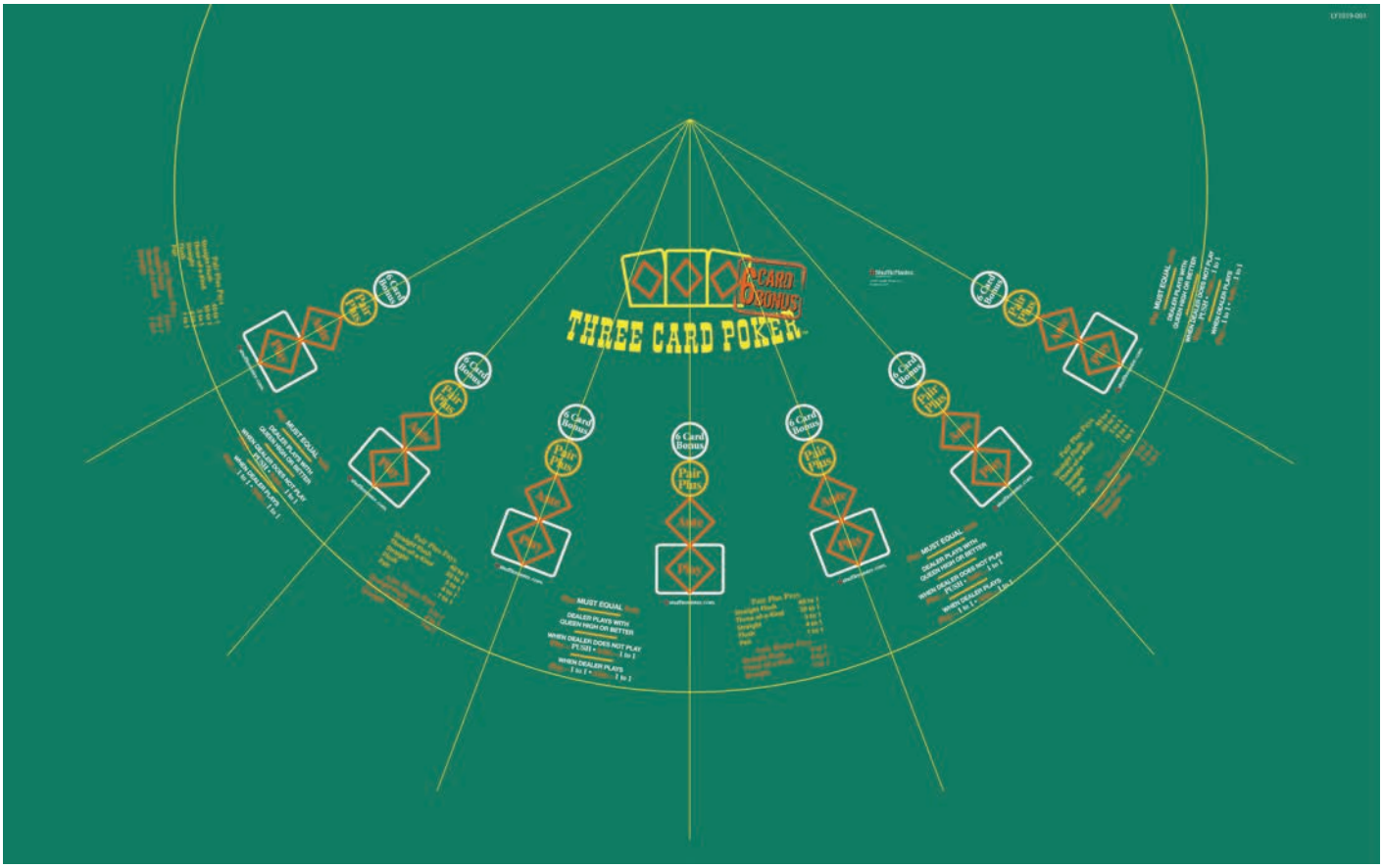
10. Winning 6 Card Bonus wagers pay as follows:

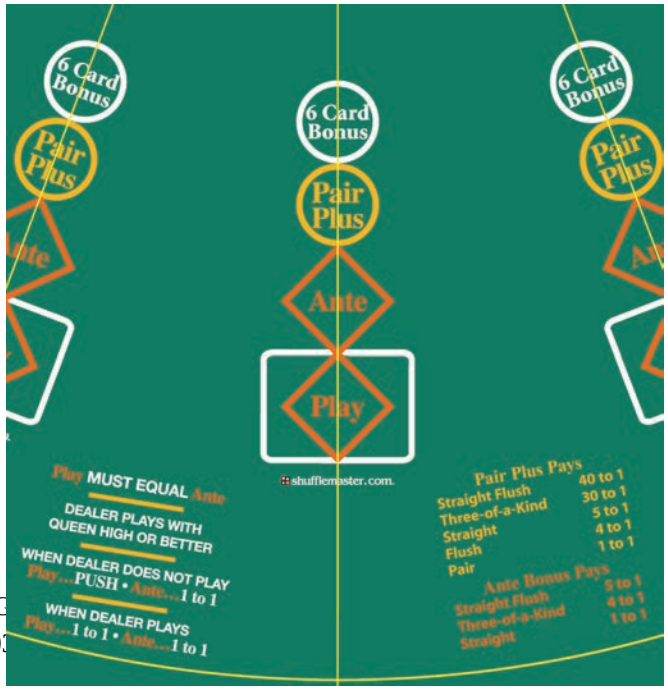
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

