RULES FOR PAI GOW POKER

1) The Bicycle Club Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Bicycle Club Casino.
2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5) Any amount over the maximum table limit will receive no action.
6) There is NO MAXIMUM on Player/Dealer wagers.
7) "Kum-Kum" bets will be paid off and/or collected as one bet.
8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9) Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10) All action goes clockwise, starting with the action button.
11) All cash will be changed to chips. All bets will be paid off in chips.
12) The player who controls the seat is the only active player for that position but the player with the most money in action will handle the cards.
13) A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will receive no action.
14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
17) In the Player/Dealer position, the largest wagering action makes the final decision on any disagreement on the play of the hand.
18) Only the active Player/Dealer may designate any person to shake the dice, except a Bicycle Club Casino employee on duty. Each player may not shake the dice more than two times consecutively.
19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #35).
21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
23) No side bets or proposition bets are allowed.
24) The active player has the first option of being the Player/Dealer on his spot. If there was no wager the previous hand, no one may be the Player/Dealer on that spot. (Except No-Limit tables.)
25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
27) Any player removing a losing bet may be barred and/or subject to prosecution.
28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers), if the correct amount of the wager cannot be determined.
29) A player has a FOUL hand if:
    (a) The two-card hand is stronger than the five-card behind hand, or
    (b) The player does not have exactly two cards in the front hand, or
    (c) The player does not have exactly five cards in the back hand.
30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".

RULES FOR PAI GOW POKER

31) A player may see one hand only, regardless of the number of hands on which he has wagered.
32) The Joker may be used as an Ace or to complete a Straight or as the highest unmatched card in a Flush.
33) A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
34) A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
35) Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
36) No wager can be removed until all hands are opened.
37) Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
38) The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
39) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
40) If it is discovered that the House Supervisor did not show all options to the Player/Dealer, the hand will be reset the "House Way" before the third hand is exposed.
41) New set-ups may be requested after two rounds.
42) Player/Dealer may ask the House Supervisor for an extra shuffle.
43) Only the Player/Dealer may request a change of deck.
44) When two identical cards are turned up, the hand will be declared a misdeal.
45) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
46) Management reserves the right to make decisions which are in the interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

THE BICYCLE CASINO
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Rules

Pai Gow Poker



THE BICYCLE CASINO

OBJECT OF THE GAME

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

THE DECK

Pai Gow Poker is played with a total of 53 cards consisting of 52 cards and the Joker. There are two different versions of Pai Gow Poker. First is when the Joker is wild. Second is when the Joker may be used only as an Ace or to complete a Straight or Flush. In the first version, if the two card hand (front) consists of a "joker", it will automatically play as a "pair".

HOW THE GAME IS PLAYED

The card game is dealt on a Poker style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer. As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely.

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

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

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

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

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

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

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

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

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

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

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

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

BACKLINE WAGERS

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

TRADITIONAL POKER RANKING HANDS

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

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Basics

Pai Gow Poker



THE BICYCLE CASINO

RULES FOR PAI GOW TILES

27) Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.

28) No wager can be removed until all hands are opened and settled.

29) Any "House Way" hand improperly set by the House Supervisor will be reset by Management.

30) The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.

31) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.

32) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules

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Rules

Pai Gow Tiles



THE BICYCLE CASINO

RULES FOR PAI GOW TILES

1) The Bicycle Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Bicycle Casino.

2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.

3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each circle/seat.

4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.

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

6) There is NO MAXIMUM on Player/Dealer wagers.

7) "Kum-Kum" bets will be paid off and/or collected as one bet.

8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.

9) Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.

10) All action goes counter-clockwise, starting with the action button.

11) All cash will be changed to chips. All bets will be paid off in chips.

12) The active player cannot refuse backline bets.

13) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision and is the only one allowed to handle the tiles. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.

14) In the Player/Dealer position, the active player makes the final decision on any disagreement on the play of the hand.

15) The active Player/Dealer may designate any person to shake the dice. Each player may not shake the dice more than two times consecutively.

16) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

17) The Player/Dealer's hand will not be opened until all hands have been set.

18) All players must put the entire wager in the betting circle(s) before the dice are released by the House Supervisor. Only money in the betting circle plays. Stating "money covers" or other call bets is NOT acceptable. In the Player/Dealer's position "Buying hand(s)" is NOT acceptable at any time.

19) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager to the extent that it affects the play of his hand.

20) No side bets or proposition bets are allowed.

21) The active player has the first option of being the Player/Dealer on his seat. If the active player refuses to be the Player/Dealer, then anyone can be the Player/Dealer on that seat, whether there was a wager on the previous hand or not.

22) Any attempts to switch, pass, and/or hold out tiles will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.

23) Any player removing a losing bet may be barred and/or subject to prosecution.

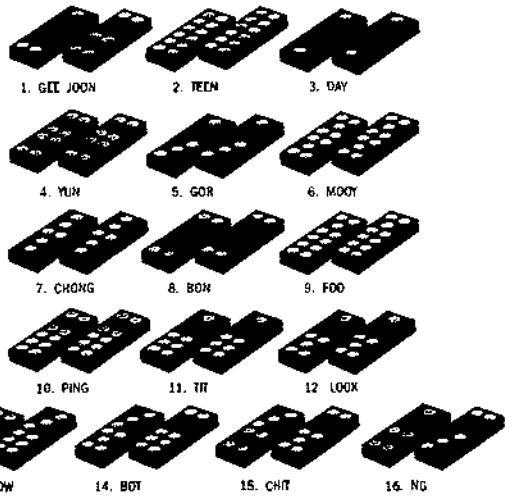
24) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money cover), if the correct amount of the wager cannot be determined.

25) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".

26) A player may see one hand only, regardless of the number of hands on which he has wagered.

PAI GOW RANKING CHART

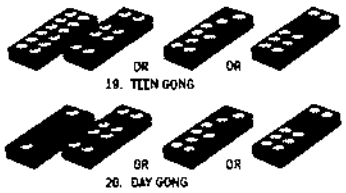
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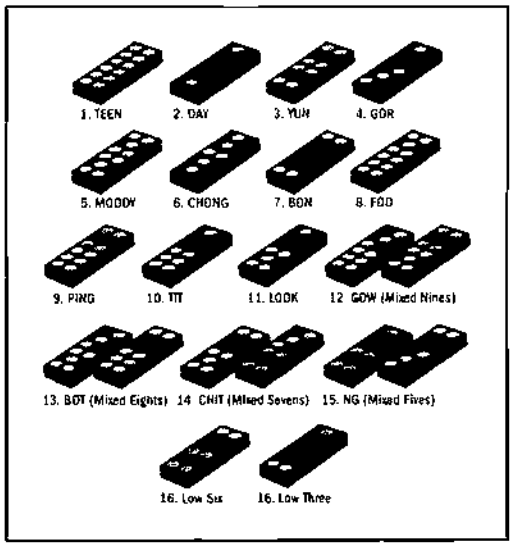


WONG



GONG





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Basics

Pai Gow Tiles



THE BICYCLE CASINO

THE GAME

The game of Pai Gow Tiles which originated in Ancient China, is played in most oriental countries. "Pai Gow" is a game of Chinese dominoes. Literally translated, it means "Cards-Nine". The game is played with dominoes and is the forerunner of American dominoes.

There are 32 dominoes used in Pai Gow which are mixed or shuffled by the House Supervisor. The dominoes are placed in eight (8) stacks of four (4) each. The Player/Dealer and up to seven (7) players are dealt one stack (four dominoes). The object of the game is to set the dominoes into two hands (front and back, two dominoes per hand) for the best "ranking" combination. If they are lower, the Player/Dealer wins. When the Player/Dealer and players have the same ranking combinations, the Player/Dealer is the winner.

RANKING COMBINATIONS

It is necessary to memorize or refer to the chart for the first sixteen (16) rankings. The highest is the "Supreme" combinations, which is called, in Chinese "Jee Joon" - domino three (red 1, white 2) and domino six (white 2, red 4). The second through the sixteenth rankings are pairs or "Bo". The pairs do not follow a number sequence from highest to lowest or vice versa. The pairs are actually symbols to the Chinese. For example, the second highest ranking is the pair of twelves called "Double Heaven". The third ranking is the pair of twos called "Double Earth". The fourth ranking is the pair of red eights or "Double People", etc. (See chart).

The thirteenth to sixteenth ranking pairs are not identical dominoes; they are known as mixed (chop) pairs.

After the pair rankings, the best combinations are the "Wong" (King" which is the twelve (Heaven) and any nine. This ranking followed by the dominoes two (Earth) and the nine. Next is the "Gong" (Steel) which is the twelve (Heaven) and any eight followed by the two (Earth) and any eight.

When Bo (pairs) Wong, or Gong combinations cannot be made, the next combinations are ranked from nine to zero. These are the most common rankings and they represent the basis of the game of Pai Gow (Cards - Nine). For example, the two dominoes 10 and 9 make a 9. The 11 and 4 make a 5. The 11 and 9 make a zero.

With the four dominoes you are dealt, you make two combinations which will both total closest to nine. The object in setting both combinations is to have them both higher than the two combinations of the hand you are playing against.

When the same player and Player/Dealer have two dominoes totalling the same number, the combinations with the higher "single ranking" is the winner.

THE DEAL

The unique feature about Pai Gow Tiles is that the Player/Dealer is rotated counter-clockwise among the players and House Supervisor after each game; that is, each player has the opportunity to deal against other players. The Player/Dealer can win, lose or push on each of the players' individual bets. A Player/Dealer cannot win or lose more than he wagers. A Player/Dealer may "pass" the deal onto the next player if he does not wish to be the Player/Dealer.

After the bets are placed, the Player/Dealer casts three (3) dice which determine which player will receive the first stack of dominoes. The players will rank their dominoes and set the two combinations side by side in front of their bets. The Player/Dealer will show his hand first, and the House Supervisor will then open the hands of the players to determine the losers and winners. Amounts lost by players are collected in the center of the table by the House Supervisor. The winning bets are paid off with the Player/Dealer's money.

WILD DOMINOES

The 3 and 6 dominoes that make the "Supreme" combinations (Jee Joon) are "Wild Dominoes". The 3 can be used as a 3 or 6. The 6 can be used as a 6 or 3. For example, dominoes 6 and 4 make zero; however, this 6 can be used as a 3, which makes 7, and is a better combination.



GAME RULES

- Players may not exchange or communicate any information about their hands.
  Any violation of this rule will result in a dead hand and forfeiture of ante and bet.
- All pay-offs will pay to the extent that money covers.
- The Player/Dealer position must pay an additional dollar per hand for the jackpot drop.
  The Player/Dealer's hand must have an Ace/King (an Ace and a King) or higher to qualify.
  If the Player/Dealer's hand does not qualify:
- The Player wins the ante bet even if the Player's hand has lower ranking than the Player/Dealer's hand.
  If the Player/Dealer's hand qualifes:
  Then each Player's hand must be compared against the Player/Dealer's hand.
- If the Player/Dealer's hand is higher in ranking than the Player's hand, the Player loses both the ante and the call bet.
- If the Player/Dealer's hand is lower in ranking than the Player's hand, the Player is paid even money on the ante bet and a bonus on the call bet according to the bonus pay schedule.
- If both the Player and the Player/Dealer's hand have the same ranking (identical) the hand is a tie and no action is taken (Push)

HOW TO PLAY

- ✔ A standard 52-card deck is used. (No joker)
- ✔ The game is played on an 8-spot (seats) table. Each player has the option to be the Player/Dealer, for a maximum of two hands, starting from seat #1.
- ✔ There is no draw or discard for all hands.
- ✔ Poker ranking is used for hand comparisons.
- ✔ All Players' hands are compared with the Player/Dealer's hand.
- ✔ Each player will receive 5 cards starting from seat #1 in rotation.
- ✔ Player/Dealer's top card will be turned face up.
- ✔ The Player/Dealer's bottom card determines where the action button will be placed. For example, if the card is an Ace, then the action starts on seat #1. (All counting is done clockwise from seat #1 to seat #8 and back to seat #1)
- ✔ Each Player's hands are revealed starting from the action button, and compared with the Player/Dealer's hand.

ANTE

- ✔ Each player makes an opening bet (ante) and pays the collection fee posted on the table prior to receiving five cards.
- ✔ Each player will have two options:

CALL

- ✔ If the Player decides to play, he/she may call by placing a wager twice as much as the ante in the bet circle.
- ✔ All call bets must be twice the ante.

SURRENDER

- ✔ Player may surrender their ante if he/she doesn't want to play.
- ✔ Players who surrender will lose their ante bets automatically.

HOUSE WAY

Less than Ace/King high, surrender.
Ace/King high and above, "call".

BACKLINE BETS

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

BETTING LIMIT

Each table has a table tag defining the table limit and collection rate (e.g., in a $5-$50 limit table a Player may wager from $5 minimum to $50 maximum per betting (ante bet) circle--and pay a 50¢ collection).
A Player must bet within the table limit.
There is no maximum for the Player/Dealer.

BET WAGER BONUS SCHEDULE

Royal Flush	10 to 1
Straight Flush	9 to 1
Four of a Kind	8 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair *(or Less)*	1 to 1

ROYAL FLUSH JACKPOT*

Flush or less beaten by a Royal Flush.

The distribution of Jackpot in the player position: Player with the Royal Flush receives 60%. The Player/Dealer receives 20%. Players involved (who paid collection when the jackpot occurred) receive 20% to be divided equally.

The distribution of Jackpot in the Player/Dealer position: Player/Dealer with the Royal Flush receives 60%. Players involved (who paid collection when the jackpot occurred) receive 40% to be divided equally.

PROGRESSIVE JACKPOT*

Full house beaten by a higher full house or better. This jackpot is rewarded only if the hand occurs between a Player and the Player/Dealer position.

The distribution of the progressive jackpot: 60% to the losing hand. 20% to the winning hand. 20% to be divided by all players involved (who paid collection when the jackpot occurred).

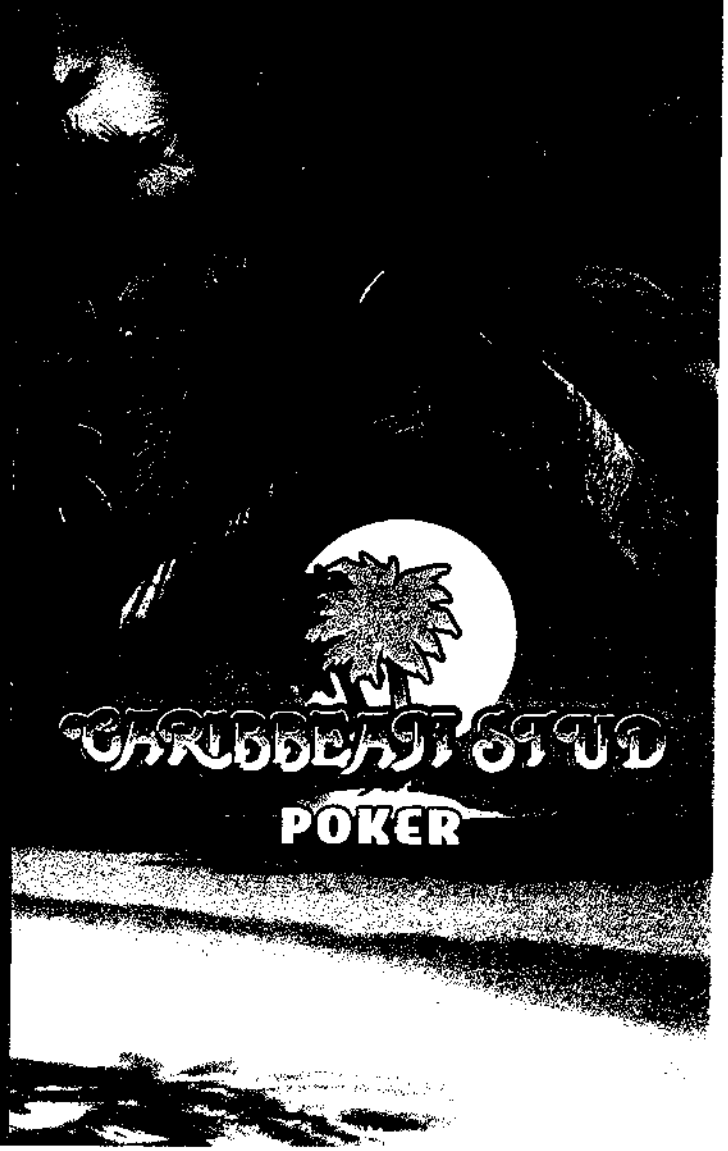
**All jackpot payouts are from posted amount.*

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CARIBBEAN STUD



has one of these hands, it is a "push" between these two players and they each collect from the other players except a Dragon Hand in the Asian Version (Asian Version wins 13 points, outranking all other bonus hands).

Automatic Win Hands must be declared before the hands are open otherwise the hands will play the way the player sets.

Note: If you have an Automatic Win Hand, the player does not need to set the hands. He just places his stack of cards down on the table. This will indicate the Automatic Win.

IMPROPERLY SET HANDS

A hand is set improperly in each of the following situations:

- Any part of the three segment hands has the wrong number of cards.
- Any part of the three segment hands are set out of ranking order.
- Any player that sets his or her hand improperly must pay 4 points to all of the other players in both versions.
- If one or more player(s) set the hand "Foul", all Bonus hands (if there is any) will count against the player(s) who set the foul hand including Super Bonus Hands.

MISDEALS

A misdeal can occur in the following situations:

- A dealer has exposed five or more cards of one player's hand.
- Any one hand is dealt the wrong number of cards.

BUY-IN

The buy-in for any game is 20 times the value of one point in chips.

PAY-OFFS

- In an all-in situation, pay-offs start clockwise from the button.
- You can only win up to the amount of money in your stack at the start of the hand.
- Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands.

CLOCK OPTION

- Management reserves the right to introduce the clock option at their discretion.
- Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision, may be rendered that is contrary to the strict and technical interpretation of these rules.

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Chinese Poker

13 Card Poker



THE BICYCLE CASINO

HOW THE GAME IS PLAYED

- Each player receives 13 cards.
- The hand must be arranged with 3 cards in front, 5 cards in the middle and 5 cards in back. The back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. Please note that Straights and Flushes do not count in the three card hand. An exception to this is in a automatic win.
- Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game.
- Hands are then compared with the other player's hands. The player with the higher ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with the higher ranking back hand wins 1 point.
- A hand is dealt to all four seats regardless of the number of players at the table.
- An A, 2, 3, 4, 5 straight is always the lowest Straight possible.

COLLECTIONS

Game Limit	Collection Per Player
$5	$1 per hand
$10	$1 per hand
$20	$20 per hour
$25	$25 per hour
$50	$30 per hour
$100	$40 per hour
Above $100	$50 per hour

Game limits not listed will be collected at the next highest level.

BICYCLE CLUB CASINO VERSION (Scoring Rules)

- If your 3 part hand out ranks your opponent's hand, 2 out of 3, you win 2 points. In other words, you receive one point for your net segment wins and one additional point for a majority of wins, i.e., out of the three segments of your hand you win two out of the three. You would win two points, minus one point (the one your opponent won) plus one point for a majority of segments thereby, winning two points total.
- If your 3 part hand out ranks the opponent's 3 out of 3, you get 4 points. You win three points (your net win), one point for each of the segment wins minus zero points (your opponent didn't win any) plus one point for the majority of segments won, totalling four points.

ASIAN & MANDARIN VERSIONS WITH BONUS HANDS

Bonus points are used in the Asian/Mandarin Version of this game which uses a 3 point scoring system.

Bonus points hands in the back hand:

- Straight Flush in the back is worth 5 points extra.
- Four-of-a-Kind in back is worth 4 points extra.

Bonus points hands in the middle hand:

- Straight Flush in the middle is worth 10 points extra.
- Four-of-a-Kind in the middle is worth 8 points extra.
- Full House in the middle is worth 2 points extra.

Bonus points hands in the front hand:

- Trips in the front is worth 3 points extra.

Example: If you beat your opponent 2 out of 3 and you have a Straight Flush in the back, you win 6 points. If you beat your opponent 3 out of 3 and you have a Straight Flush in the back, you win 9 points in the Asian Version and 11 points in the Mandarin Version.

- The Dragon Hand (Ace through King of any suit) is worth 13 points. This hand beats all other Automatic Win hands.
- If you win 3 out of 3 without a Bonus hand, you win 4 points in the Asian Version and 6 points in the Mandarin Version.

SUPER BONUS

- If your hand out-ranks the other 3 opponent's hands 3 out of 3 (front, middle and back), you win 7 points in the Asian Version and 12 points in the Mandarin Version.

- When the game is 3-handed, if your hand out ranks the other 2 opponent's hands 3 out of 3 (front, middle and back), you win 9 points in the Mandarin Version only.

AUTOMATIC WIN

The Automatic Win hands are always in play.