TABLE LAYOUT





DELTA CLUB CASINO

LIMIT HOLD'EM			
GAME LIMITS	NUMBER OF PLAYERS	COLLECTION FEES	JACKPOT FEES
$1 - $2	7 ~ 9	$2	No Jackpot
	5 ~ 6	$1	
	4 or less	$0	
$2 - $4 $3 - $6 $4 - $8	7 ~ 9	$3	$1
	5 ~ 6	$2	
	4 or less	$1	
$6 - $12 $8 - $16 $9 - $18	7 ~ 9	$4	$1
	5 ~ 6	$3	
	4 or less	$1	
$10 - $20 $15 - $30 $20 - $40	7 ~ 9	$5	$1
	5 ~ 6	$3	
	4 or less	$1	
$25 - $50 $30 - $60 $40 - $80	7 ~ 9	$5	No Jackpot
	5 ~ 6	$4	
	4 or less	$1	
$50 - $100 and above	7 ~ 9	$5	No Jackpot
	5 ~ 6	$3	
	4 or less	$1	

* No Jackpot when there are 4 or less players and/or in $25-$50 or higher games
* Excluding the Jackpot Drop, Delta Casino Does not take collection from any pot that is $5 or less

OMAHA			
GAME LIMITS	NUMBER OF PLAYERS	COLLECTION FEES	JACKPOT FEES
$3 - $6 $4 - $8	7 ~ 9	$4	$1
	5 ~ 6	$3	
	4 or less	$2	
$6 - $12 $8 - $16 $9 - $18	7 ~ 9	$5	$1
	5 ~ 6	$4	
	4 or less	$3	
$25 - $50 and above	7 ~ 9	$6	No Jackpot
	5 ~ 6	$5	
	4 or less	$4	

* No Jackpot when there are 4 or less players and/or in $25-$50 or higher games
* Excluding the Jackpot Drop, Delta Casino Does not take collection from any pot that is $5 or less

COLLECTION RATES

DELTA CLUB CASINO

NO-LIMIT HOLD'EM			
GAME LIMITS	NUMBER OF PLAYERS	COLLECTION FEES	JACKPOT FEES
$1 - $2	7 ~ 9	$3	$1
	5 ~ 6	$2	
	4 or less	$1	
$3 - $5	7 ~ 9	$4	$1
	5 ~ 6	$3	
	4 or less	$2	
$5 - $10	7 ~ 9	$5	$1
	5 ~ 6	$4	
	4 or less	$2	
$10 - $20	7 ~ 9	$5	$1
	5 ~ 6	$4	
	4 or less	$2	
$25 - $50 and above	7 ~ 9	$6	No Jackpot
	5 ~ 6	$4	
	4 or less	$2	

* No Jackpot when there are 4 or less players and/or in $25-$50 or higher games
* Excluding the Jackpot Drop, Delta Casino Does not take collection from any pot that is $5 or less

[redacted]

COLLECTION RATES

California Games Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. Additionally, approval of these collection rates does not affect any rules regarding player-dealer rotation. The Bureau reserves the right to: (1) review the lawfulness of the California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the California Games Collection Rates 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.

EZ Baccarat Panda 8 (GEGA-003518)

For **schedule options 1 through 15**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit $5-$100
Maximum Table limit $1,000-$2,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $100	$2	$0
	$101 - $300	$3	
	$301 - $600	$7	
	$601 - $1,000	$9	
	$1,001 +	$12	
2	$5 - $200	$1	$0
	$201 - $400	$3	
	$401 - $600	$5	
	$601 - $900	$8	
	$901 +	$12	
3	$5 - $200	$1	$0
	$201 - $400	$4	
	$401 - $600	$7	
	$601 - $1,000	$15	
	$1,001 +	$20	
4	$5 - $200	$2	$0
	$201 - $400	$4	
	$401 - $600	$7	
	$601 - $1,000	$15	
	$1,001 +	$20	
5	$5 - $200	$2	$0
	$201 - $500	$5	
	$501 - $1,000	$15	
	$1,001 - $2,000	$25	
	$2,001 +	$35	

California Games Collection Rates

6	$5 - $300	$1	$0
	$301 - $600	$4	
	$601 - $1,000	$8	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
7	$5 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
8	$5 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
9	$5 - $300	$3	$0
	$301 - $600	$6	
	$601 - $1,000	$12	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
10	$25 - $200	$1	$0
	$201 - $400	$3	
	$401 - $600	$5	
	$601 - $900	$8	
	$901 +	$12	
11	$25 - $200	$2	$0
	$201 - $500	$5	
	$501 - $1,000	$15	
	$1,001 - $2,000	$25	
	$2,001 +	$35	
12	$25 - $300	$1	$0
	$301 - $600	$4	
	$601 - $1,000	$8	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
13	$25 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
14	$25 - $300	$3	$0
	$301 - $600	$6	
	$601 - $1,000	$12	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
15	$100 - $300	$1	$0
	$301 - $600	$6	
	$601 - $1,500	$15	
	$1,501 - $3,000	$30	
	$3,001 +	$55	

California Games Collection Rates

Dragon Bonus Baccarat–Commission Free (GEGA-004155)

For **schedule options 1 through 7**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being.

Minimum Table Limit $5-$1,000
Maximum Table limit $2,000-$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
2	$5 - $200	$1	$0
	$201 - $400	$3	
	$401 - $600	$5	
	$601 - $900	$8	
	$901 +	$12	
3	$25 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
4	$25 - $300	$2	$0
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
5	$100 - $600	$5	$0
	$601 - $1,000	$10	
	$1,001 - $2,000	$15	
	$2,001 - $4,000	$30	
	$4,001 +	$50	
6	$100 - $1,000	$10	$0
	$1,001 - $2,000	$20	
	$2,001 - $3,000	$30	
	$3,001 - $5,000	$50	
	$5,001 +	$75	
7	$1,000 - $2,000	$20	$0
	$2,001 - $4,000	$40	
	$4,001 - $6,000	$60	
	$6,001 - $8,000	$80	
	$8,001 +	$100	

California Games Collection Rates

Three Card Poker – 6 Card Bonus (GEGA-003233)

For **schedule options 1 through 11**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. Bonus bets may be less than, equal to, or more than the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being

Minimum Table Limit $1-$100
Maximum Table limit $100-$500

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$1 - $50	$1	$0
	$51 - $100	$2	
	$101 - $300	$3	
	$301 - $600	$6	
	$601 +	$12	
2	$1 - $50	$1	$0
	$51 - $100	$2	
	$101 - $300	$3	
	$301 - $800	$6	
	$801 +	$12	
3	$1 - $100	$1	$0
	$101 - $300	$3	
	$301 - $500	$5	
	$501 - $800	$8	
	$801 +	$12	
4	$5 - $100	$1	$0
	$101 - $200	$3	
	$201 - $300	$5	
	$301 - $500	$8	
	$501 +	$15	
5	$5 - $100	$2	$0
	$101 - $200	$3	
	$201 - $400	$6	
	$401 - $700	$7	
	$701 +	$10	
6	$5 - $100	$2	$0
	$101 - $300	$4	
	$301 - $500	$7	
	$501 - $800	$12	
	$801 +	$17	
7	$5 - $100	$1	$0
	$101 - $400	$4	
	$401 - $800	$8	
	$801 - $1,500	$15	
	$1,501 +	$20	

8	$5 - $100	$2	$0
	$101 - $400	$4	
	$401 - $800	$8	
	$801 - $1,500	$15	
	$1,501 +	$20	
9	$25 - $300	$2	$0
	$301 - $500	$6	
	$501 - $800	$10	
	$801 - $1,500	$16	
	$1,501 +	$25	
10	$25 - $300	$3	$0
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 - $1,600	$16	
	$1,601 +	$25	
11	$100 - $300	$3	$0
	$301 - $800	$8	
	$801 - $1,200	$15	
	$1,201 - $2,000	$25	
	$2,001 +	$40	

Blackjack X (GEGA-003406)

For **schedule options 1 through 20**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a double-down, split cards, or surrender wagers. There shall be no collection fee for players when placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit $5-$100
Maximum Table limit $600-$5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $75	$0.50	$0
	$76 - $200	$1.50	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
2	$5 - $100	$1	$0
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
3	$5 - $100	$2	$0
	$101 - $200	$4	
	$201 - $300	$7	
	$301 - $600	$11	
	$601 +	$16	

California Games Collection Rates

4	$5 - $100	$1	$0
	$101 - $200	$3	
	$201 - $500	$6	
	$501 - $900	$8	
	$901 +	$12	
5	$5 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
6	$5 - $200	$1	$0
	$201 - $400	$3	
	$401 - $600	$5	
	$601 - $900	$8	
	$901 +	$12	
7	$5 - $300	$2	$0
	$301 - $500	$6	
	$501 - $800	$10	
	$801 - $1,500	$16	
	$1,501 +	$25	
8	$10 - $50	$0.50	$0
	$51 - $100	$1	
	$101 - $250	$2	
	$251 - $400	$4	
	$401 +	$6	
9	$10 - $75	$0.50	$0
	$76 - $200	$1.50	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
10	$10 - $100	$1	$0
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
11	$15 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
12	$15 - $100	$2	$0
	$101 - $300	$4	
	$301 - $600	$7	
	$601 - $1,000	$11	
	$1,001 +	$16	
13	$25 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	