- The Dragon Hand (Ace through King of any suit) is worth 4 points in the BCC Version. This hand beats all other Automatic Win hands.
- Any 13 card hand that has 6 pairs. Player will win 4 points. Note that Four-of-a-Kind can be counted as 2 pairs.
- Any 13 card hand that has suited cards in all 3 parts = 4 points.
- Any 13 card hand that has Straights in all 3 parts = 4 points.
- A Straight Flush can be used as a Straight or a Flush for bonus hands.
- In the Asian Version, a player has the option of not using a Automatic Win Hand.
- If someone declares an Automatic Win, the payoff starts left from the Dealer's Button.
- Any player that has any one of these hands will collect 4 points from each player in both the Asian Version (except the Dragon Hand in the Asian Version which is worth 13 points) and BCC version. If more than one player

RULES FOR SUPER PAN 9

32) When the Player/Dealer's three-card hand totals a 3 or less, the House Supervisor will automatically draw a card. When the Player/Dealer's three-card hand totals 7, 8 or 9, the hand stands.
33) When the player's three-card hand totals a 3 or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
34) A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Supervisor deals a card off the table, the card is dead and player will receive the next card.
35) No wager can removed until all hands are opened.
36) All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the Player/Dealer has acted on his hand and before the players hands are read. (Note: an exposed card is defined as one that lands face up on the table.)
37) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
38) A misdeal will be declared if:
(a) It has been determined before the deal is complete, that cards have gone to the wrong spot.
(b) If the Player/Dealer has the wrong number of cards.
(c) If the House Way hand has the wrong number of cards.
39) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
40) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The House Supervisor will check with each player in turn.
41) If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
42) When a player requests assistance on the play of a hand by the House Supervisor, a "House Way" button will be placed in that position. In turn, the House Supervisor will play the hand according to the Bicycle Club Casino Guidelines:
Draw on five (5) or less
Stand on six (6) or more
After the Player/Dealer's hand has been opened and set, the "House Way" hand will be opened and checked in turn. Any "House Way" hand incorrectly played by the House Supervisor will be reset by Management.
43) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

THE BICYCLE CASINO

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Rules

Super Pan 9



THE BICYCLE CASINO

RULES FOR SUPER PAN 9

1) The Bicycle Club Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against, the Bicycle Club Casino.
2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5) Any amount over the maximum table limit will receive no action.
6) There is NO MAXIMUM on Player/Dealer wagers.
7) "Kum-Kum" bets will be paid off and/or collected as one bet.
8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9) Players who choose to bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10) All action goes clockwise, starting with the action button.
11) All cash will be changed to chips. All bets will be paid off with chips.
12) The player who controls the seat is the only active player for that position but, the player with the most money in action will handle the cards.
13) A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will not receive action.
14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
17) In the Player/Dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
18) Only the active Player/Dealer may designate any person to shake the dice, except a Bicycle Club Casino employee on duty. Each player may not shake the dice more than two times consecutively.
19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #42.)
21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
23) No side bets or proposition bets are allowed.
24) The active player has the first option being the Player/Dealer on his spot. If there was no wager on the previous hand, no one may be the Player/Dealer on that spot.
25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
27) Any player removing a losing bet may be barred and/or subject to prosecution.
28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
29) Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand the hand will be played according to "House Way".
31) A player may see one hand only, regardless of the number of hands on which he has wagered.

BACKLINE BETS

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

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Basics

Super Pan 9



THE BICYCLE CASINO

OBJECT OF THE GAME

To win your bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

THE DECK

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

STRUCTURE OF THE GAME

1) Each player, including the Player/Dealer, places their wager before the cards are dealt. This is the only chance to place a bet.

2) The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to determine the order in which the player's hand will be compared to his. In Super Pan 9, the Player/Dealer's position is always 1, 9 or 17; numbers count clockwise.

3) Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have a numerical value corresponding to their face value except for face cards which have a value of zero (see below). An Ace has a value of one.

4) There are eight hands dealt. After the three (3) cards are added together, the last digit of the total determines the value of that hand.

For example:

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

5) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.

6) The Player/Dealer's cards are opened last and he is given the option to draw.

7) Each player's cards are revealed starting from the action button and compared, in turn to the Player/Dealer's hand.

8) In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/Dealer's hand and the player's hand are the same total, no money is exchanged. This is considered a "push."

BETTING LIMITS

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

CRAZY PINEAPPLE

Crazy Pineapple is a poker game where each player receives three cards as his initial hand. There is a round of betting after these cards have been dealt. Then three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. Each remaining player chooses to keep two of the three cards from his initial hand and discards the third. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. A player may use all of the board cards — this is called, "playing the board".

Crazy Pineapple uses a flat disc called a Dealer Button to indicate the player, who in theory, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. On the first round one or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his cards. Blinds count as part of the player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet.

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 on the immediate left of the person who posted the furthest blind clockwise from the Button. The blinds act last on the first betting round and are "live" which means the player is allowed to raise his own blind bet.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a hand. In this case, the next player will take the blind. The player that has less than half his blind will not be eligible for the dealer position (the Button) and must fulfill all their blind obligations in order to continue to play. Half a blind or more constitutes a full blind.

RULES FOR CRAZY PINEAPPLE

- Check and raise is permitted.
- A bet and three raises are allowed. The third raise "caps" the action.
- There is no limit on raises when only two players are left in a betting round and the action is not yet "capped".
- String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. A player putting in less than half of the raise without announcing "raise" may call only.
- A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
- No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- A card found face up in the deck (boxed card) shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck when possible. If not possible, it is replaced by the top card of the deck after completion of the round. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
- If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
- If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
- If the flop has too many cards, it will be taken back and reshuffled, except the burn cards which will remain burned. No new burn card will be used.
- If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.
- All remaining players must discard their third card before the dealer turns up the fourth card on the board. Any player failing to discard before the fourth card is turned has a fouled hand and forfeits all rights to the pot and all monies involved.
- If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning.
- If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- Playing the Board: A player may play the board by throwing his hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call, and the best hand is on the board. The player must declare that they are playing the board before throwing their hand away; otherwise the player relinquishes all claims to the pot.
- The winning hand must show both cards face up on the table; one card up and the other face down is not a valid hand.
- A player may not enter play in the middle of the blinds. He must wait until the Button passes.
- A new player entering any Crazy Pineapple game has several options. He may: (1) wait for his big blind, (2) wait until the Button passes and then post his big blind, or (3) post the big blind when he sits down. If he chooses the second or third option, the blind acts as his opening bet and he may either call by rapping the table or make the prescribed raise in turn.

- If a player leaves the table for any reason and a blind passes his position, he may resume play by posting the total amount of the blinds for the game or wait for the big blind. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.
- The dealer button always moves forward and the blinds are adjusted accordingly.
- In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. Any smaller chips may be played provided they can be combined in quantity to equal the size of a chip used in the game. When going all-in, players must put all chips that play into that pot.

OTHER STRUCTURES

HI-LO SPLIT

In Crazy Pineapple Hi-Lo Split, the best high hand splits the pot with the best low hand. In most games however, in order to win the low hand, the player must have an 8-low or better. This is said to be the "qualifier".

Most Crazy Pineapple Hi-Lo Split games utilize a kill or half-kill. A player winning the whole pot (scooping) will be obligated for a "kill" blind if the amount of the pot is more than a designated amount, or "qualifier". This qualifier is usually 20 times the minimum bet. The kill blind is twice the minimum bet and is last to act on the first round of betting. When a hand has a kill blind, all betting limits are doubled. A half kill is 1 ½ times the minimum bet and all betting limits are 1 ½ times more.

After the kill blind has acted, action proceeds to the kill blind's left.

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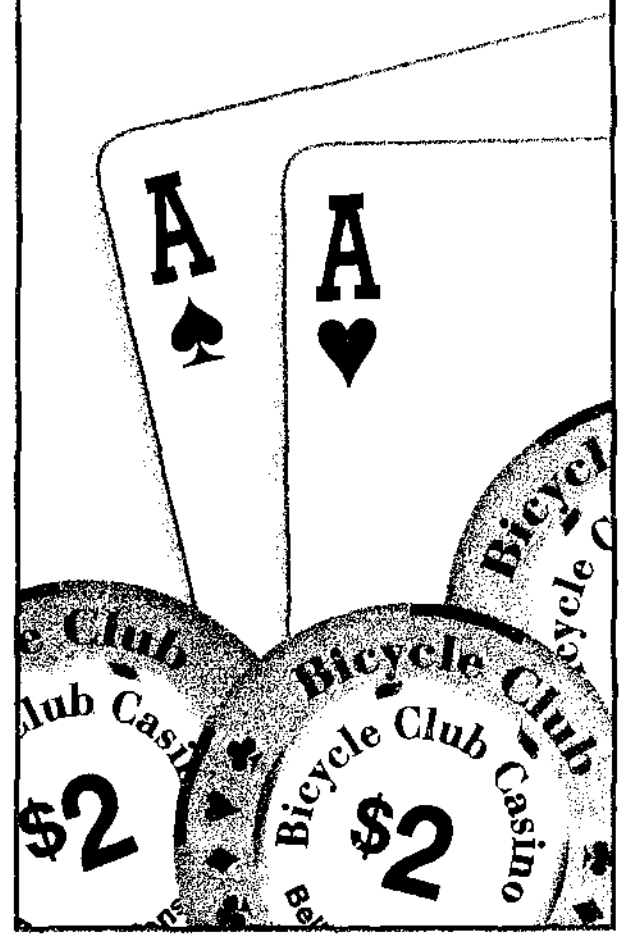
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RULES & INFORMATION

CRAZY PINEAPPLE



THE BICYCLE CASINO

hand, you will lose the entire pot including any additional calls you make.

- An all-in wager of less than half a bet does not re-open the betting for any player who was already acted and is in the pot for a previous bet. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- In the event of an all-in bet, a seven may call a short (less than half) all-in bet after the draw and win. If someone overcalls the short bet behind, they will receive their bet back. If the "seven" fulfills his obligation by making a full bet, all subsequent action will stand.
- When a player sits down, he has three options: (1) he may wait for his blind, (2) he may double-ante when he first sits down, or (3) he may kill it. (You may not kill in between blinds.)
- In this type of game, any player winning two consecutive pots must put in a blind twice as large as than the usual blind. This is called a kill. When a pot is killed, the betting limits before and after the draw are doubled. If the player who killed the pot wins again, then that player must kill it again (for the same amount as the previous hand). A walk on the second hand is not considered action. A pot is considered a walk if less than a full bet, not counting the prescribed blinds, is won.
- A marker (called a Kill Button) shall be supplied by the Bicycle Club Casino to indicate which player has won the previous pot. The winner shall keep this marker until the hand is completed. If the player who has the Kill Button wins a qualifying pot, that player must kill the next pot.
- The marker is neutral (belonging to no player) if: (1) it is the first hand of a new game, (2) the winner of the previous pot has quit the game, or (3) the previous pot was split.
- The Kill Button is neutral in all split pots. The Kill Button goes to the center if neither player involved in the split pot had the kill button the previous hand. If a player involved in a split had the kill button, that player retains the button with a leg up toward a kill. If a player involved in the split pot was the kill blind the previous pot, that player must kill the next pot.
- The kill is last to act on the first round of betting. After the kill acts, action proceeds to the kill button's left.

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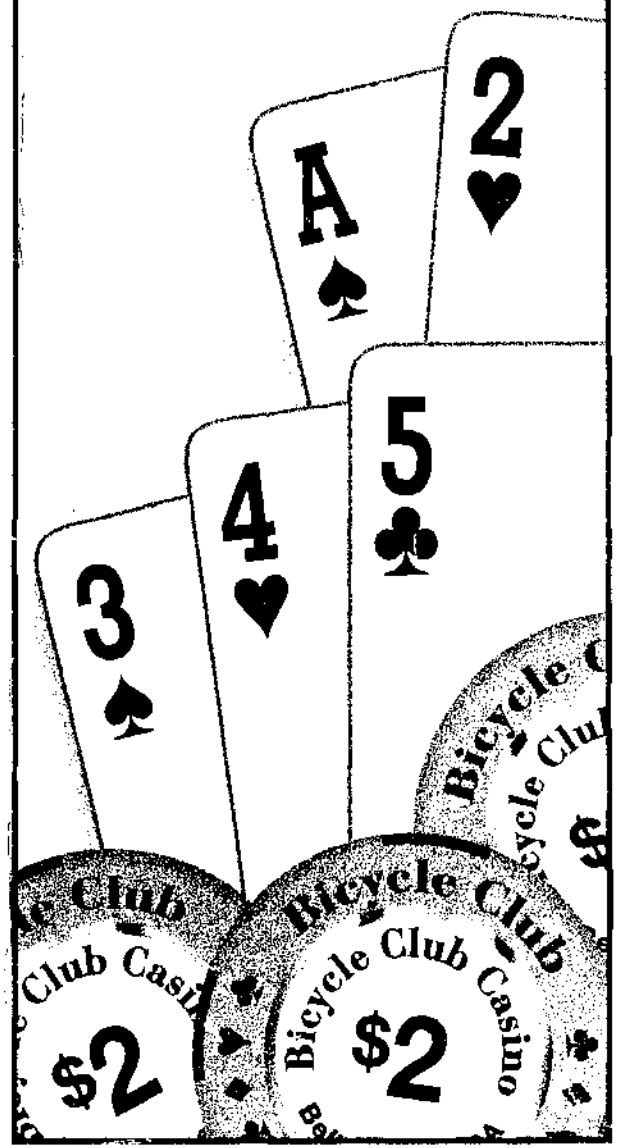
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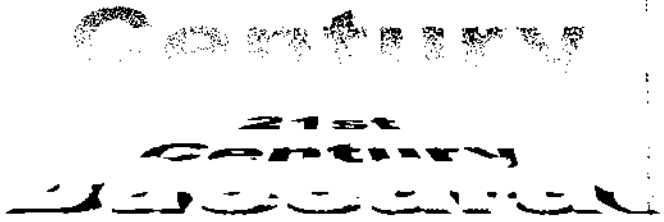
LOWBALL



THE BICYCLE CASINO

THE BICYCLE CASINO

21st



Face Up Version

OBJECTIVE OF THE GAME

- To achieve a hand with a point value of "9".

STRUCTURE OF THE GAME

- The game is played with 8 conventional decks, a total of 416 cards. No Joker is used.
- It is played with two to eight players.
- The value of each hand is determined by the sum of the combined cards: Ace has a value of "1", numbers 2 through 9 have face value, the number 10, Jack, Queen, and King have a value of "0".
- When combined cards have a total sum more than ten, the last digit of the total sum is deemed the value of the hand, i.e. 8+7=15=5.

HOW TO PLAY?

- Each participant in the game must place a wager on either "Player/Dealer" or the "Player" position.
- Two hands of two cards each are dealt from the shoe. The two cards dealt on the House Dealer's right hand side is the Player's hand, and the two cards dealt on the House Dealer's left side is the Player/Dealer's hand.
- A third card may be required later for either hand.
- The House Dealer takes a collection from each player for every bet prior to the start of each game. Collection are collected and determined prior to the start of each round of play based on the table limits of the game.
- The House Dealer will move wagers for players who choose to hit on an optional hand for the player position.
- The house dealer will confirm with players that choose to hit or stand by moving their wagers from the hit to the stand position on all optional hands. The draw card for the Player's hand on all optional hands is a community card for all wagers that have been moved to the hit position.
- The hand with the highest point value wins.

RULES

- No player is allowed to place a bet on top of another player's wager.
- Once the first card comes out of the shoe, no more bets will be allowed.
- Players must not touch their wagers once the first card is out of the shoe.

Player/Dealer hand:

- The Player/Dealer hand wins all ties on "1" and "0" and pushes all ties.
- Player/Dealer must hit on 0, 1, 2, 3, 4, 5 and must stand on 6, 7, 8, 9.
- If the Player/Dealer and /or Player positions have a 9 on the first two cards, no further cards are drawn.

Player hand:

- Player must hit on 0, 1, 2, 3, 4 and stand on 7, 8, 9.
- 5 and 6 are optional hands for the player position.

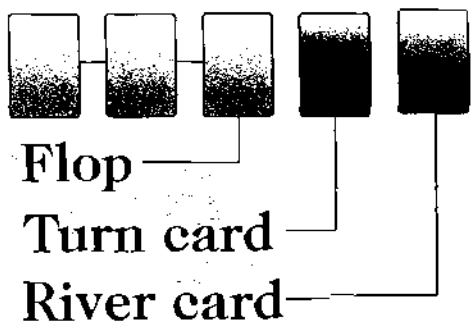
Tie Bets

- Players may place a wager on the tie hand position after the player's cards have been dealt and before the Player/Dealer has checked his/her hold card. The House Dealer will determine if a tie bet may be wagered or not by following rules below.
- There will be no tie bets allowed if Players hand (total of two cards value) equals to Dealer's up card.
- There is no collection for tie bets.
- All winning tie bets will be paid 8:1 ratio.
- There is no back-line betting on tie bets.
- There will be no tie bets if Player has a two card 9.
- All tie bets will be returned if the Dealer has a two card 9.
- Only players with wager on the table may bet tie hand.
- Players may place a tie wager for each bet.

SECTION 2

HOLD'EM

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



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

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

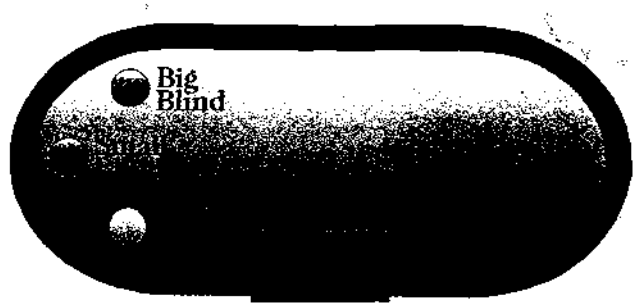
Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds will be adjusted accordingly.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game, has the following options:
   a. To wait for the big blind.
   b. To post an amount equal to the big blind and immediately be dealt a hand.
   c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games players must meet 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. If you miss any or all blinds, you can resume play by



either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size

of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind or the dealer button has not yet passed the new seat. However, 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 or moves away from button.
10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, the player may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.



Example of an excellent "board hand"

SECTION 3

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

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

Rules of Omaha

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

SECTION 4

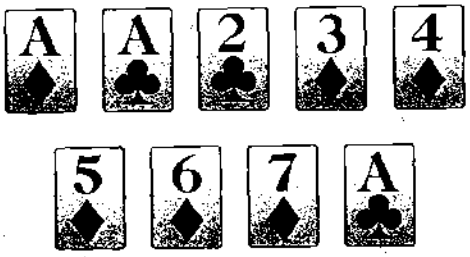
OMAHA HIGH-LOW SPLIT (8-or-better)

Rules of Omaha High-Low Split (8-or-better)

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).



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

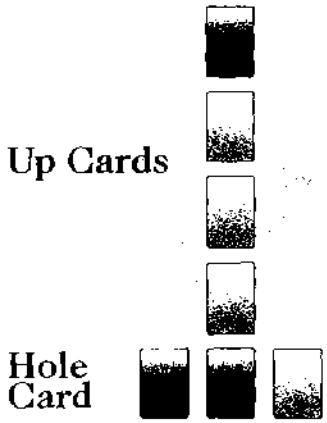


5. All other Hold'em rules apply.

SECTION 5

SEVEN-CARD STUD

Seven-card stud is played with two downcards and on upcard dealt before the first betting round, followed b three more upcards (with a betting round after eac card). After the last downcard is dealt, there is a fina round of betting. The best five-card poker hand wins th pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of increasing the smaller limit bet to the larger limit.



Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are then broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In $15-$30 stud, the low card opens for $5. If the next player to act brings the bet to $15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a $5-$10 game, if you have a pair showing and you are the high hand, you may bet either $5 or $10. If you bet $5, any succeeding player has the option to call $5, raise $5, or raise $10. If a $10 raise is made,

then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of $10-$20 and higher, dealers do not announce possible straights or flushes.

6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If you fail to receive two down cards, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.

7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any.

8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.

9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.

10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low-card. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager. In all cases, the pot will play if there has been a raise, two or more players call the opening bet or all action is completed on that round.

11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.

12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand, after that round of betting has been concluded. The dealer then reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards burned from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.

14. If you pick up your upcards when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.

15. You must have seven cards to win at the showdown.

16. A card dealt off the table must play and it is treated as an exposed card.

17. If the dealer turns the last card faceup to any player, the following rules apply:

    a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in. This decision must be made prior to any action on that round.

    b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's

final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the upcards will start the action.

18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

What would you do?

Face Down	Face up	
A♦ A♥	A♥	Fold or Bet?
9♦ 8♦	10♦	Fold or Bet?
2♦ 6♥	J♥	Fold or Bet?
2♥ 6♥	J♥	Fold or Bet?

SECTION 6

RAZZ

The lowest hand wins the pot. The format is similar to Seven-Card Stud High, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5–4–3–2–A.
2. 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; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of facecards, which are never announced.
5. All Seven-Card Stud rules apply in Razz except as otherwise noted.

SECTION 7

7-SEVEN CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven Card Stud High-Low Split (8-or-better) is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
8. When there is one 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. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better), except as otherwise noted.

SECTION 8

MEXICAN POKER

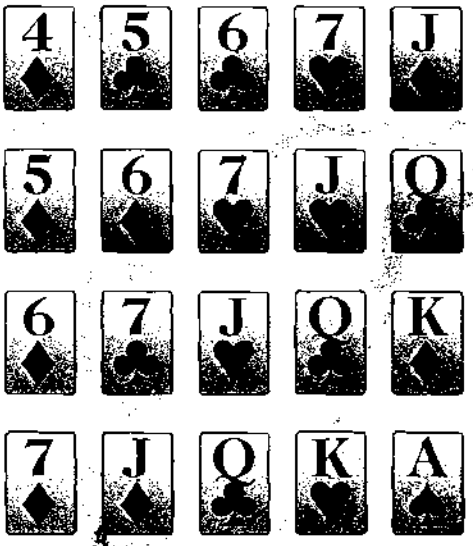
Rules of Mexican Poker

1. The joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.

2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.

3. The highest hand will start the action on all following rounds.Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.

4. The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck:



5. If the down card on the initial deal is "flashed" or inadvertently dealt up by the dealer, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The misdealt hand will be fouled.

6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7. If any card required to be dealt down on 3rd, 4th, or 5th street is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the "Joker" is inadvertently exposed, it will play as if it had been dealt face down—"wild" in all cases.

8. Because cards on 3rd, 4th or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.

9. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.

10. A card will be burned on each round, following the second round.

11. Check and raise is permitted.

12. All raises must be at least equal to the size of the last bet.

13. Cards speak—hold your hand until you are sure of what your opponent has.

14. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.

15. No string bets or raises.

16. One short buy is allowed for every full buy-in.

17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.

18. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

19. All players will act in turn. If a player checks, the player who checked first must show his hand first.

20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to it unless action has been taken behind this act.