California Games Collection Rates

14	$25 - $100	$1	$0
	$101 - $400	$3	
	$401 - $800	$6	
	$801 - $1,500	$12	
	$1,501 +	$20	
15	$25 - $200	$1.50	$0
	$201 - $400	$3	
	$401 - $800	$7	
	$801 - $1,200	$10	
	$1,201 +	$15	
16	$25 - $200	$2	$0
	$201 - $400	$4	
	$401 - $800	$7	
	$801 - $1,200	$10	
	$1,201 +	$16	
17	$25 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
18	$100 - $300	$2	$0
	$301 - $500	$7	
	$501 - $1,000	$12	
	$1,001 - $2,000	$17	
	$2,001 +	$25	
19	$100 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$10	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
20	$100 - $600	$5	$0
	$601 - $1,000	$10	
	$1,001 - $2,000	$15	
	$2,001 - $3,000	$25	
	$3,001 +	$35	

California Games Collection Rates

No Bust 21st Century Blackjack 7.0 (GEGA-002872)

For **schedule options 1 through 20**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a double-down, split cards, or surrender wagers. There shall be no collection fee for players when placing a base game wager or when placing a Blackjack Bonus Bet (GEGA-002582). The Blackjack Bonus Bet (GEGA-002582) may be less than or equal to the base game wager as long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit $5-$100
Maximum Table limit $600-$5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $75	$0.50	$0
	$76 - $200	$1.50	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
2	$5 - $100	$1	$0
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
3	$5 - $100	$2	$0
	$101 - $200	$4	
	$201 - $300	$7	
	$301 - $600	$11	
	$601 +	$16	
4	$5 - $100	$1	$0
	$101 - $200	$3	
	$201 - $500	$6	
	$501 - $900	$8	
	$901 +	$12	
5	$5 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
6	$5 - $200	$1	$0
	$201 - $400	$3	
	$401 - $600	$5	
	$601 - $900	$8	
	$901 +	$12	
7	$5 - $300	$2	$0
	$301 - $500	$6	
	$501 - $800	$10	
	$801 - $1,500	$16	
	$1,501 +	$25	

California Games Collection Rates

8	$10 - $50	$0.50	$0
	$51 - $100	$1	
	$101 - $250	$2	
	$251 - $400	$4	
	$401 +	$6	
9	$10 - $75	$0.50	$0
	$76 - $200	$1.50	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
10	$10 - $100	$1	$0
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
11	$15 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
12	$15 - $100	$2	$0
	$101 - $300	$4	
	$301 - $600	$7	
	$601 - $1,000	$11	
	$1,001 +	$16	
13	$25 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
14	$25 - $100	$1	$0
	$101 - $400	$3	
	$401 - $800	$6	
	$801 - $1,500	$12	
	$1,501 +	$20	
15	$25 - $200	$1.50	$0
	$201 - $400	$3	
	$401 - $800	$7	
	$801 - $1,200	$10	
	$1,201 +	$15	
16	$25 - $200	$2	$0
	$201 - $400	$4	
	$401 - $800	$7	
	$801 - $1,200	$10	
	$1,201 +	$16	
17	$25 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$15	
	$2,001 +	$25	

18	$100 - $300	$2	$0
	$301 - $500	$7	
	$501 - $1,000	$12	
	$1,001 - $2,000	$17	
	$2,001 +	$25	
19	$100 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$10	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
20	$100 - $600	$5	$0
	$601 - $1,000	$10	
	$1,001 - $2,000	$15	
	$2,001 - $3,000	$25	
	$3,001 +	$35	

For **schedule options 21 through 28**, a collection fee shall be taken per betting spot of every player. A collection fee shall also be taken per hand from the player-dealer. There shall be no collection fee for players or when placing a Blackjack Bonus Bet (GEGA-002582). The Blackjack Bonus Bet (GEGA-002582) may be less than or equal to the base game wager as long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between $2 and $500
Maximum wagering limits shall be between $10 and $2,000

Schedule Option	Player/Dealer Fee	Player Fee
21	$0.50	$0.25
22	$2	$1
23	$3	$2
24	$4	$3
25	$5	$3
26	$6	$4
27	$11	$6
28	$16	$11

California Games Collection Rates

Pure Spanish 21.5 (GEGA-004129)

For **schedule options 1 through 7** a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not count any additional wagers placed by players after cards are dealt, such as when a player places a double-down, split cards, or surrender wagers. Bonus bets may be less than or equal to the base game wager as long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit $5-$1,000
Maximum Table limit $2,000-$10,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $100	$1	$0
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $600	$5	
	$601 +	$8	
2	$5 - $100	$1	$0
	$101 - $300	$3	
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 +	$15	
3	$25 - $300	$2	$0
	$301 - $600	$5	
	$601 - $1,000	$9	
	$1,001 - $2,000	$15	
	$2,001 +	$25	
4	$25 - $300	$2	$0
	$301 - $600	$6	
	$601 - $1,000	$10	
	$1,001 - $2,000	$20	
	$2,001 +	$30	
5	$100 - $600	$5	$0
	$601 - $1,000	$10	
	$1,001 - $2,000	$15	
	$2,001 - $4,000	$30	
	$4,001 +	$50	
6	$100 - $1,000	$5	$0
	$1,001 - $2,000	$20	
	$2,001 - $3,000	$30	
	$3,001 - $5,000	$50	
	$5,001 +	$75	
7	$1,000 - $2,000	$20	$0
	$2,001 - $4,000	$40	
	$4,001 - $6,000	$60	
	$6,001 - $8,000	$80	
	$8,001 +	$100	

California Games Collection Rates

Fortune Pai Gow Poker 1.0 (GEGA-002417), Pai Gow Tiles (GEGA-002418)

For **schedule options 1 and 2**, a collection fee shall be taken per betting spot of every player. A collection fee shall also be taken per hand from the player-dealer position. There shall be no collection fee for players when placing a bonus bet. Bonus bets may be less than or equal to the base game wagers as long as they are within table limits. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Minimum wagering limits shall be between $10 and $50
Maximum wagering limits shall be between $100 and $300

Schedule Option	Player-Dealer Fee	Player Fee
1	$2	$1
2	$3	$2

For **schedule options 3 and 4**, a collection fee shall be taken per betting circle of every player based on the wager a player makes each on each circle known as Wager Per Circle. A collection fee shall also be taken per hand from the player-dealer position. There shall be no collection fee for players when placing a bonus bet. Bonus bets may be less than or equal to the base game wagers as long as they are within table limits. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Minimum wagering limits shall be between $10 and $50
Maximum wagering limits shall be between $100 and $1,000

Schedule Option	Wager Per Circle	Player-Dealer Fee	Player Fee
3	$10 - $100	$1	$2
	$101 - $200	$2	
	$201 - $300	$3	
	$301 - $400	$4	
	$401 - $501	$5	
4	$10 - $200	$1	$2
	$201 - $400	$2	
	$401 - $600	$3	
	$601 - $800	$4	
	$801 - $1,000	$5	

California Games Collection Rates

Collection Rate Procedures

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Westlane Card Room 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.

Fortune Pai Gow Poker

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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. A joker may be used as an ace or to complete a straight or flush.

The hand rankings are as follows:

Rank	***Combination of Cards***
1st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4th	Five Aces (A-A-A-A-Joker)
5th	Royal Flush (10-J-Q-K-A of the same suit)
6th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7th	Four-of-a-kKind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10th	Straight (Five cards of different suits ranked in order)
11th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12th	Two Pair (Two sets of pairs)
13th	A Pair (Two cards of the same value)
14th	High Card

Fortune Pai Gow Poker

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

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.

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 house fees are collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least $5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the 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 at this time.
- The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer’s hand to determine the winners, losers, or tie hands.

Fortune Pai Gow Poker

- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus 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 dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The 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 wager.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The 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 or for the player/dealer's hand.
- The player/dealer collects all losing Bonus wagers and pays all winning Bonus 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 button rotates clockwise around the table.

Ultimate Texas Hold'em

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. A player shall only remain in the player-dealer position 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.

1. If players bet pre-flop, they may bet three times or four times their Ante.
2. If they bet on the flop, they may bet two times their Ante.
3. 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 Bet. Players win the Trips Bonus Bet if their final five-card hand is a 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 52 cards.
2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of 52 cards with backs of the same design.
   a. The backs of the cards of the two decks are of different color;
   b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
   c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
   d. The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

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

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

Ultimate Texas Hold'em Hand Ranking

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

The cloth layout covering the table shall bear an inscription to the effect that the "Player-Dealer Only Plays with a Pair or Higher."

The wagering areas shall be designated as follows:

- For Ante wagers, the word "Ante";
- For Blind wagers, the word "Blind";
- For Trips Bonus Bet, the word "Trips"; and
- For Play wagers, the word "Play."

Dealing Procedures and Round of Play

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.