21. All Bicycle Club rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

Ranking of Hands

FROM HIGHEST TO LOWEST
(Note—a Flush beats a Full House)

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

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

SECTION 9

KILL POTS

In a game which requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.

Rules of Kill Pots:

1. 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 it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. 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.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed only if the 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 then occasionally decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.
7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action. If it is a required kill pot with the kill button faceup, you must complete the bet.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill the next available pot, provided no one objects.
9. A player who is required to post a kill must do so 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 gaming until the kill money is posted.
10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. After the killer acts, the action proceeds clockwise from the killer.
11. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

SECTION 11

NO-LIMIT AND POT-LIMIT POKER

No-limit Rules

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

1. There is no maximum number of raises in any betting round.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
3. 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. A player who has already checked or called may not subsequently 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. If Player C goes all in for less than $300 total (not a full $100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. However, Player A can raise after Player C goes all in because he was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.
4. A wager is not binding until the chips are actually released into the pot.
5. 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.
6. Since no-limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.
9. The casino does not condone "insurance" or any other "proposition" wagers. The Management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.

   Note: For those special rules that apply only to no-limit and pot-limit Lowball, see the section at the end of Section 8 Lowball.

Pot-limit Rules

The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.

10. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
11. In pot-limit hold'em and pot-limit Omaha, a player can 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 either open with a call of $20 or raise to any amount from $40 to $80, in increments of the smallest chip used in the game.

12. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next $5 increment. Other betting structures may be rounded upward as required.
13. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is $100, and someone makes a $50 bet, the next player can call $50 and raise the pot $200, for a total wager of $250.
14. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
15. In pot-limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if all other players just call the straddle.

SECTION 12

"NO BUST" BLACKJACK

Rules of "No Bust" Blackjack

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



2. If a player's total is a Natural or less and the Player/Dealer's total is more than a natural, the player wins.
3. If the player's and the Player/Dealer's total are both below a Natural:

   a. the hand closest to a natural wins.

   b. it is a push (tie) if the player's total is the same as Player/Dealer's total.

4. If the player's and the Player/Dealer's total are both above a Natural:

   a. Player/Dealer is closer to Natural, Player/Dealer wins
   b. Player closer to a Natural, it is a push (tie)
   c. Player and player/dealer both have same value, player/dealer wins.

5. If the Player and Player/Dealer both have "Natural " it is a push.
6. If the Player/Dealer up card is a "Joker" there is no draw for players but one additional card will be dealt to the Player/Dealer position to determine the first action.
7. "Joker" with any card is a hard "21" players may not draw any card.
8. A "Natural" hand beats all other hands. A "Natural" consists of: · Two Jokers
9. If the player/dealer's second card is a "Joker", all double down & split wagers will not receive action.

Double-Down, Split and Surrender

1. Players may double-down on any two cards and receive one draw card (exception Soft or Hard 20 and 21).
2. Players may split any pair or any two cards of 10-point value and receive multiple draw cards(with the exception of Aces).
3. When splitting aces the player will receive only one draw card for each Ace.
4. Players may double down after a split.
5. Player may surrender on first two cards and forfeit half of their wager.

6. Joker-Joker gets paid 2 to 1(Player position only). All of the above do not apply to a hand with a Joker. Additional house rules may apply. *Splitting is permitted up to Three additional hands totaling Four hands. All payoffs are made to the extent that money covers. (In Double Deck games, only one split is allowed totaling two hands) *All Double Down and Split must be in equal chip value.

7. Player/Dealer must stand on Hard 17 or more and hit on Soft 17 or less.

8. Player must stand on "Natural", Soft or Hard 21 and Soft or Hard 20.

9. Player must hit on 11 or less.

10. Player has option from 12 through 19.

SECTION 13

PAN

The game is played using eight decks with all eights, nines and tens removed. The deck is stripped of one complete set of spades. There are 310 total cards in play. Aces are always low; there are no jokers.

Object

Players strive to "meld" eleven cards in valid sets of three or more cards. There are two kinds of melds.

Rope: Examples: A*2*3*4*5* or J*Q*K*. Ropes must be of matching suits

Square: Examples: 4*4*4*, 7*7*7*, or J*J*J*. Squares consisting of the ranks 2, 3, 4, 5, 6, 7, Jack or Queen must be either all cards of different suits or all of the same suit. Squares consisting of Kings or Aces qualify regardless of suit.

Konditions

Certain spreads have value and are called "Konditions". The player laying down a Kondition can collect chips from each active player by asking for the correct value of the meld.

Any set of 3's, 5's, 7's (Valle Cards) unsuited:
1 chip

Any set of 3's, 5's, 7's suited:
2 chips
4 chips (if in Spades)

Any set of suited cards (2*2*2*):
1 chip
2 chips (if in Spades)

Any sequence of A, 2, 3 in the same suit:
1 chip
2 chips (if in Spades)

Any sequence of K, Q, J in the same suit:
1 chip
2 chips (if in Spades)

TOPS

The tops are the equivalent of antes in poker, and players try to win these payments from other players when laying down melds that constitute a "Pay Kondition".

Order of deal

The deal is counterclockwise. Players are dealt 10 cards in two sets of five. They are responsible for counting the number of cards they are dealt. If they detect an error, they must place the incorrect number of cards facedown and the dealer will extract or replace to make the hand have the 10 cards. Boxed cards do not play at any time. If you continue playing with the wrong number of cards, your hand is defective and fouled. You must then return any money paid to you and continue to pay the other active players until the hand is over. This penalty applies if you placed a plucked (drawn from the deck) card into your hand.

Cards must be drawn and placed up on the table immediately. The winner of the previous hand gets dealt to first. The first player is entitled to two plucks

from the deck and the second player only has the use of the second card (unless there are only two players in the hand). Everyone then has one pluck from the deck; they must be able to use that card with spreads on the board or discard it. The next player may have the use of a discarded plucked card, or choose not to use it and to pluck from the deck.

A player may not use a card that has come out of another player's hand. You must receive a card that creates or extends a meld before laying it or other melds on the table.

Advice

Once a player has entered into a game of Pan, he or she cannot fold as in poker. Players must continue until the hand is completed or they are out of chips, so it is very important to go in with a strong hand.

Having cards that are related to each other is a very important factor in evaluating a hand. These closely related cards will give you a greater chance to improve your hand. An ideal playable hand should include at least one Pay Kondition and no more than three discards. Also to be taken into consideration is position in relation to the number of players declared and undeclared in the hand.

Other rules

When playing down a Pay Kondition, a player must ask for the correct "pay" before discarding or wait until receiving another card that creates action and then ask for the "pay". You can "force" unwanted cards that you pluck from the deck on the player to your right. When a card is forced, the player receiving it can only discard. Any other player in the hand can force a card with the exception of the person who discarded it, but this must be done before the third action.

If a player lays down a bad Kondition, that player must make it "good" before discarding or that hand is fouled if detected.

Name of Game: "Fast 9"

Description of Rules of Game:

The object of "Fast 9" is for a player to add the value of his or her cards and get as close to 9 as possible and to have a higher total than that of the Player/Dealer. When the total of the cards equals 10 or more, only the right-hand digit is considered. Face cards have a value of 0, aces have a value of 1 and all other cards have the value shown. The deck used for Fast 9 has 288 cards. The deck is comprised of eight standard decks with all sevens, eights, nines and tens removed. This game is substantially similar to the game Pan 9, which has been approved for play by the Division of Gambling Control and is currently being offered at The Bicycle Casino. The only difference is that when the designated Player/Dealer's first three cards have a total of zero (0), the Player/Dealer cannot draw a fourth card and the payoff will be as follows:

Designated Player	All Other Players
3 cards which total zero (0) No hit	Wins with 7, 8 or 9
3 cards which total zero (0) No hit	Wins half of bet with a 6
3 cards which total zero (0) No hit	Pushes with 5, 4, 3, 2, 1 or 0

When the Designated player's initial three cards total 1, 2, 3, 4, 5, or 6, the Designated Player has the option to hit or stand. When the Designated Player's initial three cards total 7, 8 or 9, the Designated Player must stand.

The settlement of wagers begins with the action button position and moves in a clockwise direction. All hands will be exposed. No player may win or lose more money than was actually wagered.

These are the only modification to the existing and approved Pan 9 game that makes Fast 9 different. This proposed game is very similar to the existing game of Pan 9. Accordingly, we will utilize existing Pan 9 tables and no different equipment will be necessary.

It is our understanding that this game has been approved for play and is currently being spread at Casino San Pablo and Artichoke Joe's Casino.

SWEEPSTAKES POKER℠

(HOLD'EM) GAME RULES

- All players place an **ante** and a **bet.**
- Everyone is dealt a **two-card Hold'em hand.** A three-card flop, that belongs equally to all players, is spread in the center of the table.
- All players have the option, at this time, to place an **additional bet.** All hands are placed face down next to their bets.
- The house dealer turns up two additional community cards in the center of the table.
- The **Action hand** is determined by using the **numerical value** of the cards exposed in the center of the table.
- All hands with an additional bet are opened. The best hand wins all the optional bets plus the ante bets. If there were no additional bets, the player with the dealer button wins the antes.
- **The action hand wins a wager** every time it is compared to a lower-ranking hand in clockwise rotation.
- If there is a tie, the bet is a push. The current action hand is compared to the next action hand.
- **The action hand loses a wager** and is finished when it iscompared to a higher hand. The winning hand becomes the new action hand.
- The remaining hands are opened until all hands get action. **Players are allowed to win bet after bet until a stronger hand is opened.**
- A house collection is taken from antes on each hand as per a designated collection schedule.

THE BICYCLE® CASINO

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The Bicycle Casino's

L.A. Hold'em Poker Game

SUMMARY OF THE GAME

Based on customer demand and industry trends, The Bicycle Casino proposes to offer a modified version of the traditional Hold'em poker game entitled "L.A. Hold'em." The game currently has a 'patent pending' at the U.S. Patent Office. (Refer to Exhibit A.) There is currently no written agreement with the games inventor, Vasil Chobanian and The Bicycle Casino. We are in negotiations with Mr Chobanian and when an agreement is reached, the contract will be forwarded for review to the Division.

The game is very similar to the traditional Hold'em poker game in every aspect except for the final round of play. The game is dealt with a standard 52-card deck and standard poker rankings are used with the best hand possible being a 'Royal Flush'. The difference between standard Hold'em and L.A. Hold'em is in the dealing and play of the last card, commonly referred to as "fifth street" or the "river card". In the standard Hold'em game, the river card is displayed on the "community board of cards and all players have the option of using that card to make their best five card poker hand. In L.A. Hold'em, the river card is not placed with the community cards but is actually dealt to each player in the game. This gives the player three cards in their hand and four on the community board. The player retains the option of using any combination of cards to make their best possible five card poker hand.

All rules and procedures that apply to the standard Hold'em poker game including the movement of the dealer button, posting of blinds, cards dealt, collection of table fees and jackpot collections, and determining and paying winners are the same as Hold'em poker game already approved by the Division.

Third Party Provider of Provider of Proposition Player Services (FPPPPS) as defined in section 19984 of the California Business and Professions Code (Gambling Control Act), do not participate in this game within their capacity.

ROUND OF PLAY

1. A minimum of two and a maximum of nine players can participate in the game.

2. A licensed and professional dealer deals the cards on a traditional poker table which seats up to nine players who sit around the oval shaped table.

3. A traditional 52 card deck is used.

4. The game starts when the "dealer" button is placed in front of a player seated at the table. The player to the immediate left of the player with the dealer button will post the "small blind" and the player next to that player will post the "big blind". These are required wagers which each player will

make in a clockwise rotation. This rotation will move after each hand is completed. The table collection fee will be taken from the small and big blind.

5. After the blinds are posted, two cards will be dealt face down (one at a time) to each participating player starting first from the player who posted the small blind and ending with the player with the "dealer" button.

6. After the two down cards are dealt, a round of wagering will begin left of the player who posted the big blind and continuing in a clockwise manner, where it ends at the player with the big blind. As with the standard Hold'em poker game, a player can do one of the following when it is their turn:

a. Check: This allows a player to waive the right to initiate the betting in a round of play but allows them to retain the right to act if another player initiates a wager.

b. Wager: Placing a predetermined amount of money (casino chips) in the pot during a round of play.

c. Raise: To call a previous wager while making an additional wager simultaneously.

d. Fold: To throw a hand away and relinquish all interest in the pot of that particular hand.

7. After the first round of wagering has been completed, the dealer will "burn" the top card of the deck by placing it face down near the pot. The dealer will then turn up the next three (3) cards from the top of the deck. This is commonly referred to as the "flop". The flop will be placed in the middle of the gaming table and are used as community cards (which mean the players can use these cards in any combination with the cards in their hands to make the best possible five-card poker hand). A round of wagering takes place after the flop.

8. Once the second round of wagering is completed, the dealer will then burn another card and then place a fourth card, commonly referred to as "fourth street" or the "turn card" on the table next to the flop cards. A round of wagering takes place as described previously.

9. Once the wagering is completed, the dealer will burn another card from the top of the deck and then deal a single card face down to each remaining player following the same order as described in section number five. A final round of wagering will take place.

10. A player will utilize any combination of cards in their hands and community cards to make the highest five card poker hand.

11. The winning player's hand will be turned over so all players can verify the hand as well as to allow surveillance cameras to record the hand in case of a dispute.

12. The winning player will be awarded all chips in the pot, minus those that are taken for the table collection fees.

13. In the event of a tie, all players with a winning hand will share in an equal amount of the pot.

14. All cards will be collected by the dealer and shuffled for the next round of play. The dealer button will be moved to the next occupied seat to the left (clockwise) of the player who previously had the button.

RULES OF THE GAME

1. At least two players must participate and up to a maximum of nine per game.

2. The dealer button will rotate in a clockwise manner after each round of play.

3. The first player to the immediate left of the player with the dealer button will post the small blind.

4. The first player to the immediate left of the player posting the small blind will post the big blind.

5. No players will communicate their cards to any players or other persons near the table.

6. Once a player throws in their cards, the give up the right to play in that particular round of play.

7. No cash will be played during the game. Only Bicycle Casino chips will be used.

8. All disputes will be settled by a floorperson who may use surveillance tapes to assist in any determination of the outcome of a game.

Caribbean Stud Poker
Pair-Up Version

SUMMARY

The game is played on a blackjack–like table with up to eight spots. A standard 52-card is used. In front of each player's position, there are two betting spots. "ANTE & BET". Players must place an ANTE prior to receiving their cards. Each player will receive five cards. The Player/Dealer will receive four faced down cards and one faced up card. The Player/Dealer's last card is used for determining where the action button is placed. Players will examine their hands and decide whether to fold or call. Players may fold and forfeit their entire ANTE. Otherwise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table .The Player/Dealer hand must qualify to play. If the Player/Dealer does not have an Ace-King or higher, they do not qualify and the hand is over. In cases where all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The Player/Dealer's hand must have at least an Ace/King to "qualify."

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

- In addition to ANTE bet player has an option to place a wager on the "Pair-Up" Bonus bet. If there is no ANTE bet no one can wager on the optional Pair-Up bonus bet.

BASIC RULES & PROCEDURE

ANTE & CALL BET

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

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

3) The game is played on a Blackjack style 8 handed table.

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

5) Third Party Provider of Proposition Players allowed by law are permitted to play and hold the Player/Dealer position in rotation with other players..

6) Backline betting is allowed. Each seat has three betting circle for the ANTE bet. The game is played eight handed.

ROUND OF PLAY

7) Players choose their spots around a high, Blackjack style table. The casino dealer takes collection based on the table limit. Players post an ANTE wager in accordance with table limits. Cards are dealt clock-wise starting from the first active position from the Player/Dealer.

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

9) Players must place the ANTE bet prior to receiving their cards.

10) At this time players act in turn by exercising one of the following options:
   a) Surrender by forfeiting their wager (*Ante*); or
   b) Call with a back *Call Bet* twice the *Ante.*

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

12) If the Player/Dealer's hand does not qualify with an Ace/ King , the *Call Bet* wager will be a push (tie) and will receive no action.

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

14) Each player's five-card hand is then compared with the Player/Dealer's five-card hand. The highest ranking poker hand wins.

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

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

17) If the player/dealer hand qualifies all identical hands are a push (tie).

18) The hand ranking of Caribbean Stud Poker is identical to all 52 card poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.

19) Wagers are collected or paid, to the extent that the Player/Dealer's wagers covers in this order on every seat in the following order:

   Front bet (Ante)
   Back bet (Call Bet)

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

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

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

BASIC RULES & PROCEDURE

PAIR UP Bonus Bet

1-All players have an option to place a wager on the PAIR UP Bonus Bet in addition to the ANTE bet at the same time.
2- Players must place a separate collection for this bet. The minimum and maximum and the collection rate is exactly identical to the ANTE bet.
3-Players may forfeit the hand and still be paid for their PAIR UP Bonus Bet according to the pay chart.

PAIR UP Bonus Bet Schedule

Hand	Pay-Out on PAIR UP Bonus Bet
• 6-6 through 2-2	push

• Pair of 7 or higher	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to1
• Straight	4 to1
• Flush	5 to1
• Full house	7 to1
• Four of a kind	20 to1
• Straight flush	50 to1
• Royal Flush	100 to 1

PLAYER/DEALER Procedures

The Player/Dealer position rotates in a systematic and continuous manner so the deal does not constantly remain with a single person for multiple hands, thus avoiding a banked game. The person in Player/Dealer position may not act as Player/Dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416,Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that Player/Dealer wagers covers. The game will be broken if at least one other intervening player at the table does not accept the deal when offered. If a player receives no action, no rebate, refund, in any form will be given to the player. Player/Dealer are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including the Player/Dealer must post the required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand. The collection rate is predetermined and not based on the action or any percentage of the amount wagered, won or lost.

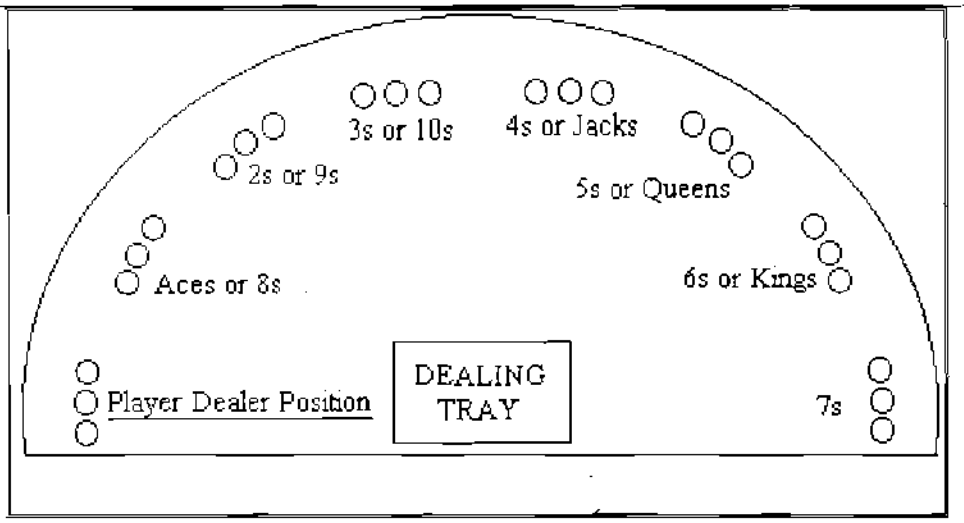
Table Limits	Player/Dealer	Player
$5- $50	$1	50c
$10-$100	$2	$ 1
$50-$300	$3	$ 2

Action Button

The Player/Dealer will receive five cards face down. After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The Player/Dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER	IS REPRSENTED BY
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks

6	5s or Queens
7	6s or King
8	7s



21st CENTURY BLACKJACK

SECOND EDITION

OBJECT OF THE GAME

The object of Bust version of -21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total; two suited aces are "Natural ". This hand pays 2 to 1.
- A "Natural " beats all other hands.

VALUE OF CARDS

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

- Two suited aces dealt as the first two cards is the best possible hand and is also known as a "Natural ".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. This version of 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a standard 52-card deck. The game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

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

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

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

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

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

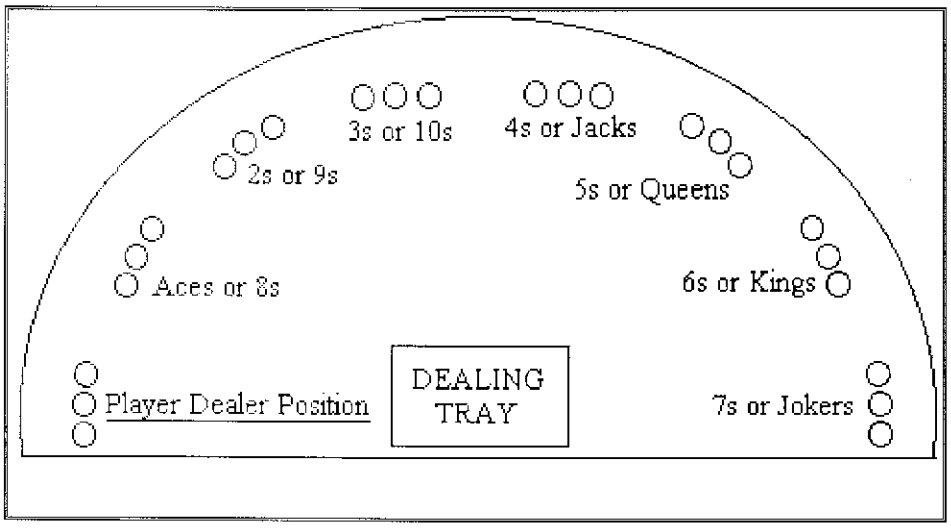
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional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

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

Rules for Players		
Must Stand on	Must Hit on	Have Option on
Soft & Hard 20 **Soft & Hard 21** **21**	**11or Less**	**12** **13** **14** **15** **16** **17** **18** **19**

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

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

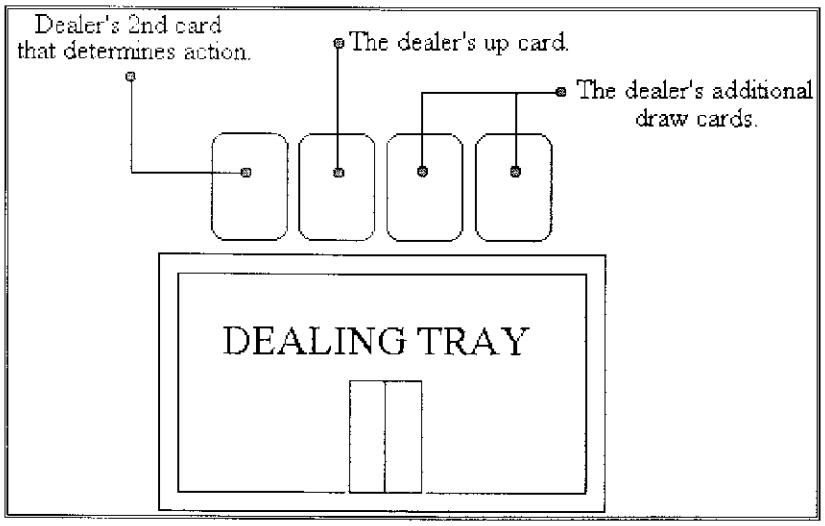


12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

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

14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.