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

2. Backline betting is not permitted on any wager or bonus bet.
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 Bet.
4. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Trips Bonus Bet have been made, the house 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 their left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face-down.
   a. When a card shoe is used, the cards shall be dealt as follows:
      i. One card to each wagering area containing an Ante and Blind wagers and then one card to the player-dealer; followed by
      ii. A further card to each such wagering area and the player-dealer, so each player and the player-dealer have two cards each; followed by
      iii. Five community cards in the center of the table dealt face-down.
   b. When an automatic shuffler is used, the cards shall be dealt as follows:
      i. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
      ii. Two cards to the player-dealer; followed by
      iii. Five community cards in the center of the table dealt face-down.
6. After the cards have been dealt and 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.
   a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table.
   b. The cards must not be removed from the table.
7. After the dealing procedures above have been completed, each player shall examine their 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 a player bets, they cannot bet again and cannot change the bet.
8. When the players have made their wagers (if any), the house dealer shall proceed to turn over the first three community cards.
9. 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.
10. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
11. 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.
12. A player who decides to fold shall place their cards face-down on the table. The house dealer shall then, in relation to each player who has folded:
    a. Collect the Ante and Blind wagers, any Trips Bonus Bet (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.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
14. Each player and the player-dealer's two cards will be combined with three of the five community cards to make the best five-card poker hand.
15. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.

16. All wagers shall be settled from seat to seat in the following order: Ante, Play, Blind wagers and then the Trip Bonus Bet.
17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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 house 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 player-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 house 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 house 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 house dealer will:
   a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet 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 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 the player-dealer's hand;
   b. Lose if it has a lower poker value than the player-dealer's hand;
   c. Constitute a push if it has a poker value equal to 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 Bet 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 and Play wagers on the hand;
   b. Pay the Blind wager if the hand is a Straight or better, see Blind pay table;
   c. Determine whether the Trips Bonus Bet qualifies and pay accordingly, see Trips Bonus pay table; and
   d. Collect, count and place the player's cards in the discard holder.

5. If a player's hand constitutes a push, the house dealer shall:
    a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better or collect for the player-dealer if the hand is not a Three of a Kind;
    b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante and Play wagers shall be paid 1 to 1.
7. Winning Blind wager and Trips Bonus Bet 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 Bet at the beginning of the round and has received a Three of a Kind or higher, the house 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 Bet 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 Bonus Bet always wins – even if the player folds.)

Blind Pay Table

Hand	Blind
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

Bonus Bet

Trips Bonus Bet

- The Trips Bonus Bet 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 Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table shown below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- The Trips Bonus Bet 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.

Ultimate Texas Hold'em

Trips Bonus Pay Table

Hand	Blind
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	6 to 2
Straight	5 to 1
Three of a Kind	3 to 1

Collection Rates Schedule

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 Ante wagers, Blind wagers, and all Trips Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as "Total Table Action." The total table action does not include the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Blind wager, the Play wager, or a Trips Bonus Bet. The Trips Bonus Bet may be less than equal to or higher than the base game wager as long as they are within table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Minimum Table Limit $5-$25
Maximum Table limit $5,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	$5 - $200	$1	$0
	$201 - $400	$2	
	$401 - $700	$4	
	$701 - $1,000	$8	
	$1,001 +	$12	
2	$5 - $200	$2	$0
	$201 - $500	$4	
	$501 - $800	$6	
	$801 - $1,500	$12	
	$1,501 +	$25	
3	$5 - $100	$1	$0
	$101 - $300	$2	
	$301 - $500	$6	
	$501 - $800	$10	
	$801 +	$20	
4	$5 - $100	$2	$0
	$101 - $200	$3	
	$201 - $300	$6	
	$301 - $500	$9	
	$501 +	$15	
5	$25 - $200	$3	$0
	$201 - $400	$6	
	$401 - $600	$12	
	$601 - $800	$15	
	$801 +	$20	

Collection Rates for 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.

Ultimate Texas Hold'em

- 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.
- Westlane Card Room 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.

Dai Bacc

Type of Game

The game of Dai Bacc 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. A player shall only remain in the player-dealer position 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 to place a bet on the hand, either player or banker, that will have 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 plurality of standard 52-card decks with no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, a minimum of four decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in Dai Bacc will be as follows: aces have a value of one, picture cards (king, queen, and jack) and tens have a value of zero, 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 Dai Bacc, in order from highest to lowest rank, shall be:

Dai Bacc Hand Rankings

Hand Dealt	Hand Requirements
Natural 9	A two-card hand with a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine.
Natural 8	A two-card hand with a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight.
Nine or Eight	A three-card hand with a value of nine or eight.
Seven through Zero	A two or three card hand with 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 a standard Baccarat table that accommodates up to seven players and a player-dealer position for a total of seven 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 Kill the Ox/Tiger Bonus Bet, the Tiger 7 Bonus Bet and the Ox 6 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.

Dealing Procedures and Round of Play

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

2. Backline betting is permitted on any wager.
3. At the start of a game a player is offered the player-dealer position. Once a player-dealer position has been established for that game, the house dealer shall wait for each player to make their wager in accordance with the table limits.
4. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. Players are offered to cut the deck after the shuffle but before the cards are placed in the shoe. The first card dealt out of the shoe will be placed face-up. The value of the card will equal the amount of cards to be burnt face-down; face cards are equal to ten.
5. 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 on all wins except a three-card hand totaling seven, which will be a push;
   - Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Kill the Ox/Tiger Bonus Bet, which pays 30 to 1;
   - If a player placed a wager on the Player line or the Banker line, that player may also place a wager on the Tiger 7 Bonus Bet, which pays 40 to 1;
   - If a player placed a wager on the Player line or the Banker line, that player may also place a wager on the Ox 6 Bonus Bet, which pays 40 to 1.
6. 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 the Banker line hand and Player line hand have a total of two cards each. All cards are dealt face-down.
   - The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line.
   - The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line.
7. The house dealer will then turn the Player line hand face-up and then the Banker line hand face-up.
8. The Player line hand is resolved first and then the Banker line hand is resolved.
9. After the house dealer turns the Player line hand and Banker line hand face-up, the following Baccarat rules are followed:
   - The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
   - If the Player line hand stands, then the Banker line hand hits on a total of five or less.
   - If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
     - If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
     - If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was a ten value card thus equal to zero, one, eight, or nine.
     - If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
     - If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.

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

10. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
11. Wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Kill the Ox/Tiger Bonus Bets, all Tiger 7 Bonus Bets, and then all Ox 6 Bonus Bets.
12. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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 line hand is closer to nine than the Banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand. If the Banker line hand wins with a three-card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Bonus Bets

Kill the Ox/Tiger

For each seated position, there shall be one separate and specifically designated area for the placement of a Kill the Ox/Tiger Bonus Bet. A player may place a Kill the Ox/Tiger Bonus Bet regardless if they have also placed either a Player line wager or a Banker line wager prior to the initial deal.

- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Player line hand contains a three-card six but does not beat the Banker line hand.

- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Banker line hand contains a three-card seven but does not beat the Player line hand.
- The player-dealer shall collect all losing Kill the Ox/Tiger Bonus Bets.
- Backline betting is permitted on the Kill the Ox/Tiger Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Kill the Ox/Tiger Bet and any collection fees that may be taken.
- All winning Kill the Ox/Tiger Bonus Bets shall be paid 30 to 1.

Tiger 7 Bonus Bet
For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 7 Bonus Bet. A player may place a Tiger 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal.

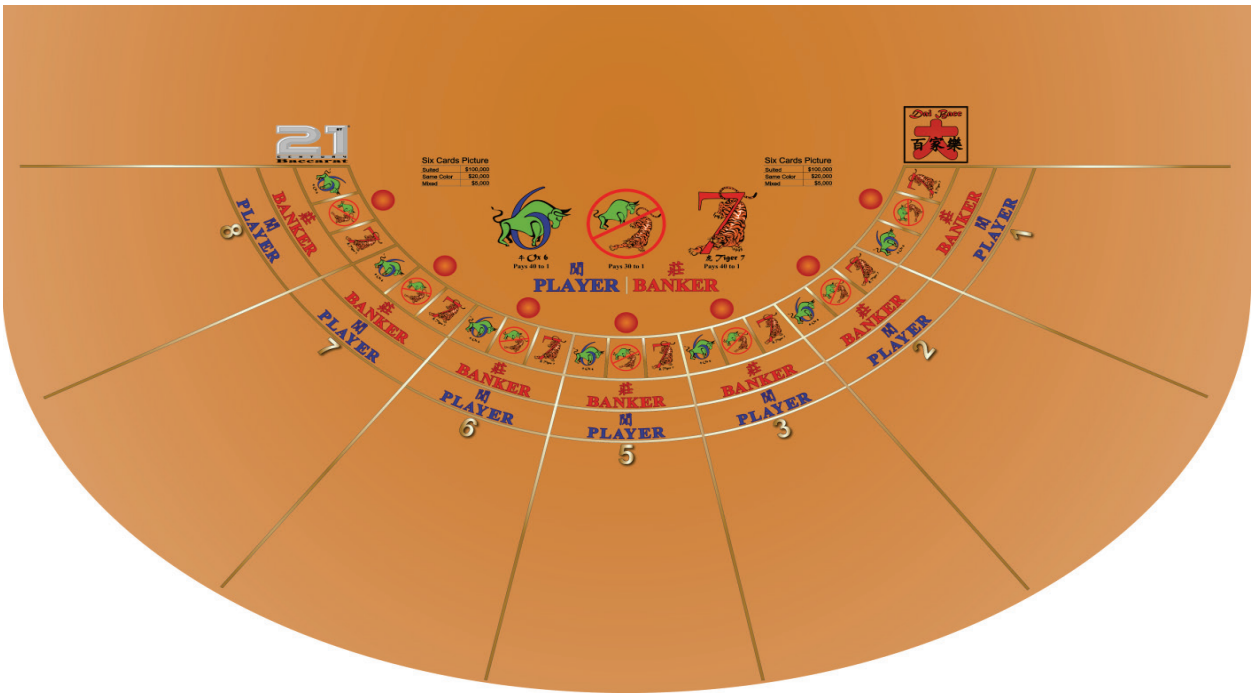
- The player-dealer shall pay all winning Tiger 7 Bonus Bets when the Banker line hand beats the Player line hand and the Banker line hand totals seven with three cards.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets when the Banker line hand does not beat the player's with a three card hand totaling seven.
- Backline betting is permitted on the Tiger 7 Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Tiger 7 Bonus Bet and any collection fees that may be taken.
- The Tiger 7 Bonus Bet takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above.
- All winning Tiger 7 Bonus Bets shall be paid 40 to 1.