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



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

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

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

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

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

GAME RULES

1. A " Natural " (the first two cards dealt are any suited aces) is the best possible hand. If the player and the Player/Dealer's hands are both any " natural ", the hand is a push or tie, and no action is taken on the wager.

2. The second best hand is 21.

3. If a player's total is less than a "21" and the Player/Dealer's total is more than a "21", the player wins the hand.

4. If a player's total is less than a " 21" and the Player/Dealer's hand is less than a " 21", the hand closest to a " 21" wins.

5. If a player and the Player/Dealer have the same total and it is less than a " 21, the hand is a push or tie, and no action is taken on the wager.

6- If a player's hand is more than a " 21", the player will lose automatically.

7.The game options include a) players wining on tie hands over 21 b) players pushes on tie hands over 21

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

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

10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

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

Players can split any pair or two cards with a value of 10 each, originally dealt to them or any two aces unsuited.
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 the game.

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

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

There is no extra collection fee taken by the casino on any double-down or split executed by a player,
" Natural " pays 2 to 1. All other hands pay 1 to 1.

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

LEGAL

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

SCHEDULE OF TABLE LIMITS AND COLLECTIONS FOR

TRIPS

Players may not enter in the middle of rounds. They must wait until a qualifying hand is produced.

$2 TABLE LIMIT

$2 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	50¢	Each Player
2nd	$0	n/a
3rd	$2	Pot
4th	$2	Pot
5th & More	$0	n/a

$3 TABLE LIMIT

$3 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	$1	Each Player
2nd	n/a	n/a
3rd	$3	Pot
4th	$3	Pot
5th & More	n/a	n/a

$5 TABLE LIMIT

$5 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	$1	Each Player
2nd	n/a	n/a
3rd	$5	Pot
4th	$5	Pot
5th & More	n/a	n/a

$10 TABLE LIMIT

$10 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	$2	Each Player
2nd	n/a	n/a
3rd	$7	Pot
4th	$7	Pot
5th & More	n/a	n/a

$25 TABLE LIMIT

$ 25 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	$3	Each Player
2nd	n/a	n/a
3rd	$10	Pot
4th	$10	Pot
5th & More	n/a	n/a

Section 3

PAI GOW POKER

1. The seated player has the first option of being the Player/Dealer on his/her seat. If there was no wager on that seat during the previous hand, no one may be the Player/Dealer on that seat.

2. A player has a FOUL hand if:

   a. The two card hand is stronger than the five-card hand, or

   b. The player does not have two cards in the front hand, or

   c. The player does not have five cards in the back hand.

3. All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way."

4. There are two different versions of Pai Gow Poker

   a. The Joker is wild.

   b. The Joker may be used as an Ace or to complete a Straight or as the highest unmatched card in a Flush.

5. A boxed card or an exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.

6. A misdeal will be declared if

   a. a Joker or Ace is boxed or exposed, or

   b. if two or more cards are boxed or exposed.

   c. if the first card off the deck is exposed.

   d. if two identical cards are turned up.

   e. If a foreign card is found in the deck.

7. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. After the Player/Dealer's hand is opened and set, the hand will be opened and set per "House Way" guidelines. Players are not allowed to look at the hand(s) if he/she request to play the hand "House Way." Once the player has already looked at the hand(s) then he/she must set the hands.

8. No wager can be removed until all hands are opened.

9. Any "House Way" hand improperly set by the House Supervisor will be reset by Management.

10. The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.

11. The Player/Dealer's hand is not set until he/she has signified his final decision in an obvious manner to the House Supervisor.

12. If it is discovered that the House Supervisor did not show all options to the Player/Dealer, the hand will be reset the "House Way" before the third hand is exposed.

13. New set-ups may be requested after two rounds. Player/Dealer may ask the House Supervisor for an extra shuffle.

14. Only the Player/Dealer may request a change of deck.

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

16. In the high limit games the seated player may not object to other players being the Player/Dealer on their seat if they choose not to be the Player/Dealer, provided there was a wager the previous hand.

17. If the house supervisor delivered the first action hand to the wrong spot:
    a. If it is discovered before the dice cup is closed then correcting it by delivering the hand to the correct spot(s) (providing no one has looked at the player/dealer's hand.)
    b. If it is discovered after the dice cup is closed the hands must play.

18. In the"Joker Wild" version, if the two card hand (front) consists of a "Joker", it will automatically play as a "Pair"

    The following chart demonstrates The Bicycle Casino's House Way:

Pai Gow Poker
House way for "Joker" Fully Wild

Hand	How to Play	Example
No Pair No Straight No Flush	Put highest and 3rd highest cards in the front. Use the Joker with the second highest card as a pair in the back.	A♥ Q♣ Jok K♣ 7♠ 4♦ 3♥
Straight or Flush with One Pair	Use the Joker with the highest non-paired card to make a pair and play the hand Pair-Pair	Jok Q♣ K♣ K♥ 10♥ 9♥ 3♥
Straight or Flush with No Pair	Refer to Joker Not Wild House Way	
One Pair	Use the Joker with the highest non-paired card to make a Pair. Play the Hand Pair-Pair.	Jok 9♦ Q♦ Q♣ 7♣ 5♣ 2♠
Two Pairs	If your highest non-pair card is 3 ranks higher than your bigger Pair, use the Joker with it in front and play two pairs behind. Otherwise put the higher pair in the front and use the Joker with the smaller Pair behind to make a Three-of-a-kind.	Jok 9♠ 6♠ 6♥ 4♣ 4♠ 2♥ 6♣ 6♦ Jok 4♥ 4♠ 7♣ 2♦

Pai Gow Poker
House way for "Joker" Fully Wild

Hand	How to Play	Example
Three Pairs	Highest Pair in the front and other two Pairs and Joker in the back.	J♦ J♣ Jok 10♠ 10♦ 4♥ 4♣
Three-of-a-kind	Put the Joker with the highest single card in the front. Keep the "Trips" in the back.	Jok 7♦ Q♠ Q♦ Q♥ 5♥ 2♠
Full House	If the non-pair card is three ranks higher than the pair, use the Joker in front and play Full House behind. Otherwise, put the pair in the front and Four-of-a-kind behind.	10♦ Jok 2♦ 2♠ 5♦ 5♥ 5♠ 5♣ 5♦ 2♦ 2♥ 2♠ 4♥ Jok
Straight or Flush with two Pairs	Play according to two Pairs	J♥ J♠ Jok 9♥ 9♣ 8♥ 7♥
Five-of-a-kind	The Joker with the highest card in the front and four-of-a-kind in the back.	J♠ Jok Q♠ Q♦ Q♥ Q♣ 7♦
Five-of-a-kind with a pair	Play highest possible pair in front	Jok K♥ K♦ K♦ K♣ 2♦ 2♥ J♦ J♥ Jok 8♦ 8♥ 8♠ 8♠

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents:

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

And additional pending patents

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

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

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

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

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

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

RANKING CHART

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

ROUND OF PLAY

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

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

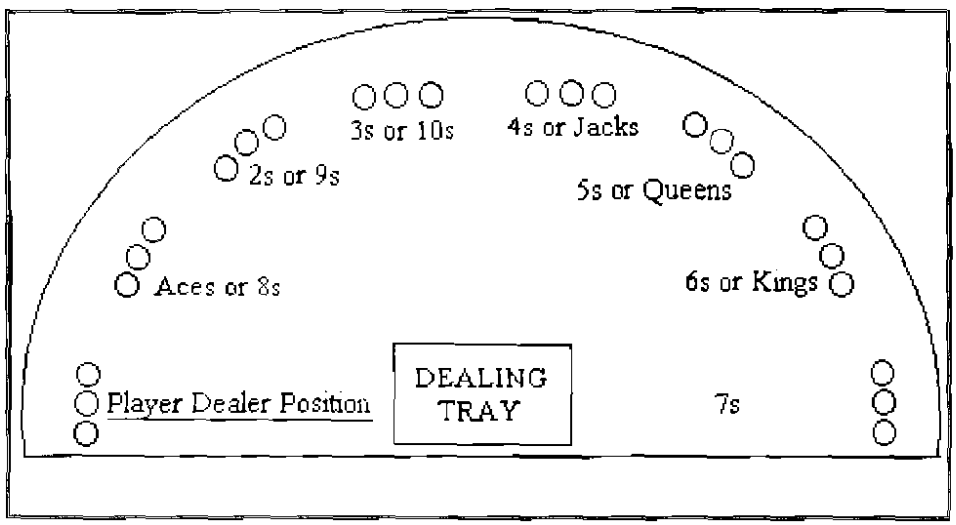
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and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

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

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

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

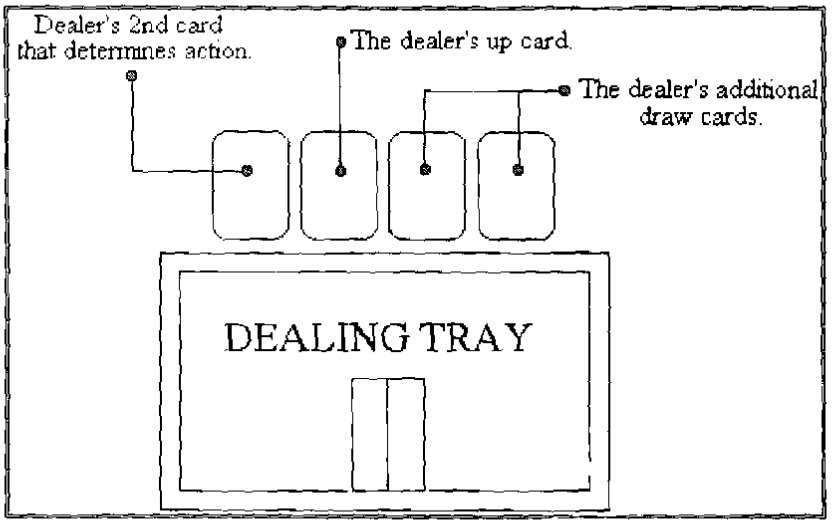
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's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



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

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

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



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

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

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

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

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

GAME RULES

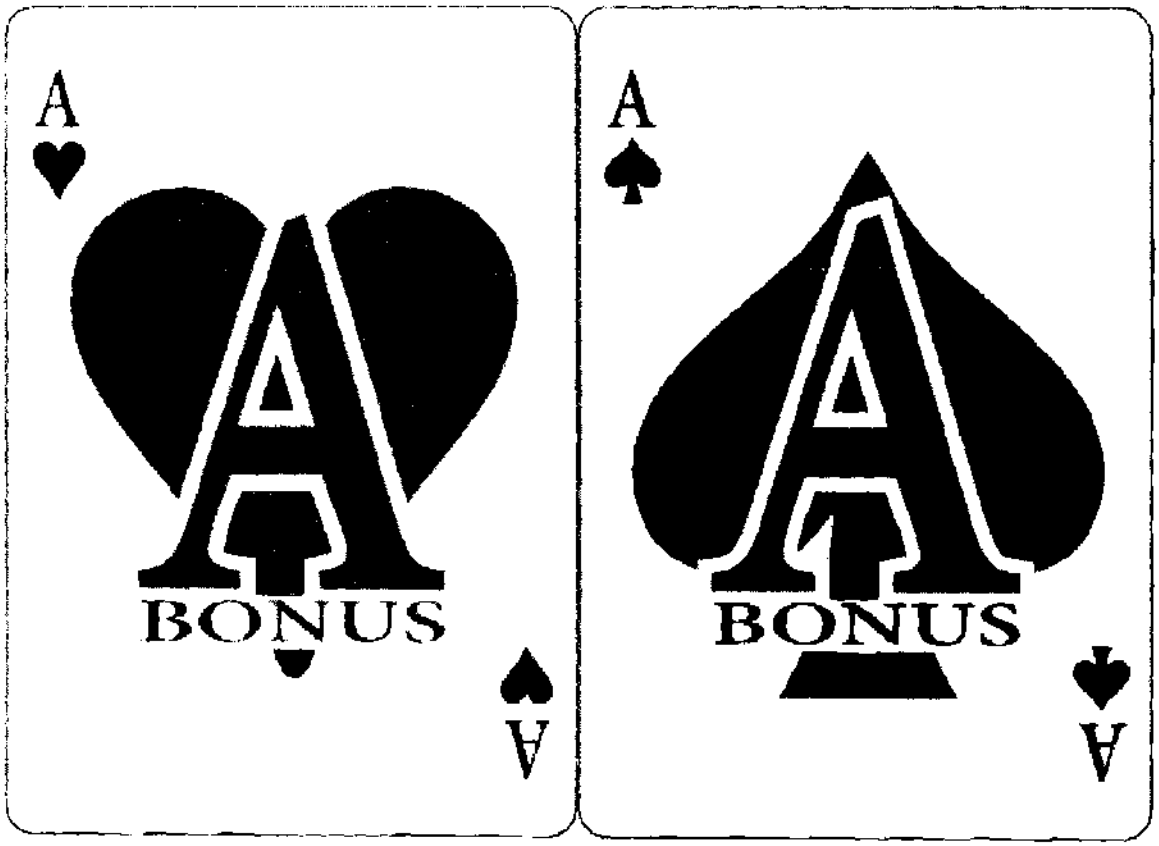
1. A "Natural " (21and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player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

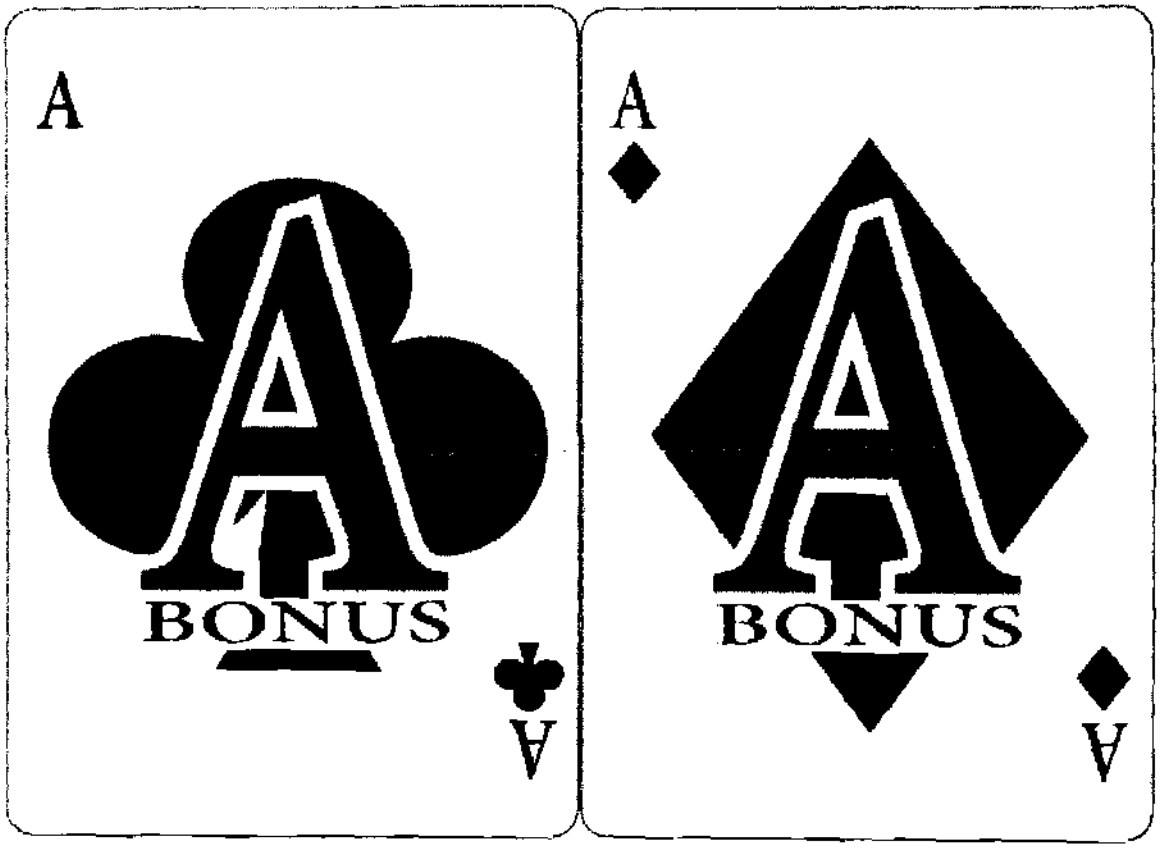
DOUBLE-DOWN, SPLIT, SURRENDER &ODDS

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

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

Bonus Ace'




A
BONUS
A
A
BONUS
A

LEGAL

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

21st Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
$2 - $20	$1	$0.50
$10-$100	$2	$1
$25-$100	$2	$1
$50-$300	$3	$2
$100-$500	$5	$3

‘Reverse Bet Pai Gow Tiles’

SUMMARY

Reverse Bet Pai Gow Tiles is a new game that utilizes the base game of traditional Pai Gow Tiles (PGT) with an added betting feature where the player can place an additional wager called a reverse bet. The game has a U.S. patent pending.

All wagers require a fixed and posted collection which is collected by the licensed gambling establishment (herein referred to as the “House”).

RANKING OF HANDS

1	.	Teen 12 / Day 2	Three	Mix 5	Chong 6 / Red 6	Play 7, 9
2	.	Teen 12	Day 2	Bon 4 / Gor 4	Chong 6 / Red 6	Play 6, high 8
3	.	Teen 12 / Day 2	Mix 5	Chong 6	Red 6	Play 1, high 8
4	.	Teen 12 / Day 2	Mix 5	Mooy 10	Red 10	Play Nothing, 7
5	.	Teen 12 / Day 2	Chong 6 / Red 6	Mooy 10 / Red 10	Foo 11	Play 3, 6
6	.	Teen 12	Day 2	Mooy 10 / Red 10	Foo 11	Play high 2, 3
7	.	Three / Low 6	Gor 4	Bon 4	Mix 5	Play high 7, 9
8	.	Three / Low 6	Gor 4 / Bon 4	Chong 6 / Red 6	Red 7 / Mix 7	Play 3, 7
9	.	Three / Low 6	Mix 5	Chong 6	Red 7 / Mix 7	Play 3, 8
10	.	Three / Low 6	Chong 6	Red 6	Red 7 / Mix 7	Play high 3, 9
11	.	Three / Low 6	Chong 6	Red 6	Foo 11	Play 7, high 9
12	.	Gor 4	Bon 4	Mix 5	Yun 8	Play 3, 8
13	.	Gor 4	Bon 4	Mix 5	Mix 8	Play 2, high 9
14	.	Gor 4	Bon 4	Mix 5	Red 7 / Mix 7	Play 1, high 9
15	.	Gor 4	Bon 4	Mix 5	Mix 9	Play 4, 8
16	.	Gor 4	Bon 4	Mooy 10	Foo 11	Play 4, high 5
17	.	Gor 4	Bon 4	Red 10	Foo 11	Play high 4, 5
18	.	Gor 4	Chong 6 / Red 6	Yun 8	Mix 8	Play 2, high 4
19	.	Bon 4	Chong 6 / Red 6	Yun 8	Mix 8	Play high 2, 4
20	.	Gor 4	Red 7 / Mix 7	Yun 8	Mix 8	Play 2, high 5
21	.	Bon 4	Red 7 / Mix 7	Yun 8	Mix 8	Play high 2, 5
22	.	Gor 4	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 3, 5

Bicycle Casino
Reverse Bet Pai Gow Tiles

23	.	Bon 4	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 1, 7
24	.	Mix 5	Mooy 10	Red 10	Foo 11	Play Mooy 1, 5
25	.	Chong 6 / Mix 6	Red 7 / Mix 7	Yun 8	Mix 8	Play high 4, 5
26	.	Chong 6 / Mix 6	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 5, 5
27	.	Chong 6	Either 7 / Mix 8 or 9	Mooy 10	Red 10	Play Chong 6, Mooy 7/8/9
28	.	Chong 6 / Mix 6	Yun 8 / Mix 8	Moon 10 / Red 10	Foo 11	Play 7, 8
29	.	Red 7 / Mix 7	Yun 8	Mix 8	Mix 9	Play 6, 6
30	.	Red 7 / Mix 7	Yun 8	Mooy 10	Foo 11	Play 7, 9
31	.	Red 7 / Mix 7	Yun 8	Red 10	Foo 11	Play 8. 8
32	.	Red 7 / Mix 7	Mix 8	Mooy 10 / Red 10	Foo 11	Play 8. 8
33	.	Red 7	Mix 7	Mooy 10	Red 10	Play 7, 7
34	.	Red 7	Mix 7	Mooy 10 / Red 10	Foo 11	Play 7, 8
35	.	Pair of Yun 8s		Mix 9	Foo 11	Play 7, 9
36	.	Pair of Yun 8s		Mooy 10	Red 10	Play 8, 8
37	.	Pair of Mix 7s		Mooy 10	Red 10	Play 7, 7
38	.	Pair of Mix 7s		Mooy 10 / Red 10	Foo 11	Play 7, 8
39	.	Pair of Mix 8s		Mix 9	Foo 11	Play 7, 9
40	.	Pair of Mix 8s		Mooy 10	Red 10	Play 8, 8
41	.	Pair of Mix 9s		Mooy 10	Red 10	Play 9, 9
42	.	Teen 12	Day 2	Mooy 10 / Red 10	Any 4 / 5 / 6	Play 4, 4 / 4, 5 / 4, 6
43	.	Chong 6	Red 6	Mix 5	Foo 11	Play 1, Chong 7
44	.	Red 7	Red 6	Mix 5	Foo 11	Play 1, 8
45	.	Chong 6	Red 6	Bon 4 / Gor 4	Foo 11	Play Nothing, 7
46	.	Ping 10	Foo 11	Mix 8	Yun 8	Play 8, Yun 9
47	.	Bon 4	Red 6	Red 7 / Mix 7	Foo 11	Play Nothing, 8
48	.	Bon 4	Red 6	Red 7 / Mix 7	Red 10 / Mooy 10	Play Nothing, 7
49	.	Mooy 10	Yun 8	Red 7 / Mix 7	Foo 11	Play 7, 9
50	.	Red 6	Chong 6	Mix 5	Red 10 / Mooy 10	Play 2, 5

COLLECTION SCHEDULE/WAGERING LIMITS

Table Limit	Wager	Player	Player/Dealer
$50- No Limit	$50-$500	$1	$3
	$501-$1,000	$2	$3
	$1,001-no limit	$3	$3
$100- No Limit	$100-$1,000	$2	$6
	$1,001-$2,000	$4	$6
	$2,001-no limit	$6	$6
$200- No Limit	$200-$1,500	$3	$9
	$1,501-$3,000	$6	$9
	$3,001-no limit	$9	$9
$300- No Limit	$300-$2,000	$5	$15
	$2,001-$4,000	$10	$15
	$4,001-no limit	$15	$15

ROUND OF PLAY

1. A Player/Dealer is selected. The Player/Dealer will "bank" the game for two hands and then the position will be rotated in a systematic and counter-clockwise fashion around the table. If there is no intervening bank the game will be broken.