Ox 6 Bonus Bet
For each seated position, there shall be one separate and specifically designated area for the placement of an Ox 6 Bonus Bet. A player may place an Ox 6 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal.

- The player-dealer shall pay all winning Ox 6 Bonus Bets when the Player line hand beats the Banker line hand and the Player line hand totals six with three cards.
- The player-dealer shall collect all losing Ox 6 Bonus Bets when the Player line hand does not beat the Banker line hand with a three-card hand totaling six.
- Backline betting is permitted on the Ox 6 Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Ox 6 Bonus Bet and any collection fees that may be taken.
- The Ox 6 Bonus Bet takes into account the total value of the Player line hand and the Banker line hand after each had has been completed according to the rules above.
- All winning Ox 6 Bonus Bets shall be paid 40 to 1.

Dai Bacc

Table Layout



Collection Fee Schedules

For **schedule options 1-20**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bets. There shall be no collection fee taken from any players or backline bettors for placing any base game wagers or bonus bets. The Kill the Ox/Tiger, Tiger 7, and Ox 6 Bonus Bets may be less than, equal to, or greater than the Player line or Banker line wager and must be within the designated minimum and maximum table limits. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Total Table Action	Player Dealer Collection Fee	Player Collection Fee
1	$5-$100	$2	$0
	$101-$200	$3	
	$201-$300	$5	
	$301-$400	$7	
	$401+	$9	
2	$5-$100	$2	$0
	$101-$200	$4	
	$201-$300	$7	
	$301-$600	$8	
	$601+	$10	
3	$5-$100	$1	$0
	$101-$200	$3	
	$201-$400	$5	
	$401-$800	$8	
	$801+	$10	
4	$5-$100	$1	$0
	$101-$200	$4	
	$201-$400	$6	
	$401-$800	$10	
	$801+	$12	
5	$5-$100	$1	$0
	$101-$300	$3	
	$301-$600	$6	
	$601-$1,000	$10	
	$1,001+	$15	
6	$5-$100	$1	$0
	$101-$300	$4	
	$301-$600	$7	
	$601-$1,000	$12	
	$1,001+	$17	
7	$5-$100	$2	$0
	$101-$300	$3	
	$301-$600	$7	
	$601-$1,000	$9	
	$1,001+	$12	

Dai Bacc

8	$5-$200	$1	$0
	$201-$400	$4	
	$401-$600	$7	
	$601-$1,000	$10	
	$1,001+	$15	
9	$5-$200	$1	$0
	$201-$400	$4	
	$401-$600	$7	
	$601-$1,000	$15	
	$1,001+	$20	
10	$5-$200	$2	$0
	$201-$400	$4	
	$401-$600	$7	
	$601-$1,000	$12	
	$1,001+	$17	
11	$5-$200	$2	$0
	$201-$400	$4	
	$401-$600	$7	
	$601-$1,000	$15	
	$1,001+	$20	
12	$5-$200	$1	$0
	$201-$500	$4	
	$501-$800	$8	
	$801-$1,000	$11	
	$1,001+	$15	
13	$5-$200	$2	$0
	$201-$500	$4	
	$501-$800	$8	
	$801-$1,000	$11	
	$1,001+	$15	
14	$5-$300	$1	$0
	$301-$600	$5	
	$601-$1,000	$10	
	$1,001-$2,000	$20	
	$2,001+	$35	
15	$25-$200	$2	$0
	$201-$300	$7	
	$301-$500	$7	
	$501-$1,000	$12	
	$1,001+	$20	
16	$25-$200	$1	$0
	$201-$300	$3	
	$301-$500	$6	
	$501-$1,000	$15	
	$1,001+	$20	

Dai Bacc

17	$25-$300	$1	$0
	$301-$600	$8	
	$601-$1,000	$10	
	$1,001-$2,000	$25	
	$2,001+	$30	
18	$25-$300	$2	$0
	$301-$600	$6	
	$601-$1,000	$10	
	$1,001-$2,000	$20	
	$2,001+	$30	
19	$100-$300	$1	$0
	$301-$600	$6	
	$601-$1,500	$15	
	$1,501-$3,000	$30	
	$3,001+	$45	
20	$100-$500	$7	$0
	$501-$1,000	$10	
	$1,001-$2,000	$15	
	$2,001-$4,000	$25	
	$4,001+	$40	

Collection Rates for 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.
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- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
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- Collection fees shall be conspicuously posted on or within view of every gaming table.