2. Once the Player/dealer is selected, they will place their wager and the players will do the same. The base wagers will be placed in front of the seated players position and the reverse bets will be placed in front of the dealer or floorperson's position (there will be a dealer and floorperson monitoring the game at all times.)

3. Once wagers and collections are set, the dealer will shuffle the tiles and deal four (4) of them to each player. The Player/Dealer's tiles will be kept in front of the House dealer with the white dealer button placed on top of them.

4. The House dealer will collect all fee collections and drop them in the attached and secured drop box.

5. The players will set their tiles and the Player/Dealer will set theirs. All hands will then be compared to that of the Player/Dealers. All winners will be paid by the player/dealer position and all losers will be paid to the Player/Dealer to the extent that the money covers.

6. After the base hands are paid off, the House dealer will then pay off the reverse bets. All winners will be paid by the player/dealer position and all losers will be paid to the Player/Dealer to the extent that the money covers.

7. The players may decide to place a reverse bet when they wish to bet with the Player/Dealer. (This is the same betting procedure as is currently approved by the Division and offered at numerous cardrooms-21st Century Baccarat.) The wager is made via the marked reverse bet area located in front of the floorperson position.

8. The wager is made prior to the tiles being dealt and are not based on any percentages. The wager will follow the posted and pre-approved wagering limits and collection rates.

JACKPOT RULES

There is no jackpot attached to this specific game.

GLOSSARY

Reverse Bet — A wager that the player may make when they feel the Player/Dealer position may win the hand. (This is the same as wagering on the "player" or "bank" position in 21st Century Baccarat.)

The reverse bet allows a player to wager on the "bank" position as in 21st Century Baccarat. Often players will feel that the Player/Dealer position will prevail and this feature allows the player to make the wager when they do not hold the Player/Dealer position. The player, as in 21st century Baccarat will monitor the play and the hands (or tiles in this situation) and find that it is more advantageous to use the history of the play and choose the position that will prevail for that particular hand.

As in Baccarat, they will utilize a card to track hands and outcomes to further add to the skill element. This arguably gives the player who takes the reverse bet a better wagering position that the Player/Dealer who is limited to decision making and is somewhat at the mercy of other players as they set their hands (tiles).

BICYCLE CASINO
CARD CRAPS COLLECTION STRUCTURE

Pass Line and Don't Pass Bets	**Fee**
Bet $5 - $200	$1.00
Bet $205 and above	$2.00

Place Bets / Lay Bets / Buy Bets	
All bets whether one number or across inside or outside	$ .50

Come Bets and Don't Come	
All Come and Don't Come Bets	$ .50

Field Bets	
All field bets	$ .50

Prop Bets (Center Action)
All prop bets (center action) are free if playing on the pass or don't pass otherwise $ .50 per bet.

Player/Dealer	$2.00 per hand

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.

Single Table Tournaments/Satellites (written description only)

In addition to open play, The Lightning Poker™ Gaming System offers single table tournaments. Single table tournaments display some screens differently than cash games do, in order to reflect a fixed buy-in amount, waiting for players before starting, blind schedules, blinds increasing, and player finishes.

Tournament structures, including buy-in, fee, blind schedule and payout schedule are controlled by the floor person using the Pitboss Web Interface.

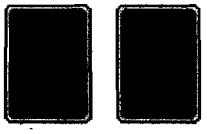
- **Cashier** - Tournaments have fixed buy-in amounts, so the tournament cashier screen only allows players to buy in for that amount.
- **Waiting for Players** - Single Table Tournaments may be configured in the Pitboss Web Interface to begin at a specific time.
- **Blind Schedule** - In tournaments, the blinds increase at a rate configurable in the Pitboss Web Interface. Players may switch between viewing chip counts and viewing the blind schedule by tapping on the "Blind Schedule" and "Player Balances" labels in the lower left corner of the player screen.
- **Blind Schedule Indicator** - During a tournament, the blinds are preset to increase either by time or by number of hands; this is configurable in the Pitboss Web Interface. Players can view the remaining time for a blind by looking at the bottom of the "Blinds Schedule". A yellow timer will display the remaining time until the next blind increase will occur.
- **Increasing Blinds** - When the blinds increase, a notification is sent to all players, as well as the center screen. The following figures show a player screen and the center screen just after the blinds have increased.
- **Player Finishes** - When a player loses all of his or her chips during a tournament, the player is removed from the table and cannot rejoin. That player's seat is closed until the end of the tournament and displays the player's position and any prize money awarded. Prizes (aka payouts) are awarded according to who lasts the longest in the tournament. Players "busting-out" on the same hand are placed based on chip count at the start of the hand. The payouts are configured in the Pitboss Web Interface.

Lightning Poker™ Texas Hold'em Rules (written description with visuals)

To initiate a game, Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

Rounds 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 an otherwise unraised pot.

3. The flop – The dealer 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.*

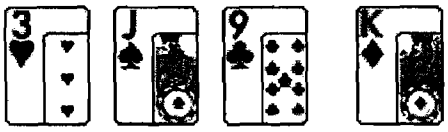
The Flop



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 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.*

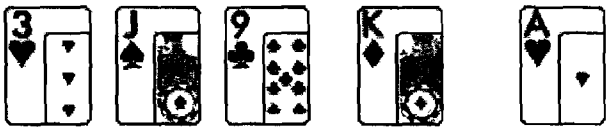
The Flop **The Turn**



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.)

b. "Standard" 52-card deck or other type of card deck.

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.

c. Describe 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 this hand. 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

d. 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.

e. Description of how and when are house fees collected.

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any

limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

1-3 players dealt a hand	$1.00 drop
4-5 players dealt a hand	$2.00 drop
6 players dealt a hand	$3.00 drop
7-10 players dealt a hand	$4.00 drop (maximum)

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:
A charge if there is no 'Flop'?
The amount of players that reach 'The Flop'?
The amount may as a set amount or percentage of the Pot?
The maximum amount that can be collected/raked per hand?

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

f. Betting limits.

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.
There are two (2) common betting limits including;

1. No Limit Games – This is a type of game where players are permitted to bet any amount (no limit) after the Big and Small Blinds are placed. As a note; most card rooms will allow a set maximum amount of money that any individual player can begin with in the game.
2. Limit Games – This is a type of game where players are permitted to only bet a 'capped' amount. Just as in a non-electronic game, the cap determines the bet amount and there are three allowable raises per betting round.

g. 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.

h. How winners determined and paid.

The winner is determined by whichever active player (player has not folded) has 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 by a player being the only active player left in a hand (all other players have folded their hands).

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' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their 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 close to a decade.

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a 'Pin Pad' screen on their 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.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room's poker floor person can begin play by activating the table directly at the table or from a PC.

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

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

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.

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.

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

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

5. Describe the type of gaming table utilized 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. Photos of the table are attached in Appendix 5.

6. List other equipment used.

Lightning Poker utilizes the following required equipment for game play;

- 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

7. Provide a glossary of terms used in the controlled game.

Glossary

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.

FLOORPERSON: A casino employee who seats players and makes decisions.

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 which 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 N GO TOURNAMENT: A type of tournament which 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**

Name of the controlled game:

Super Pai Gow Poker or
Qualifier Pai Gow Poker

Copies of published/proposed promotions or advertisement literature must accompany this application:

None.

A detailed description of rules of the controlled game must be attached and must include the following information:
a. Standards of play.

Standards are the same as those of the traditional Pai Gow Poker game played at the Bicycle Casino. A Player/Dealer makes a wagers and pays all winners and collects from all losers as far as the money covers.

In SPGP, a qualifying hand must be made by the player's hand and the Player/Dealer's hand in order to for the winners and losers to be determined. If either hand does not qualify, the hand is considered a "push" or tie and no one wins or loses.

b. "Standard" 52-card deck or other type of card deck used:

Super Pai Gow Poker (SPGP) is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.

c. Describe dealing procedures.

- The casino dealer deals the cards into seven piles of seven cards.
- The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the Player/Dealer in the previous step) and which player will have his/her bet settled first.
- Each seated-position with a wager on the seat position receives a pile of seven cards.
- Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- Once all players have set their hands, the Player/Dealer's cards are exposed and set into a two card hand and a five card hand. A Player/Dealer's five card hand must rank higher than his/her two card hand.
- Both the player and the Player/Dealers hand must qualify:

  - The player hand must have at least a K-9 in the back five cards to qualify /play and;
  - The Player/Dealer's hand must have at least a Q-7 in the back five cards to qualify/play.

- Once the Player/Dealer's hands are set, each player's hand is exposed, in turn, to decide the winners, losers or tie hands.

d. Number of players in the game.

Seven players including the Player/Dealer position.

e. Description of how and when are house fees collected.

House fees are collected after the cards have been dealt and prior to the Player/Dealer's hand being opened and set.

g. Betting scheme.

Players may place wagers bearing in mind the posted table minimum and maximum. The Player/Dealer may places a wager to cover some or all of the action on the table.

h. How winners determined and paid.

The winner is determined by comparing a player's two card hand against the Player/Dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the Player/Dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The Player/Dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.

A qualifying hand must be made by the player's hand and the Player/Dealer's hand in order to for the winners and losers to be determined. If either hand does not qualify, the hand is considered a "push" or tie and no one wins or loses. If a player has one hand that ranks higher than the Player/Dealer and one hand that ranks lower or "copies", it is a push and no one wins.

4. Describe a "round of play."

- Players and the Player/Dealer put up any bets they wish to place for the next hand.
- The Player/Dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).

- The Player/Dealer shakes the dice cup to determine which player will receive the action pile (chosen by the Player/Dealer in the previous step) and which player will have his/her bet settled first.
- Each seated-position (with at least one bet on it) receives a pile of seven cards.
- Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- Hands must qualify with either a K-9 or higher in the back for the players and a Q-7 or higher for the Player/Dealer.
- All wagers are settled.
- The cards are collected, shuffled and a new round begins.

5. Describe the type of gaming table utilized for this game.

An industry standard Pai Gow Poker table will be uses to play SPGP.

6. List other equipment used.

An industry standard dice cup with three dice will be utilized.

7. Provide a glossary of terms used in the controlled game.

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/Dealer position is/are also referred to as the Player/Dealer(s).

Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a players hand is ranked equally to the player/dealers hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

Bicycle Casino
Super Pai Gow Poker

Super Pai Gow Collection Fees:

Table Limits	Total Action on Table	P/D Fee	Player Fee
$10 - $100 $25 - $200 $50 - $300	$10 - $100	$1.00	$0.00
	$101 - $300	$3.00	
	$301+ - $500	$5.00	
	$501 - $700	$7.00	
	$701+	$10.00	
$100 - $1,000	$100 - $400	$3.00	$0.00
	$401 - $700	$7.00	
	$701 - $1,000	$10.00	
	$1,001 - $1,200	$12.00	
	$1,201+	$15.00	
$100 - $2,600 $100 - $20,000	$100 - $500	$5.00	$0.00
	$501 - $1,000	$10.00	
	$1,001 - $1,500	$15.00	
	$1,501 - $2,000	$20.00	
	$2,001+	$25.00	

No Bust 21st Century Blackjack©

5.0 version

US Patent 6,845,981

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

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

*Additional pending patents

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

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or “Natural.” (This hand pays even money
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plurality of standard decks of 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 card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :

a) 12 on first two cards if the other card has a value of 10.
b) 1 or 11 when combined with cards valued at 2 - 9.
c) 1 or 11 in any hand with three or more cards.

- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

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

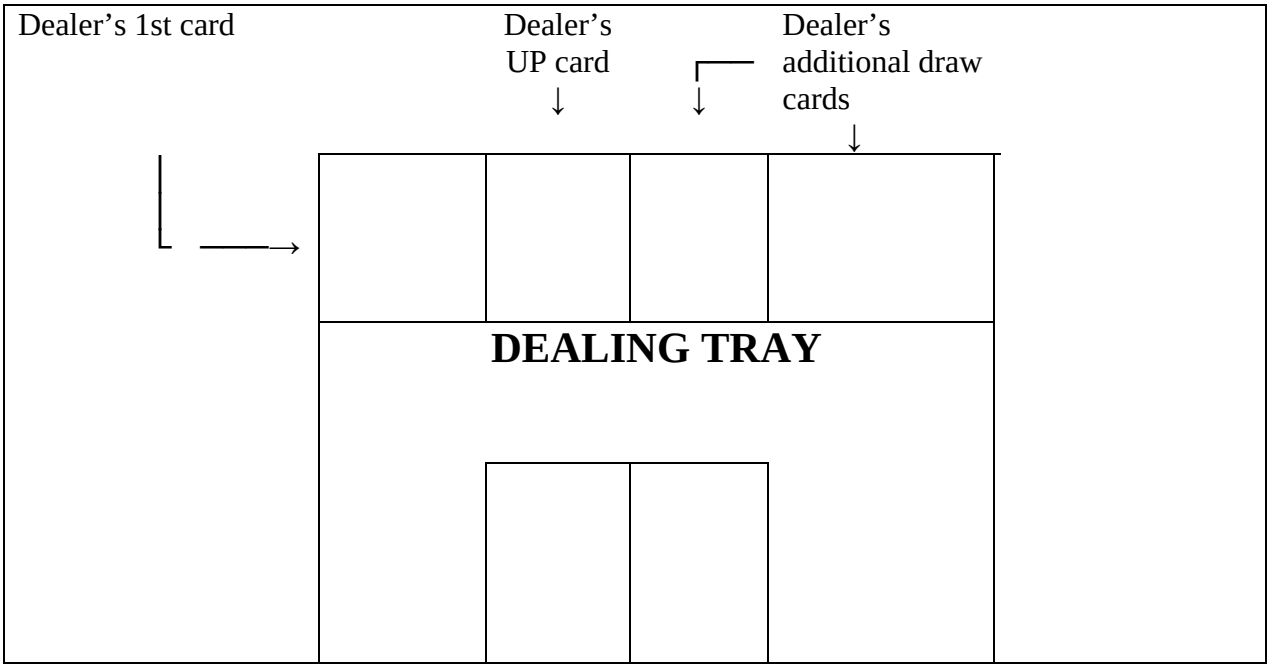
    a) 12 on first two cards with all 10-value cards.
    b) 1 or 11 with all cards with value of 2-9.
    c) 1 or 11 with three or more cards.

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. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer 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 and drop them into a locked collection box affixed to the gaming table.
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. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



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. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:
    a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
    b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will "PUSH".

6. The Player-Dealer wins all ties or pushes over a “Natural.”
7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**
- DOUBLE-DOWN
    - Players can double-down on the first two-cards only, with the exception of all Blackjack hand 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.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SPLIT
    - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
    - Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
    - 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.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
    - Players can not surrender at anytime.

- INSURANCE
    - There is no insurance offered on the game.

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

- NAME (CASINO OPTION): "Bust the Bank" Blackjack.
  "Bust the Dealer" Blackjack.
- ODDS (CASINO OPTION):
    - Any Blackjack hand pays 6 to 5

- INSURANCE (CASINO OPTION) ;
    - 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.

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.

Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
    a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
    b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Option A	Option B	Option C
3	2	2	2
4	2	2	2
5	4	4	4
6	18	16	15
7	50	50	50
8 or more	200	200	150
# Decks	% House Advantage		
2	5.08	5.57	5.85
4	4.79	5.31	5.62
6	4.69	5.22	5.54
8	4.64	5.17	5.50

The Bicycle Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

LEGAL

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

No Bust Blackjack Collection Rates

Limit	*Collection*	
	Player/Dealer	*Player*
$2 - $ 10	**$.50**	**$.25**
$5 - $ 50	**$1**	**$.50**
$10 - $ 100	**$2**	**$1**
$25 - $ 100	**$2**	**$1**
$25 - $ 200	**$3**	**$2**
$50 - $ 300	**$4**	**$2**
$100 - $ 500	**$5**	**$3**
$100 - $1,000	**$10**	**$5**

A computer program was developed to calculate the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (1) the dealer hits a soft 17, (2) at least three decks are used and (3) the dealer should draw the cards in exactly the following order:

A-A-A-A-A-A-A-5-A-A-A-A-A

The frequency distribution of the various dealer busting hands is given below for different number of decks:

Frequency Distribution

# Cards	# Decks			
	2	4	6	8
3	1/5.8	1/5.8	1/5.8	1/5.8
4	1/11	1/11	1/11	1/11
5	1/49	1/49	1/49	1/49
6	1/408	1/386	1/379	1/376
7	1/5668	1/4886	1/4663	1/4558
8 or more	1/125846	1/92207	1/83715	1/79863

The hit frequency varies with the number of decks used:

# Decks	Hit Frequency
2	28.64%
4	28.59%
6	28.58%
8	28.57%

The Bicycle Casino
THREE CARD POKER

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Royal Flush
2	Straight Flush
3	Three of a kind
4	Straight
5	Flush
6	Pair
7	High Card

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.

2. The game is played with up to six standard 52-card decks.

3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

5. Players must make an Ante wager and pay a collection to be dealt in.

6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.

7. Once players inspect their hand, they have two options:

    a) Fold the hand and forfeit the Ante; or

    b) Stay in the game by making a Play bet; this bet must equal the Ante.

8. The player/dealer must qualify to play with a minimum Queen-high.

    a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.

    b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.

1) If the player's hand beats the player/dealer's, the player wins even money.
2) If the player/dealer's hand beats the player's, the player loses.

9. All bets receive action to the extent that the player/dealer wager covers.

10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.

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

Bonus Bet:

The Bonus Bet is an optional bet for players who placed an ante bet. The rules are as follows:

1. Bonus Bests must be placed prior to the initial deal.

2. Bonus Bets must equal the Ante to qualify for a Bonus Bet payoff.

3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.

4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.

5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

6. Bonus Bets pay as follows:

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

The Bicycle Casino
THREE CARD POKER

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, 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(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

The Bicycle Casino
THREE CARD POKER

Table Limits & *Collection Fees*

			P/D Collection (taken per hand)
$2 - $50	$0.50	$1 - $100	$1.00
		$101+	$2.00
$5 - $50	$0.50	$5 - $50	$0.50
		$51 - $100	$1.00
		$101+	$2.00
$10 - $100	$0.50	$5 - $50	$0.50
		$51 - $100	$1.00
		$101+	$2.00
$50 - $300	$2.00	$1 - $100	$2.00
		$101 - $500	$3.00
		$501+	$5.00

The Bicycle Casino

Triple Action Poker

Triple Action Poker is a new table game derived from Texas Hold'em Poker. The game is played with a special deck of 28 cards composed of only Eights, Nines, Tens, Jacks, Queens, Kings, and Aces. All players compete against the player/dealer.

Type of gaming table utilized:

Triple Action Poker is played on either a blackjack-style or poker-style table.

Other equipment used:

None

Number of players in the game:

The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. The Player/Dealer may places a wager to cover some or all of the action on the table.

Description of how and when are house fees collected:

Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur after the cards have been dealt and prior to the player/dealer's hand being opened. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

Type of deck used:

A special card deck containing only Eights, Nines, Tens, Jacks, Queens, Kings, and Aces is utilized for the game. As a flush is very hard to get, the hand ranking is slightly different from the conventional five-card poker rating:

Rank	Hand
1	Royal Flush
2	Strait Flush
3	Flush
4	4 of a Kind
5	Full House
6	Straight
7	3 of a Kind
8	Two Pair
9	One Pair

The Bicycle Casino

Triple Action Poker

Rules:

1. Players must make an Ante wager and pay a collection fee to be dealt in.
2. Each player and the player/dealer will receive two cards face down. Three community cards are then dealt face down in the center of the table. One of the player/dealer's cards is then revealed.
3. Once players inspect their hand, they have two options:
    a. Fold the hand and forfeit the Ante; or
    b. Stay in the game by making a Bet wager; this bet must equal the Ante.
4. After all players have made their decisions, the Casino dealer exposes the player/dealer's hole card and the three-card flop on the board. Using their two cards and three community cards, all the players and the player/dealer try to form their best five-card poker hand.
5. The player/dealer must qualify to play with a minimum of a pair of nines.
    a. If the player/dealer does NOT qualify, the player automatically wins even money on their ante bet and the bet wager pushes.
    b. If the player/dealer's hand qualifies:
        i. If the player's hand beats the player/dealer's, the player wins even money on their ante and bet wager.
        ii. If the player/dealer's hand beats the player's hand, the player loses.
        iii. In the event of a tie, it is a push.
6. All bets receive action to the extent that the player/dealer's wager covers.
7. 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.

The Bicycle Casino

Triple Action Poker

Ante Bonus

The Ante Bonus will be paid regardless of whether or not the player/dealer qualifies and whether the player/dealer beats the player hand. Any player that has a Full House or better will automatically receive an Ante Bonus paid on the Ante as follows:

Ante Bonus Pay Table

HAND	PAYOUT
Royal Flush	50 to 1
Straight Flush	20 to 1
Flush	6 to 1
Four of a Kind	4 to 1
Full House	2 to 1

Side Bets

The two Side Bets are optional bets for players who placed an ante bet. The rules are as follows:

1. Side Bets must be placed prior to the initial deal.
2. Side Bets must equal the Ante to qualify for a Bonus Bet payoff.
3. The player/dealer will pay all winning side bets and will collect all losing side bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Bet Wager, Ante Bonus, Bonus Bet, Flop Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Bonus Bet Pay Table

The Bonus bet is based on the player's five-card poker hand.

Hand	Option A	Option B
Royal Flush	100 to 1	100 to 1
Straight Flush	50 to 1	50 to 1
Flush	25 to 1	25 to 1
Four of a Kind	15 to 1	15 to 1
Full House	9 to 1	8 to 1
Straight	6 to 1	6 to 1
Three of a Kind	3 to 1	3 to 1
Two Pair	1 to 1	1 to 1

The Bicycle Casino

Triple Action Poker

Flop Bet Pay Table

The Flop bet is based on the three-card flop (community cards) on the board.

Hand	Option A
Straight Flush	10 to 1
Three of a Kind	10 to 1
Flush	4 to 1
Straight	2 to 1
Pair of Jacks or better	1 to 1

Glossary:

Ante Bet Optional wager that can be placed by the players.

Bonus Bet Optional wager that can be placed by a player and determined by the player's five card poker hand.

Copy When a players hand is ranked equally to the Player/Dealers hand.

Flop Bet Optional wager that can be placed by a player and determined by the three community cards on the board.

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

Push When a player wins either the high or the low hand and the Player/Dealer wins the other.

The Bicycle Casino

Triple Action Poker

Table Limits and Fees

Limit	Collection	
	Player/Dealer	Player
$ 10 - $100	$2	$1
$ 25 - $200	$3	$1

The Bicycle Casino's

Fast Action Poker

SUMMARY OF THE GAME

Based on customer demand and industry trends, The Bicycle Casino proposes to offer a copyrighted and patented game known as 'Fast Action Poker'. Fast Action Poker is basically a Texas Hold'em game with an addition of with an extra chance for players to win wagers based on their hand. Fast Action Poker is patented in the United States under number 5,722,661, issued on March 3, 1998.

The game utilizes a traditional 52 card deck and is dealt in the same manner and similar fashion as Texas Hold'em. The game is played on a traditional poker table and the traditional poker ranking is used to determine winners.

Third Party Provider of Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (Gambling Control Act) do not participate in the game within their capacity.

ROUND OF PLAY

1. A minimum of three and a maximum of nine players can participate in the game.

2. A licensed and professional dealer deals the cards on a traditional poker table.

3. A traditional 52 card deck is used.

4. The fifth or "river card" will be used to determine where the action button will be placed.

5. At the start of play, a player will place an ante bet and a wager. The ante and wager will be predetermined and posted at the table prior to the game starting. These two bets are similar to a small and big blind which each player must post.

6. After the ante and wager are placed, the chips are placed in the center of the table by the casino dealer. During this time the casino dealer will also take out the table collection fee which is also predetermined and posted at the table.

7. A dealer button, which is used in other poker games, will be used to determine where the start of the count begins for the placement of the action button. The dealer button, as in other poker games, will be rotated in a clockwise manner around the table each time a new hand is played.

8. Two cards are dealt face down to each player. The player will pick up their cards and look at them.

9. After all players have looked at their cards, the dealer will burn a card and then deal three cards face up (also known as the "flop"). These three cards are known as "community cards" and will be used by all players in making their best poker hand.

10. The players will look at their two cards and the community cards. The player will decide if they wish to place an "additional wager". This additional wager will be a matching wager of the original wager. (The most a person can wager is the ante, wager and additional wager. The least a player can wager is the ante and wager.) This wagering is based on three (3) chips used in a particular limit game. For example, in a $3-$6 game, $2 chips are used. The ante and wager will each be a $2 bet and is the player wished to place an additional wager, it will be one more $2 chip for a maximum bet of $6.

11. After additional wagers are made, the dealer will burn a card and deal a fourth community card. The dealer will then immediately burn another card and deal a fifth or "river" card.

12. After the fifth card is dealt, the dealer will look at this card and count all seated positions starting from the player with the dealer button in front of them. The count will be in a clockwise manner around the table and the action button will be placed where the count ends.

13. All players who placed an additional wager will turn over their hands. The highest ranking poker hand will be awarded the antes (minus the casino's collection fee) and all additional wagers which were made.

14. The second round of the game begins when the dealer instructs all remaining players to turn over their two cards. All players will then have their hands exposed and the original wagers remain on the table in front of each player.

15. The player with the action button in front of them will have their best poker hand compared to the player to their left. If the player with the action button has a higher ranking poker hand than of the player next to them, the player (with the action button) wins that players wager.

16. If the player with the action button has a lower ranking hand than that of the player next to them, he (the player with the action button) will lose his wager to that player and the action button will moved to the player with the winning hand. Then that player will have their hand compared to the next player in a clockwise location from them.

17. After all hands have been compared, and all wagers settled, the cards and action button will be collected by the dealer and a new hand will be dealt. The dealer button will be rotated to the next seated player in a clockwise manner.

RULES OF THE GAME

1. A minimum of three and a maximum of nine players can participate in the game.

2. All antes, wagers, and additional wagers will be fixed and posted at each Fast Action Poker table.

3. All players will place an ante and wager.

4. The ante will be collected by the dealer and placed in the center of the table or the "pot". The casino's collection fee will be taken from the pot.

5. The dealer button will rotate in a clockwise manner around the table to each seated player.

6. The first two cards will be dealt face down to each player starting at the player to the immediate left of the player with the dealer button.

7. The flop or first three community cards will be dealt. The last card of the flop will be used to cal

8. The last card of the flop will be used to calculate where the action button will be placed. The dealer will look at the sum of the card (Aces count as 11 and face cards as 10) and count occupied seat locations starting at the player with the dealer button.

9. After the flop, each player has the option of placing an additional wager which must be the same amount as the original wager.

10. Two additional community cards are dealt one at a time by the dealer.

11. The first set of hands to be compared are those of the players who placed the additional wager. The player with the highest ranking poker hand will win all additional wagers along with the ante bets (minus the casino's collection fee).

12. Once the additional wager is awarded, the best ranking poker hand will be compared starting at the player with the action button. That hand will be compared to the player to the immediate left.

13. When comparing the action hand, the player can win multiple wagers but can only lose one.

14. All rules concerning hand rankings and ties are the same as the traditional Texas Hold'em poker game. If a tie occurs, the pot will be evenly divided and the second round will continue. If a tie occurs during the second round, it will result in a push and the player with the action button will then compare his hand to the next player.

GLOSSARY OF TERMS

ACTION BUTTON
A round plastic disc with the word "action" printed on both sides. The third or last card of the flop will have its numerical value counted. The count will begin clockwise starting from the dealer button and will begin counting to the immediate left until the number is reached.

ACTION HAND
During the second stage of comparing poker hands, the comparison starts with the player who has the action button in front. This poker hand will be compared to the hand to the left, or clockwise from the action button.

If the action hand is lower in rank than the hand to the left, then that player loses his original wager to the player to the left. The player to the left then becomes the action hand and their poker hand is compared to the player on their left until all hands have played. A player can win several original wagers but only lose one.

ADDITIONAL WAGER
This is a wager placed after the player is dealt their two cards and the dealer "flopped" three of five community cards. This wager will be won or lost on the second stage of comparing poker hands.

ANTE
An initial bet placed in front of the wager. The ante is placed in the center of the table or "pot" by the Casino dealer. The dealer will take the Casino table fee from the ante. The remainder of the ante will be awarded to the player, along with the additional wager, with the first highest ranking poker hand.

BURN CARD
This card is taken off the top of the deck before the flop, third and fourth cards. The burn card is discarded near the pot and are not turned over for the players to see.

COMMUNITY CARDS
Community cards are the five cards placed in the center of the table during the flop and other two cards. These cards can be used in part or whole by all players at the table to make their best or highest ranking poker hand.

DEALER BUTTON
A round plastic disc with the word "dealer" printed on both sides. The dealer button will be used in the traditional fashion and will be rotated in a clockwise manner after each round of play. The dealer button denotes where count will start in determining the placement of the action button.

FLOP
The flop is the first three cards turned over in the center of the table which will be used as community cards.

ORIGINAL WAGER
This wager is placed along with the ante. This wager will be won or lost during the second stage of comparing poker hands.

RIVER CARD
This card is dealt last on the community cards. The river card is also known as "fifth street".

SWEEPSTAKES POKER
Optional name that may be used for this game.

21st CENTURY

BACCARAT

5.0 Version

July 2008

21st CENTURY BACCARAT 5.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10), all other cards have their face value. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (2) cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. 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 dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make an early or late tie bet.

BASIC CONCEPT& RULES

1) The object of the game is to form a hand that equals nine (9) or as close to it as possible

2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.

4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.

5) Cards between 1 and 9 have face value.

6) Picture cards and 10's are counted as 0.

7) Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

8) Prior to the deal, all players must place a wager in accordance with table limits.

9) Players have the following options when placing their bet:

   a) Player line which pays 1 to 1
   b) Dealer line which pays 19 to 20 or 9 ½ to 10
   c) Early tie bet which pays 8 to 1 (Optional 9 to1)
   d) Late tie bet which pays 7 to 1 (Optional 9 to1)

10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.

11) 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 dealt face up.

12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.

13) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

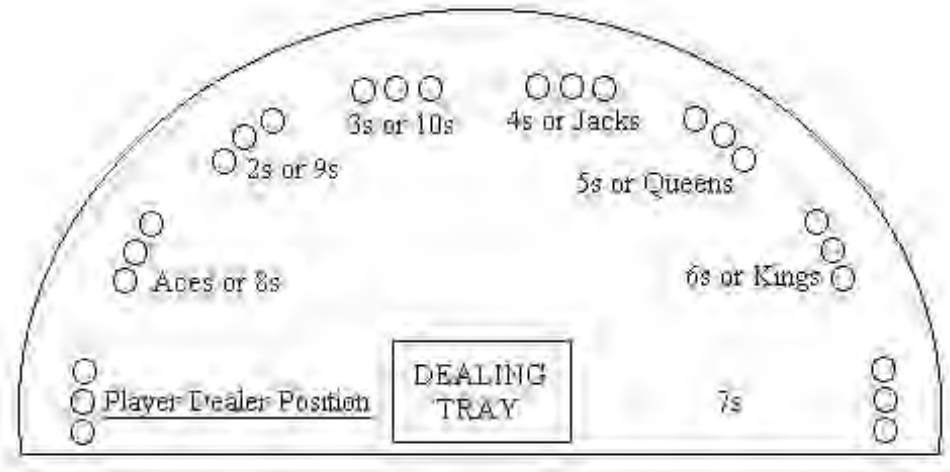
14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:

    a) Stand and keep their wager on the stand line;
    b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.

15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

16) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	**Is Represented By**
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



17) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18) The player hand must stand when the cards dealt are valued between 6 and 9.

19) The player hand must hit when the cards dealt are valued between 0 and 4.

20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:

    a) Stand and keep their wager on the stand line;
    b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.

21) The dealer hand must hit when the hand is valued at five (5) or below.

22) The dealer hand must stand when the hand is valued at six (6) or more.

23) Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.

24) Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9), the other hand will not be allowed to draw.

25) The dealer hand wins all ties on zero (0) and one (1) on the base game.

26) The player/dealer will lose all ties to any player that made a tie wager.

27) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.

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

29) Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.

30) All bets for the base game and tie bet must be between the minim and maximum table limit.

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EARLY TIE BET

1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
2) The tie wager must be within table limits and may not exceed the base game wager.
3) Players must place a wager for the base game to be able to wager on the tie bet.
4) There is no collection for the tie bet.
5) All winning early tie bets will be paid 8 to1
6) Wagers are collected or paid, to the extent that player/dealer's wager covers in order from the action button seat by seat.

LATE TIE BET

1) Players may place a wager on the tie hand position after the player's cards have been dealt and before the dealer has checked his/her hold card.
2) The house dealer will determine if a tie bet may be wagered or not by following rules below.
    a. There will be no tie bets allowed if the value of the player hand (total of two cards value 5,6,7,8, or 9) equals the value of the dealer's up card (single card value of 5,6,7,8, or 9).
3) There is no collection for the tie bet.
4) All winning late tie bets will be paid 7 to 1.
5) There will be no tie bets if the player hand has a two card 9.
6) All tie bets will be returned if the dealer has a two card 9.
7) Only those players with an early tie bet may place a late tie bet

BONUS PAIR BET

Each player has the option to place an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled "Player Bonus Pair" and the other will be "Dealer Bonus Pair."

1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
2) The bonus pair wager may be any amount between the minimum of $10 and the maximum of $300.
3) Players must place a wager for the base game to be able to wager on the bonus pair.
4) There is no collection for the bonus pair bet.
5) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
6) Bonus Pair Bets pay as follows:

1st Two Card Dealt	Payoff
No Pair	Lose
Pair	10:1
Pair of Same Color	20:1
Pair of Same Suit	40:1

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. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal.App.4th 1397, 1408-09 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. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

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.

VALUE OF CARDS

- All cards have their face value.
- Picture cards have value of 0.

Ranking Chart

1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart		
		Chart
1 2 3 4 5 6 7 8 9 10	9 8 7 6 5 4 3 2 1 0	

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D E A L E R

The following chart outlines the rules regarding the dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
		Have Option On
6 OR MORE	5 OR LESS	N/A

P L A Y E R S

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
		Have Option On
6 OR MORE	4 OR LESS	5

** Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.

21st CENTURY BACCARAT 5.0

Table Limits & Collection Rates

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

Table Limits	**Player/dealer**	**Player**
$5- $50	$1	$0.50
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$ 5	$ 3

211 Poker

Standards of play:

211 Poker is a high/low split poker style game where players place wagers against one another to win the pot. The object of this game is for players to form a high and/or low five (5) card poker hand, in which case the highest hand will split the pot with a qualifying low poker hand. Players may accomplish this by using any two (2) or three (3) cards from their original four (4) card hand dealt to them in addition to using any two (2) or three (3) cards from the four (4) 'board' cards which have been dealt on the table. In addition, 211 Poker may be played as 'high' only, in which case the highest poker hand wins the pot. Furthermore, the game may be played as 'low' only, in which case the lowest poker hand wins the pot.

Type of card deck used:

The game is played using a standard 52-card deck with no jokers. Winning hands for the high hand are determined using standard poker rankings, as shown below.

1. Royal Flush
2. Straight Flush
3. Any Four of a kind
4. Full House
5. Flush
6. Straight, may use ace for high and low
7. Three of a kind
8. Two pair
9. One pair
10. High card

The rank of the cards used in 211 Poker, in order of highest to lowest rank, shall be: king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. An ace may be used as the highest or lowest card in a hand. The rank of the suits used to determine the hand class in 211 Poker, in order of highest to lowest rank, shall be: spade, heart, diamond and club. To qualify for a low poker hand, a player must have a seven (7) or better (lower) with any combination of five (5) cards lower than a seven (7). A hand containing a card higher than seven (7), a pair, three of a kind or four of a kind does not qualify for a low hand. An ace may be used as the lowest card in the hand and straights and flushes are is not considered when determining low hands.

Dealing procedures:

- After the appropriate shuffling and cut of the deck, the first round begins with the person to the immediate left of the established "dealer button". Each player receives four (4) cards dealt face down, one card to each player in succession until each player has four cards**.**
- The first established betting round begins.

- After the first established betting round is called final, the second round begins with the top card of the deck "burned" face down to a place on the table in front of the dealer.
- The next two (2) cards, "community cards", (known as the 'flop'), are dealt "face up" and fully exposed next to each other in the center of the table. These two cards are 'shared' (community) cards, used by all the players.
- The second betting round begins.
- After the second established betting round is called final, the third round begins with the top card of the deck "burned" face down and placed next to and slightly under the first "burned" card on the table in front of the dealer.
- The next card in the deck, a single (1) card, (known as the 'turn') is dealt "face up" and fully exposed to the center of the table and is placed to the dealer's right, next to, but slightly away from the two prior community cards. This card is a shared (community) card, used by all the players.
- The third established betting round begins.
- After the third established betting round is called final, the fourth and final round begins with the top card of the deck "burned" face down and placed next to and slightly under the other two "burned" cards on the table in front of the dealer.
- The next card in the deck, a single (1) card, (known as the 'river') is dealt "face up" and fully exposed to the center of the table and placed to the right of the third community card. This card is the last shared "community" card and is used by all the players.
- The last and final betting round begins.
- After the last betting round is called final, the players reveal the cards in their hands and the dealer determines the winner(s).

Type of gaming table utilized for this game:

An industry standard Poker table will be used to play 211 Poker.

Number of players in the game:

The table accommodates a minimum of two (2) and a maximum of ten (10) players while seated at the table. Back-line betting is not permitted.

Betting scheme:

211 Poker has a total of four rounds of betting. The first round of betting occurs after the first four (4) cards are dealt. The second betting round occurs after the two (2) community (board) cards are turned up. The third round of betting occurs after the fourth board card is turned face up. The fourth and final round of betting occurs after the fifth card is turned face up on the board.

Round of Play

The house dealer determines the starting position for dealing the cards by designating a player with a 'dealer' button. Once the dealer position has been determined, each player will place their wager and collection fees prior to any cards being dealt. Each player will

then receive one (1) card dealt face down, in turn, until each player receives a total of four (4) cards as their initial hand. This is followed by the first round of betting. Players may call the big blind, raise or fold. After all players have acted in turn, the dealer removes the top card and places it face down on the table (burn card), then places the next two (2) cards from the top of the deck face up on the table (community cards) simultaneously in the middle of the table. These cards are available to all players. This is followed by a second round of betting in which players may check, bet, raise or fold. After all active players have acted in turn, the dealer 'burns' the top card from the deck by placing it face down on the table. The dealer then removes the next card from the top of the deck and places it face up in line with the previous two (2) cards from the last round of betting. The third round of betting occurs in the same fashion as used in round two. Each player to the left of the dealer button has the option of checking, betting, raising or folding in turn. After action is complete for this round, the dealer 'burns' and turns another card so that there are a total of four (4) cards face up on the table, which are referred to as the 'board.' This is followed by a final round of betting.

After the final round of betting has been completed, a player may use any two (2) or three (3) cards from their initial four (4) card hand in combination with any two (2) or three (3) cards from the four (4) 'board' cards to make the highest ranking five (5) card poker hand. In addition, each player may use the same combination of cards to make the lowest five (5) card poker hand. To qualify for a low poker hand, a player must have a seven (7) or better (lower) with any combination of five (5) cards. A hand containing a card higher than seven (7), a pair, three of a kind or four of a kind will not qualify for a low hand. An ace plays as the lowest card in the hand and straights and flushes is not considered when determining low hands. The lowest possible qualifying five (5) card poker hand is ace (A), two (2), three (3), four (4), five (5). The best five (5) card high poker hand and qualifying low poker hand split the pot. If no player has a qualifying low hand, the player with the highest ranking five (5) card poker hand wins the entire pot.

Glossary of Terms

1. High-Low split poker game. a poker game that results in potentially splitting the betting pot between the winner holding the highest five card hand and the lowest, 'qualifying' five card hand per the rules of the game. Players are playing with the understanding that there may not necessarily be a low hand and that both the high and low winning hands may potentially be tied and split proportionately.
2. Dealer button. A "marker" used by the individual actually dealing the cards, to determine which of the players will receive cards first and begin each round of betting. So as to even the odds of the game and to even out "favorable" position relating to the actual dealer of the cards, the person actually dealing the cards will move the button one player to his or her left after each game is completed.
3. Called final. This is a term used to describe the end of an individual betting round.
4. A "burned" card. A card placed face down on the table in front of the dealer prior to any community cards being dealt. This is a commonly used practice in some poker games enacted to avoid any potential "mixing" or improper dealing of cards out of the order of cards determined by the shuffle and cut. This action begins each of the "community card" rounds.

5. Cut of the deck. After the shuffling of the deck by the actual person dealing the cards, usual custom is to separate the deck into two approximately equal stacks, then making the two stacks back into one by placing the former bottom stack on top of the former top stack. This is done by the person actually dealing the cards.
6. Community cards (also known as 'shared cards'). These are cards placed fully exposed and face up in the center of the table, dealt from the deck, after each player receives their initially dealt cards and are used by each player equally to make their best five card hands.
7. The 'flop'. This is a term used to describe the first set of community cards dealt face up and fully exposed to the center of the table.
8. The turn. This is a term used to describe the third community card dealt face up and fully exposed to the center of the table.
9. The river. This is a term used to describe the fourth community card dealt face up and fully exposed to the center of the table.
10. "Cards Speak". This is a term used to describe how the winners of each game are determined. After the players reveal their cards, the person responsible for actually dealing the cards will "read", (look at and assess) each of the remaining player's hands left in the game. The rankings for high and low hands will be placed and the winning hands are called/announced to the players.
11. Condition. A word used to describe the rule relating to the "low" hand requirement. In this game, a '7 low' condition.
12. 7 low condition. In order for a low hand to 'qualify', no card higher than a 7 may be in the final 5 card hand combination. Also, no pair, three or four of a kind will be considered for the low to 'qualify'. The "ace" is considered the lowest card and straights and flushes that happen to exist in the low hand result do not count against the player. Therefore, the lowest possible winning or 'qualifying' low hand is comprised of an ace(A), a deuce(2), a three (3), a four (4) and a five (5).

Collection Fees

Collection fees are taken from the pot prior to cards being dealt. In addition, a modified collection fee is taken if one of the following occurs: a) there is no flop b) the river card has been dealt c) after the turn card and a bet and call or a bet and raise occurs. Collection rates are not calculated as a portion of wagers made or winnings earned.

Table Limit	Number of Players	Collection Fee	Modified Fee	Jackpot Fee
$1 - $2	7 or more	$2.00	$0.50	N/A
	6	$1.50		
	5 or less	$1.00		
$2 - $4	7 or more	$2.50	$0.50	$1.00
	6	$2.00		
	5 or less	$1.50		
$3 - $6	7 or more	$3.00	$1.00	$1.00
	6	$2.00		
	5 or less	$1.50		
$4 - $8	7 or more	$3.00	$1.00	$1.00
	6	$2.00		
	5 or less	$1.50		
$6 - $12	7 or more	$4.00	$1.00	$1.00
	6	$3.00		
	5 or less	$2.00		
$8 - $16	7 or more	$4.00	$1.00	$1.00
	6	$3.00		
	5 or less	$2.00		

TRIPLE DRAW POKER

Background

"Triple Draw Poker" is a game based on U.S. Patent No. 5,823,873 held by Inventor Ernest W. Moody. The inventor licensed the right to play games under this patent to International Gaming Technology Inc. who thereafter licensed the right to Kelson Enterprises Inc. to play games under this patent on felt tables in California card rooms and elsewhere. An agreement between Kelson Enterprises Inc. and the Cardroom must be submitted with the Application for Controlled Game Review in order to be reviewed and approved by the Bureau of Gambling Control. Each Cardroom is liable to the inventor, International Gaming Technology Inc. and Kelson Enterprises Inc. for the use of the patented game and is therefore responsible for such an agreement.

Standards of Play

Triple Draw Poker (TDP) is a five-card draw poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player who collects all winning bets and pays all losing bets to the extent that money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.
All standard poker rankings will be used from the minimum winning hand of a pair of Jacks to the best hand, a Royal Flush. All hands that contain a pair of 10's and below are losing hands.

Type of Gaming Table Utilized for this Game

Triple Draw Poker shall be played on a table having on one side seven (7) places for the players and one (1) place for the player/dealer for a total of eight seated positions, and a place for the Casino dealer on the opposite side of the table, similar to a Blackjack style table.

The felt covering a Triple Draw Poker table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting circles labeled '1', '2', and '3' for the placement of a bet for each hand wagered. In front of the dealer tray there shall be three Replacement Rows of 5 card outlines labeled "Draw Card 1 to Draw Card 5". Each row of 5 Draw Cards will be labeled 1, 2, or 3 on the left and right of each row starting with the row closest to the player. Below Replacement Row 1 the Draw Card numbers starting from right to left (from the player's point of view) will be re-printed so that when cards are placed in the card outlines, the Draw Card numbers will still be visible to the players.

Please refer to the attached layout artwork.

Number of Players in the Game

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

Type of Card Deck Used

1. ***Shuffling Machine:*** Cards used to play Triple Draw Poker shall be dealt from an automatic card shuffling device ("shuffler") leased from Shuffle Master and having GLI certification. The cards may be hand-dealt also.

2. ***Physical Characteristics:*** Cards used to play Triple Draw Poker shall be a standard deck of fifty-two (52) cards.

3. ***Number of Decks:*** Triple Draw Poker shall be played with one (1) deck, consisting of fifty-two (52) cards with backs of the same design. The cards will be shuffled by the automated card shuffling device before being dealt or used to play the game. All cards used in the game will be re-inserted and shuffled by the automated card shuffling device before being dealt or used to play the next round.

Betting Scheme

1. All wagers at Triple Draw Poker shall be made by placing gaming chips in the appropriate betting circles on the table layout, keeping in mind the table minimum and maximum wagering limits.

2. At the beginning of each round of play, each player shall be required to place from one to three separate wagers in the designated betting circles in front of each player identified as "1", "2", and "3". One wager is mandatory. The second and third bets are optional.

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

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager starting with all players' wagers in Replacement Row 1, followed by Replacement Row 2 and then Replacement Row 3. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing Procedures

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed.

2. The dealer shall wait for each player to place up to three equal bets in the betting circles in front of each player. The dealer will announce "No more bets."

3. The dealer button shall rotate clockwise around the table starting with the player to the left of the dealer.

4. The dealer shall deal one stack of five cards face down to each spot in which a player has wagered, regardless of the number of wagers by each player. Empty positions will not receive cards. The dealer shall deliver the first stack of five cards to the player to the left of the dealer button and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's betting circles. The dealer will not deliver any cards to the player/dealer.

5. After the stacks have been dealt and delivered to each player, an additional stack of five cards will be placed face-down next to Replacement Row #1. Thereafter, an additional stack of five cards will be placed face-down next to Replacement Row #2. Thereafter, another stack of five cards will be placed face-down next to Replacement Row #3. All remaining cards shall be placed unexposed in the discard rack.

6. After the players have examined their cards, each player shall return all discards to the dealer. Each player may discard from zero to five cards. The remaining cards held in the player's hand shall be placed in front of each player. The "held cards" shall be duplicated and used for all bets.

7. The dealer will then turn face-up each stack of five cards previously placed face-down next to each Replacement Row starting with Replacement Row #1. The dealer will then resolve each bet by combining the players held cards with the appropriate replacement cards from each Replacement Row needed to make a 5 card hand for each wager by the player.

The following table demonstrates all possible combinations of held cards and draw cards that can be used by each player to form a 5 card hand for each wager.

1. For each player that holds zero cards and discards all five cards, the dealer will use the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, Draw Card 4 and Draw Card 5 to form a five card hand for each Replacement Row for each wager by the player.

2. For each player that holds 1 card and discards 4 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, and Draw Card 4 with the held card to form a five card hand for each Replacement Row for each wager by the player.

3. For each player that holds 2 cards and discards 3 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, and Draw Card 3 with the held cards to form a five card hand for each Replacement Row for each wager by the player.

4. For each player that holds 3 cards and discards 2 cards, the dealer will combine the cards placed in spaces Draw Card 1, and Draw Card 2 with the held cards to form a five card hand for each Replacement Row for each wager by the player.

5. For each player that holds 4 cards and discards 1 card, the dealer will combine the card placed in space Draw Card 1with the held cards to form a five card hand for each Replacement Row for each wager by the player.

6. For each player that holds all five cards and discards zero cards, the dealer will only use the held cards to form a five card hand for each wager by the player.

Round of Play

1. Each player who places a wager shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/her cards in full view of the dealer at all times.

2. The dealer shall deal one stack of five cards face down to each spot in which a player has wagered, regardless of the number of wagers by each player. Empty positions will not receive cards. The dealer shall deliver the first stack of five cards to the player to the left of the dealer button and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's betting circles. The dealer will not deliver any cards to the player/dealer.

3. After each player has examined his/her cards, the dealer shall ask all players to deliver the cards that they wish to replace to the dealer. After each player has returned their discards in turn to the dealer, each player shall place the remaining held cards in front of each player. The dealer shall place the discards in the discard rack. Held cards shall be duplicated for all wagers.

4. Once all discards and have been returned to the dealer and all held cards have been placed in front of each player, the dealer shall expose each stack of 5 Replacement cards beginning with the stack previously placed next to Replacement Row #1, and shall place cards in consecutive order in the designated Draw Card spaces beginning with Draw Card 1 and ending with Draw Card 5.

5. After the dealing procedures above have been completed, the dealer shall turn the player's held cards face up.

6. The dealer shall then resolve each hand by examining each player's held cards and replacement cards to determine if each player's hand(s) is a winning or losing hand.

7. The dealer shall immediately collect the bets from all losing hands. If a player loses all wagers, the dealer shall immediately collect the held cards from the player and place them in the discard rack.

8. Base game payouts are made to winning hands for each bet. In order to qualify for a base game payout, a player's hand must contain a pair of Jacks or better. All losing bets shall be collected by the player/dealer to the extent that their wager covers. Each winning bet shall be paid in accordance with the payout odds listed on the attached payout tables.

9. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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

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

Paytable

Royal Flush	400 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	6 to 1
Flush	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Two Pairs	1 to 1
Jacks or Better	1 to 1

Betting Limits

A minimum of $5 to a maximum of $50 may be wagered per betting circle. A minimum of 1 betting circle to a maximum of 3 betting circles may be wagered.

Collection Schedules

Schedule 1

Player:	$0.50 for up to two per hand; or $1.00 for three wagers each hand
Player/Dealer:	$2.00 Each Round

Schedule 2

Player:	$0.50 Each Hand (all wagers included)
Player/Dealer:	$3.00 Each Round

Schedule 3

Player:	$0.50 for up to two per hand; or $1.00 for three wagers each hand
Player/Dealer:	$2.50 Each Round

Betting Limits

A minimum of $10 to a maximum of $100 may be wagered per betting circle. A minimum of 1 betting circle to a maximum of 3 betting circles may be wagered.

Collection Schedules

Schedule 1

Player:	$1.00 for up to two per hand; or $2.00 for three wagers each hand
Player/Dealer:	$3.00 Each Round

Glossary of Terms Used in the Controlled Game

Action The player position where the settling of bets begins.

Hand A five card poker hand formed for each player by combining the cards held by the player and not discarded with the appropriate draw cards in each replacement row.

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

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 eight designated positions on the table (often designated with a number) where players may place bets and receive a hand.

Draw Card The individual cards place in each Replacement Row which are combined with the player's held cards to form a five card poker hand.

Replacement Row A row of five draw cards, some or all of which when combined with the player's held cards form a five card poker hand.

House The licensed gambling establishment.



Let It Ride Bonus 1.0

Standards of play:

Let It Ride (LIR) is a five-card game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winning bets and pay all losing bets to the extent that money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

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

Type of gaming table utilized for this game:

Let It Ride shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table.

The cloth covering a Let It Ride table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled '1', '2', and '$' for the placement of bets. In addition, there will be a separate circle for the placement of a bonus bet.

Number of players in the game:

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

Type of card deck used:

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

2. ***Physical Characteristics:*** Cards used to play Let It Ride shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Let Let It Ride shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

    a. The backs of the cards of the two decks are of different color;
    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
    d. The cards from only one deck shall be placed in the discard rack at any given time.



Let It Ride Bonus 1.0

Betting scheme:

1. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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

3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.

4. Each player at a Let It Ride table, who has placed the three wagers required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the Bonus Bet *Payout Table*.

5. The player/dealer will collect all losing wagers and will pay all losing wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the 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 place the deck of cards in a single stack.

2. The dealer shall wait for each player to place three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."

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

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



Let It Ride Bonus 1.0

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

Round of Play

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

2. Each player who wagers at Let It Ride poker shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.

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

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

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

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

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

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

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



Let It Ride Bonus 1.0

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

9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards, to determine if the player's hand is a winning or losing hand.

10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player/dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and one of the attached payout tables.

11. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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

13. 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.

LET IT RIDE PAYTABLE

Basic Game Paytable

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1

3 Card Bonus Bet:

3 Card Bonus is an optional side bet for Let It Ride and Let It Ride Bonus. The rules are as follows:

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

2. An additional collection fee will be taken for placing a 3 Card Bonus Bets.



Let It Ride Bonus 1.0

3. The Bonus Bet only considers the three cards each player received on the initial deal.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
5. If the player's hand does not qualify for payouts, the player/dealer collects the 3 Card Bonus Bet wager.
6. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. The player plays the base game as usual. The bonus bet is resolved before the base game is resolved.
8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players

3 CARD BONUS PAYTABLE

Mini Royal	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.



Let It Ride Bonus 1.0

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 seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.



Let It Ride Bonus 1.0

Collection Rates:

Table Limit	**Player Table Fee** (per spot)	**Bonus Bet Fee** (per spot)	**Player/dealer Table Fee** (per hand)
$5 - $50	$0.50	$0.50	$2.00
$10 - $100	$1.00	$1.00	$2.00
$25 - $100	$1.00	$1.00	$3.00

21st CENTURY

BACCARAT

8.0 Version

04/13/09

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

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

DETAILS

The following details are provided per BGC-APP. 026:

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

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

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

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

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

4. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.

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

Dealing Procedures

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

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

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Player Hand:

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

Dealer Hand:

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

House Way

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

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager is won or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager (minimum of $5.00, maximum of $500.00). There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards

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

Dragon Bonus Bet

The optional bonus bet is called the "Dragon Bonus" (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager (minimum of $5.00, maximum of $500.00) on the designated DB spot located next to each player's position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Dealer Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Dealer Dragon Bonus Bet circle, or both.
4. There is no collection for the DB bet.
5. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing 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 will be returned to the players.

DRAGON BONUS PAYTABLE

Hand (Points Won By)	Payout
Natural	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

Glossary of Terms

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

Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9)

Table Limits & Collection Rates

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

Table Limits	Player/dealer	Player
$5- $50	$1	$0.50
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$ 5	$ 3

TRIPLE DRAW POKER 1.0

Background

"Triple Draw Poker" is a game based on U.S. Patent No. 5,823,873 held by Inventor Ernest W. Moody. The inventor licensed the right to play games under this patent to International Gaming Technology Inc. who thereafter licensed the right to Kelson Enterprises Inc. to play games under this patent in licensed gambling establishments in California and elsewhere. An agreement between Kelson Enterprises Inc. and the Cardroom must be submitted with the Application for Controlled Game Review in order to be reviewed and approved by the Bureau of Gambling Control. Each Cardroom is liable to the inventor, International Gaming Technology Inc. and Kelson Enterprises Inc. for the use of the patented game and is therefore responsible for such an agreement.

Standards of Play

Triple Draw Poker (TDP) is a traditional five-card draw poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player who collects all winning bets and pays all losing bets to the extent that money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.
All standard poker rankings will be used from the minimum winning hand of a pair of Jacks to the best hand, a Royal Flush. All hands that contain a pair of 10's and below are losing hands.

Type of Gaming Table Utilized for this Game

Triple Draw Poker shall be played on a table having eight seated positions, and a place for the Casino dealer on the opposite side of the table, similar to a Blackjack style table.

The felt covering a Triple Draw Poker table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting circles labeled '1', '2', and '3' for the placement of a bet for each hand wagered. There shall also be one (1) separate designated betting circle labeled "Bonus Bet" for the placement of a bonus bet. In front of the dealer tray there shall be three Draw Card Rows with 5 card outlines labeled "Draw Card 1 to Draw Card 5". Each Draw Card Row of 5 Draw Cards will be labeled 1, 2, or 3 on the left and right of each row starting with the row closest to the player. Below Row 1, the Draw Card numbers starting from right to left (from the player's point of view) will be re-printed so that when cards are placed in the card outlines, the Draw Card numbers will remain visible to the players.

Please refer to the attached layout artwork.

Number of Players in the Game

The game may be played with a maximum of seven players and a player/dealer position for a total of eight seated positions. However, the player/dealer position is not dealt a hand.

Type of Card Deck Used

1. ***Shuffling Machine:*** Cards used to play Triple Draw Poker shall be dealt from an automatic card shuffling device ("shuffler") leased from Shuffle Master and having GLI certification. The cards may be hand-dealt also.

2. ***Physical Characteristics:*** Cards used to play Triple Draw Poker shall be a standard deck of fifty-two (52) cards.

3. ***Number of Decks:*** Triple Draw Poker shall be played with one (1) deck, consisting of fifty-two (52) cards with backs of the same design. The cards will be shuffled by the automated card shuffling device before being dealt or used to play the game. All cards used in the game will be re-inserted and shuffled by the automated card shuffling device before being dealt or used to play the next round.

Betting Scheme

1. All wagers at Triple Draw Poker shall be made by placing gaming chips in the appropriate betting circles on the table layout, keeping in mind the table minimum and maximum wagering limits.

2. At the beginning of each round of play, each player has the option to place from one to three equal but separate wagers in the designated betting circles in front of each player identified as "1", "2", and "3". One wager is mandatory. The second and third wagers are optional. Each player may also place a separate wager in the designated Bonus Bet circle; however, no player may wager on the Bonus Bet unless the player makes the mandatory minimum one (1) bet in the numbered betting circles.

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

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Payouts wil begin with bonus bet wagers, followed by all players' wagers in Row 1, followed by Row 2, and then Row 3. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing Procedures

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed.

2. The dealer shall wait for each player to place up to three equal bets in the betting circles, and a separate optional bet in the "Bonus Bet" circle in front of each player. The dealer will announce "No more bets."

3. The dealer shall deal one stack of five cards face down to each player regardless of the number of wagers by each player. The dealer shall deliver the first stack of five cards to the player to the left of the player/dealer position and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's betting circles. The dealer will not deliver any cards to the player/dealer. Furthermore, empty positions that have not been wagered on will not receive cards.

4. After the players have examined their cards, each player shall place all discards in the designated space in front of the betting circles marked "discard." The cards in the "discard" pile will remain there until the end of the game. Each player may discard from zero to five cards. The remaining cards held in the player's hand shall be placed behind the betting circles in the designated space marked "held." The "held" cards shall be duplicated and used for all bets. Furthermore, the cards in the "held" pile will remain there until the end of the game and the resolution of all base game wager bets.

5. The dealer does not collect any discards.

6. Starting with Row #1, the dealer will then place five cards face up in each Draw Card Row in consecutive order starting with Draw Card 1 and ending with Draw Card 5. All remaining cards will be placed in the discard rack.

7. The dealer then resolves each player's wagers starting with the first hand clockwise from the Player/Dealer position, in the following order: bonus bet wagers, base game wagers.

8. The dealer resolves the Bonus Bet by opening the Discards and the Held cards. The Discards are kept in the Discard space and the Held cards are kept in the Held card space. They are not to be mixed. The dealer uses all 5 cards that were initially dealt to the player to determine the outcome of the Bonus Bet. Once the Bonus Bet is settled, the Discards are collected and placed in the discard rack. The Held cards are left face up in the Held cards space.

9. The dealer will then resolve each base game wager by combining the players held cards with the appropriate designated draw cards from each Draw Card Row needed to make a 5 card hand for each wager by the player.

10. Each numbered Draw Card Row refers to the matching numbered Betting Circle. As such, each player will use their held cards in combination with the designated draw cards in Row 1 for all bets in Betting Circle 1. Similarly, each player will use their held cards in combination with the designated draw cards in Row 2 for all bets in Betting Circle 2. Finally, each player will use their held cards in combination with the designated draw cards in Row 3 for all bets in Betting Circle 3.

The following table demonstrates all possible combinations of held cards and designated draw cards that can be used by each player to form a 5 card hand in each row for each wager.

1. For each player that holds zero cards and discards all five cards, the dealer will use the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, Draw Card 4 and Draw Card 5 to form a five card hand for each wager and matching Draw Card Row.

2. For each player that holds 1 card and discards 4 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, and Draw Card 4 with the held card to form a five card hand for each wager and matching Draw Card Row.

3. For each player that holds 2 cards and discards 3 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, and Draw Card 3 with the held cards to form a five card hand for each wager and matching Draw Card Row.

4. For each player that holds 3 cards and discards 2 cards, the dealer will combine the cards placed in spaces Draw Card 1, and Draw Card 2 with the held cards to form a five card hand for each wager and matching Draw Card Row.

5. For each player that holds 4 cards and discards 1 card, the dealer will combine the card placed in space Draw Card 1with the held cards to form a five card hand for each wager and matching Draw Card Row.

6. For each player that holds all five cards and discards zero cards, the dealer will only use the held cards to form a five card hand for each wager by the player.

Round of Play

1. Each player who places a wager shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/her cards in full view of the dealer at all times.

2. The dealer shall deal one stack of five cards face down to each player regardless of the number of wagers by the player. The dealer shall deliver the first stack of cards to the player to the left of the dealer button and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's

betting circles. The dealer will not deliver any cards to the player/dealer. Furthermore, empty positions that have not been wagered on will not receive cards.

3. After the players have examined their cards, each player shall place all discards in the designated space in front of the betting circles marked “discard.” The cards in the “discard” pile will remain there until the end of the game. Each player may discard from zero to five cards. The remaining cards held in the player’s hand shall be placed behind the betting circles in the designated space marked “held.” The “held” cards shall be duplicated and used for all bets. Furthermore, the cards in the “held” pile will remain there until the end of the game and the resolution of all base game wager bets.

4. Once all discards and all held cards have been placed in the marked spaces for each player, the dealer shall place five cards in the designated Draw spaces beginning with Draw Card 1 and ending with Draw Card 5 in all Draw Card Rows starting with Row #1. All remaining cards shall be placed in the discard rack.

5. After the dealing procedures above have been completed, the dealer shall then resolve each player’s Bonus Bet by opening the cards in the “Discard” and the “Held” pile. The dealer uses all 5 cards that were initially dealt to the player to determine the outcome of the Bonus Bet. In order to qualify for a bonus bet payout, a player’s hand must contain a pair of 2s or better. All losing bets shall be collected by the player/dealer to the extent that their wager covers. Each winning bet shall be paid in accordance with the payout odds listed on the attached Bonus Bet payout tables. Once all Bonus Bets are settled, the Discards are collected and placed in the discard rack.

6. After all bonus bet wagers are resolved, the dealer shall then resolve each base game wager by examining each player’s held cards and the designated draw cards to determine if each player’s hand is a winning or losing hand. In order to qualify for a base game payout, a player’s hand must contain a pair of Jacks or better. All losing bets shall be collected by the player/dealer to the extent that their wager covers. Each winning bet shall be paid in accordance with the payout odds listed on the attached payout tables. Once all wagers are settled, the “Held” cards are collected and placed in the discard rack.

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

8. The player/dealer is never required to cover all opposing players’ wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer’s wager. Furthermore, 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.

Glossary of Terms Used in the Controlled Game

Action	The player position where the settling of bets begins.
Hand	A five card poker hand formed for each player by combining the cards held by the player and not discarded with the appropriate draw cards in each replacement row.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is referred to as the player/dealer.
Discard Space	The designated rectangular space marked “Discard” in front of the players’ betting circles where players place their discards.
Held Space	The designated rectangular space marked “Held” behind the players’ betting circles where players place their held cards.
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 eight designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Draw Card	The individual cards place in each Replacement Row which are combined with the player’s held cards to form a five card poker hand.
Draw Card Row	A row of five draw cards, some or all of which when combined with the player’s held cards form a five card poker hand.
Bonus Bet	This is an optional bet by the player the outcome of which is determined by the outcome of the 5 original cards dealt to the player. Winning hands are paid pursuant to the Bonus Bet Paytable.
House	The licensed gambling establishment.

PAYTABLES

Base Game Paytable

Royal Flush	400 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	6 to 1
Flush	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Two Pair	1 to 1
Jacks or Better	Push

Bonus Bet Paytable

Royal Flush	1,200 to 1
Straight Flush	150 to 1
Four of a Kind	60 to 1
Full House	18 to 1
Flush	15 to 1
Straight	9 to 1
Three of a Kind	6 to 1
Two Pair	2 to 1
Jacks or Better	1 to 1
Pair of 2s to 10s	Push

BETTING LIMITS & COLLECTION SCHEUDLE

$2 to $25 Base Game Betting Limits

A minimum of $2 to a maximum of $25 may be wagered per betting circle.

$2 to $25 Bonus Bet Betting Limits

A minimum of $2 to a maximum of $25 may be wagered on the Bonus Bet.

Collection Schedule

Schedule 1

Player: $0.25 Each Hand (each base game wager); $0.25 Bonus Bet
Player/Dealer: $1.00 Each Round

Schedule 2

Player: $0.25 Each Hand (each base game wager); $0.25 Bonus Bet
Player/Dealer: $1.50 Each Round

Schedule 3

Player: $0.25 Each Hand (each base game wager); $0.25 Bonus Bet
Player/Dealer: $2.00 Each Round

No Bust 21st Century Blackjack©

6.0 version

May,30,2009

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

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

*Additional pending patent

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

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

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

RANKING CHART

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

ROUND OF PLAY

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

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

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

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

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

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

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

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

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" then the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
    a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
    b. If the Player is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand which consists of a 7, 8, and 9 of a single suit and then they will "PUSH".
6. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.
7. A two card Natural beat all other hands.

8. Double-Down:
    a. Players can double-down on the first two-cards only, with the exception of all “Natural” hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
9. Splits:
    a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
    b. Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A “Natural” can not be had off of any hand from the split of a ten-value card.
    c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and can not qualify for a “Natural” hand after it is split.
10. Players can not surrender.
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 a “Natural” (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 their 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 three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
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.

COLLECTION RATES

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

LEGAL

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

21st CENTURY

BACCARAT

ROYALE

9.0 Version

*21st Century Baccarat 9.0 is owned, patented and/or copyrighted by 21st Century Gaming Concepts. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

21st CENTURY BACCARAT Version 9.0

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

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

2. Backline betting is allowed.

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

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

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

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

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

Dealing Procedures

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

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

How Winners are Determined and Paid

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

Player Hand:

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

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

Dealer Hand:

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

House Way

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

Tie Bet

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

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards.

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

RoyaleBonus Bet

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

Rules are as follows:

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

Royale Bonus Bet Paytable

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

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Glossary of Terms

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

21st Century Baccarat

Limit Maximum 36 betting circles per seat*	Tie Bets Max.	Collection	
		Player/Dealer	*Player*
$10 - $100 (max. 10 betting circles)	$100	$ 2	$1 per betting circle
$25 - $100 (max. 10 betting circles)	$100	$ 2	$1 per betting circle
$100 per betting circle (max. 15 betting circles)	$300	$ 3	$1 per betting circle
$100 per betting circle (min. 2 betting circles) (max. 20 betting circles)	$300	$ 5	$1 per betting circle

Limit Maximum 36 betting circles per seat*	**Collection**		
	$1	**$2**	**$3**
$10 - $100	Per Betting Circle		
		Player/Dealer	
Tie/Bonus Bet - $100 Maximum per betting circle	Total $50 or less	Total $51 to $200	Total $201 or more
$25 - $100	Per Betting Circle		
		Player/Dealer	
Tie/Bonus Bet - $100 Maximum per betting circle	Total $50 or less	Total $51 to $200	Total $201 or more

Limit Maximum 36 betting circles per seat*	**Collection**		
	$1	**$3**	**$5**
$100 per betting circle	Per Betting Circle		
			Player/Dealer
Tie/Bonus Bet - $300 Maximum per betting circle	Total $100 or less	Total $101 to $500	Total $501 or more

The Bicycle Casino

NO COMMISSION

BACCARAT

No Commission Baccarat Rules

DETAILED DESCRIPTION

Standards of play:

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player hand is compared with the player/dealer hand and the hand closest to "9" wins. No Commission Baccarat plays the same as conventional Baccarat except that (a) there is no commission charged on any winning player/dealer hand, and (b) If both the player hand and the dealer hand have a total of 7, all wagers on the dealer hand automatically lose and all wagers on the player hand push. However, a tie bet wager will still win in this instance.

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.

Type of gaming table utilized for this game:

An industry standard Baccarat table may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.

Alternately, a bat wing or expanded table for more players may be used which seats a maximum of 14 players.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard prominently displayed indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized.

Type of card deck used:

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between three (3) and eight (8) decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers.

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

No Commission Baccarat Rules

Betting scheme:

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

2. Backline betting is allowed.

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

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

    a. Player line which pays 1 to 1
    b. Dealer line which pays 1 to 1
    c. Tie bet which pays 8 to 1
    d. Pair Bet which pays 11 to 1
    e. Lucky 7 Baccarat Bet which pays 45 to 1

    TIE BET

    The Tie Bet is an optional wager that both the Player and Banker hands will have the same total. The completed player and banker hand, which includes any draw cards, will be compared when settling this wager. This wager must be placed prior to any cards being dealt and must have a base wager to qualify. A maximum of $300 may be placed on this bet, and only a seated player may place this wager. All winning Tie Bets will be paid eight times (8 to 1) the amount wagered in the "tie" box designated on the layout. This wager wins or loses independent of the base game bet. No additional collection will be taken for the Tie Bet. The player/dealer will pay all winning Tie Bets and collect all losing Tie Bets. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers, then all Lucky 7 Baccarat Bet wagers.

    PAIR BET

    The Pair Bet is an optional wager to bet that the first two cards of either the Player or Banker hand will be a pair. The Pair Bet must be placed prior to the deal and must have a base wager to qualify. A maximum of $300 may be placed on this bet, and only a seated player may place this wager. Players may bet the Player Pair or Banker Pair or both. No additional collection will be taken for the Pair Bet. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Pair Bets and collect all losing Pair Bet. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers, then all Lucky 7 Baccarat Bet wagers.

    LUCKY 7 BACCARAT BET

    The Lucky 7 Baccarat Bet is an optional wager to bet that the first two cards dealt to the Player and Dealer hand equal seven. The Lucky 7 Baccarat Bet must be placed prior to the deal and must have a Player and/or a Dealer wager to qualify. Furthermore, this wager may only be in an amount ranging between a minimum of $5 and a maximum of $300 and only a seated player can place this wager. No additional collection will be taken for placing this wager. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Lucky 7 Baccarat Bets and collect all losing Lucky 7 Baccarat Bet. The action on each player's wager(s) rotates clockwise. The player to the left

of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers, then all Lucky 7 Baccarat Bet wagers.

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, the player/dealer position is offered to players in a continuous and systematic fashion. After the player/dealer is determined, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. Each player is offered the opportunity to make a Tie Bet at this time.

The house dealer will then deal two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The 1st and 2nd cards will be dealt face down to the designated "Player" box on the table. The 3rd and 4th cards will be dealt face down to the designated "Banker" box on the table. The Player's hand will be opened first. The player and banker hands will hit or stand according to traditional guidelines.

HIT/STAND GUIDELINES

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card. Otherwise, a third card may be dealt to either position based on the following rules:

- The Player hand hits on a total of 5 or less and stands on a total of 6 or more.
- If the Player stands, then the Banker hand hits on a total of 5 or less and stands on a total of 6 or more.
- If the Player hand draws a card, the Banker hand hits according to the following rules:
    - If the Banker's hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.
    - If the Banker's hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
    - If the Banker's hand total is 5, then the Banker hand is dealt a third card if the Player's third card was 4, 5, 6, or 7.
    - If the Banker's hand total is 6, then the Banker hand is dealt a third card if the Player's third card was a 6 or 7.

The following chart, where "S"= Banker hand "stands" and "H"= Bankers hand "hits" demonstrates how each hand combination is resolved:

No Commission Baccarat Rules

BANKER'S HAND	PLAYER'S THIRD CARD									
	0	1	2	3	4	5	6	7	8	9
7										
6										
5										
4										
3										
2										
1										
0										

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to 9 wins. If both banker and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the banker hand wins, all players that wagered on the banker hand will be paid 1 to 1, and the player and tie hands will lose.
- If the player hand wins, all players that wagered on the player hand will be paid 1 to 1, and the banker and tie hands will lose.
- If the banker and player hands have the same value, both the banker and player hand wagers will push. However, if both hands have a total of 7, then the banker hand automatically loses and the player hand still pushes.

The player/dealer pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s).

Round of play:

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.

2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in "Dealing Procedures" above.

5. Following the rules above, the dealer will determine if the player hand hits or stands. The banker hand will hit or stand accordingly. Then all wagers are settled as described above in "Determining and Paying Winners".

No Commission Baccarat Rules

6. After all wagers are settled, the cards are collected and discarded.

7. The house dealer records whether the hand was won by the player, banker, or was a tie on the affixed electronic display board.

8. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.

9. The next round of play begins.

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. An "Action" button will be used as described above. There will also be an electronic display board to track the outcome of the last several hands.

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 the Player/Dealer position may not act as the Player/Dealer 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.

A Player/Dealer is never required to cover all opposing players' wagers. Payoffs for all wagers are limited to the amount of the Player/Dealer's 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.

No Commission Baccarat Rules

Table Limits & Collection Rates

How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino. All collection rates and wagering limits for the game will be posted at each gaming table.

Table Limits	Player/Dealer	Player
$5- $50	$1	$0.50
$10-$100	$2	$1
$50-$300	$3	$2
$100-$500	$5	$3



(A) <u>Standards of play:</u>

Caribbean Stud Poker is a five card poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

(B) <u>Gaming Table & Number of Players:</u>

(1) Caribbean Stud Poker 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 Casino dealer on the opposite side.

(2) A maximum of eight players including the player/dealer position shall play in the game.

(3) A maximum of 6 betting cirlces will be used for each seated position.

(4) Backline betting is not allowed.

(5) The cloth covering a Caribbean Stud Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be thre separate designated betting spaces labeled 'Ante,' 'Bet,' and Insurance Bonus Bet for the placement of bets.

(C) <u>Type of card deck used:</u>

(1) ***Shuffling Machine:*** An automated card shuffling device shall be used, provided that:

(a) Two decks are used.

(b) Each deck of cards shall be a standard 52-card deck with backs of the same color and design; No joker is used.

(c) The backs of the cards in the two decks are of different color;

(d) One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

(e) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and



(f) The cards from only one deck shall be placed in the discard rack at any given time.

(D) Ranking of Hands:

(1) The rank of the cards used in Caribbean Stud Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four and five.

(2) The permissible Poker hands at the game of Caribbean Stud Poker, in order of highest to lowest rank, shall be:

(a) "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;

(b) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;

(c) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

(d) "Full house" is a hand consisting of "three-of-a- kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;

(e) "Flush" is a hand consisting of five cards of the same suit;

(f) "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);

(g) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a kind and three twos being the lowest ranking three-of-a-kind;

(h) "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

(i) "One pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(3) When comparing two hands which are of identical Poker hand rank pursuant to the provisions of this Section, or which contain none of the hands authorized in this Section, the hand which contains the highest ranking card as provided in (D)(1) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this Section, the hands shall be considered a push.

(E) <u>Shuffle and Cut of the Cards</u>

(1) Immediately prior to the commencement of play and after each round of play has been completed, the casino dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

(2) After the cards have been shuffled and stacked, the casino dealer shall deal or deliver the cards in accordance with the procedures set forth in (G) below;

(3) If a cut of the cards is required, the dealer shall:

(a) Cut the deck, using one hand, by:

(j) Placing the cover card on the table in front of the deck of cards;

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (E)(3)(a)(ii) above; and

(iv) Removing the cover card and placing it in the discard rack; and

(v) Deal the cards in accordance with the procedures set forth in (G) below.



(F) Dealing procedures:

(1) A casino shall have the cards used to play Caribbean Stud Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards.

(2) The casino dealer shall announce "No more bets."

(3) The casino dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager. As the remaining stacks are dispensed to the casino dealer by the automated dealing shoe, the casino dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager. The dealer shall then deliver a stack of five cards face down to the area designated for the player/dealer's hand.

(4) After each stack of five cards has been dispensed and delivered, the casino dealer shall remove the stub from the automated dealing shoe and, place the cards in the discard rack without exposing the cards.

(5) The stack of five cards comprising the player/dealer's hand shall then be spread in a row directly in front of the table inventory container with the top card to the casino dealer's right and the bottom card to the casino dealer's left. The casino dealer shall then expose the bottom card of the player/dealer's hand, or that card farthest to the dealer's left, and the round of play shall proceed.

(G) Betting scheme/Wagers:

(1) All wagers in Caribbean Stud Poker 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 ante wagers shall be placed prior to the dealer announcing "No more bets." Except as provided in (H) below, no wager shall be made, increased, or withdrawn after the 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.

(4) Each player will have the option to place a 'bet' wager in accordance with (H) below.

(H) Procedure for Completion of Each Round of Play

(1) After the dealing procedures required by (F) above, have been completed but before the casino dealer exposes the hole cards, each player shall, after examining his or her cards, either place a bet wager, which must be equal to double the amount of the ante, in the designated betting area



or fold and forfeit the ante wager. If a player folds, the entire ante wager shall be collected by the casino dealer and given to the player/dealer. A folded hand shall then be immediately collected by the casino dealer and placed in the discard rack.

(2) Each player who makes a bet wager shall be responsible for his or her own hand and no other person other than the casino dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the casino dealer at all times. Once each player has examined his or her cards and placed the five cards face down on the appropriate area of the layout, the player shall not touch the cards again.

(3) No player may exchange or communicate information regarding his or her hand prior to the casino dealer revealing the player/dealer's hole cards. Any violation shall result in a forfeiture of all wagers on that round by the players communicating.

(4) After all players have either placed a bet wager or folded, the casino dealer shall turn over and reveal the player/dealer's hole cards and set the highest ranking Poker hand.

(5) Except as otherwise provided in (H)(7) below after the hole cards are revealed, the dealer shall, starting with the player farthest to his or her right, turn over the player's cards and if the dealer has a qualifying hand of an Ace-King or higher:

(a) All losing wagers shall immediately be collected by the dealer and pushed to the player/dealer. All losing hands shall then be immediately collected by the casino dealer and placed in the discard rack. Ante and bet wagers made by a player shall lose if the qualifying hand of the dealer has a hand rank, which is higher than the hand of that player.

(b) If the hand of the player ties with that of the player/dealer's qualifying hand, the hand of the player shall be a push. The casino dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

(c) After all losing wagers and pushes have been settled, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning ante and bet wagers are paid. Winning wagers shall be paid in accordance with the payout odds listed in (I) below. The dealer shall pay, on behalf of the player/dealer, all winning wagers beginning with the player farthest to the right of the casino dealer and continuing counterclockwise around the table. Any wager made by a player shall win if the hand of the player has a hand rank higher than that of the player/dealer's qualifying hand. After paying all winning ante and bet wagers, the casino dealer shall immediately collect the cards of all winning players and place them in the discard rack, together with the remaining cards in the deck used for that round of play provided.



(6) After the hole cards are revealed, if the dealer does not have a qualifying hand of Ace-King or higher:

(a) The casino dealer shall immediately announce "No hand" and shall pay all ante wagers, on behalf of the player/dealer, at payouts odds of 1 to 1. The casino dealer shall pay all ante wagers, on behalf of the player/dealer, beginning with the player farthest to the right of the casino dealer and continuing counterclockwise around the table;

(iii) All bet wagers shall be considered void and the dealer shall neither collect nor pay said wagers; and

(iv) After paying all ante wagers, the casino dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play.

(7) All cards collected by the casino 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) 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.

(9) 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.

(I) Payout Odds

(1) A casino shall pay out winning ante wagers at payout odds of 1 to 1.

(2) A casino shall pay off each winning 'bet' wager at the game of Caribbean Stud Poker as listed below:

Hand	Payout Odds
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1



Two Pair	2 to 1
One Pair or less	1 to 1

(J) Irregularities

(1) If a hole card is exposed prior to the casino dealer announcing "No more bets", all hands shall be void.

(2) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(3) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(4) If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.

(5) If the automated card shuffling device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(K) Definitions:

(1) The following words and terms, as used in the rules above, shall have the following meanings unless the context clearly indicates otherwise:

(a) "Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

(b) "Bet wager" means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.

(c) "Fold" means the withdrawal of a player from a round of play by discarding his or her hand of cards after all cards have been dealt and prior to placing a bet wager.

(d) "Hand" means the five card hand dealt to each player and the dealer.

(e) "Hole card" means any of the four cards which are dealt face down to the dealer.

(f) "Push" means a tie.

(g) "Qualifying hand" means the player/dealer's hand has at least a rank of ace, king, four, three and two or better.

(h) "Rank" or "ranking" means the relative position of a card or group of cards.

(i) "Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the rules of this game.

(j) "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.

(k) "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

Caribbean Stud Poker Bonus Insurance

No more whining about not being paid for your premium hands! The bet equates to buying insurance against the dealer not qualifying. When the dealer can't qualify and you have a flush or better, this bet will be paid odds even though the Call bet isn't paid. Therefore, you are guaranteed to be paid odds one way or the other.

Each player wagering in the base game of Caribbean Stud has the option of placing a wager within table limits on the designated Bonus Insurance Bet spot located next to each player's position on the gaming felt layout. The Bonus Insurance Bet awards a bonus payout, as described below, to the player(s) who make this wager. There will be a designated circle in front of each player position in which a player may wager.

The following rules apply:

1. The bonus bet wager takes into account all cards dealt to the player or the player/dealer's hand. The bet wins only if the player/dealer doesn't qualify with Ace-King.



2. If the player/dealer's up card is 2 through 5, the player who has made the Bonus Insurance bet has the option to double up by matching his original Bonus Insurance bet. After all players have made their decisions concerning their Ante, Call bet and the Bonus Insurance bet, the dealer will reveal his entire hand. The pay table is shown below:

3. Doubling up when the player/dealer's up card is 2 through 5 is allowed only before the player/dealer reveals his hand. Both the original bet and the double up bet are paid the odds according to the pay table.

4. Only the highest winning combination is paid. For example, if the player/dealer hand is 9-high and the player hand is 4 of a kind, the player is paid 20 to 1 instead of 2 to 1 for the player/dealer's 9-high.

5. Players may make one bonus bet wager for each base game wager placed.

6. The Bonus Insurance bet will win or lose independent of the outcome of the base game wager.

7. The Bonus Insurance Bet may be less than, equal to, or may exceed the base game wager. However, the bonus bet may not exceed the table limit.

8. There is no additional collection fee for placing a Bonus Insurance Bet.

9. The player/dealer will pay all winning Baccarat Insurance Bet wagers and will collect all losing Baccarat Insurance Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.



Bonus Insurance Bet Payout Table

Player Hand (when the player/dealer hand is less than Ace-King)	Pay
Royal Flush	100
Straight Flush	50
4 of a Kind	20
Full House	10
Flush	7
Player/Dealer Hand	
7-HIGH	6
8-HIGH	3
9- or 10-HIGH	2
Less than Ace-King	1



Collection Fees

Limit	Collection	
	Player/Dealer	Player
$ 5 - $ 20 6 betting circles max.	**$ 2**	**$.50 per bet**
$10 - $100 6 betting circles max.	**$ 2**	**$1.00 per bet**
$25 - $100 6 betting circles max.	**$ 3**	**$1.00 per bet**

NO COMMISSION

BACCARAT

No Commission Baccarat Rules

DETAILED DESCRIPTION

Standards of play:

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player hand is compared with the banker hand and the hand closest to "9" wins. No Commission Baccarat plays the same as conventional Baccarat except that (a) there is no commission charged on any winning Banker hand, and (b) the Banker hand will lose on a tie of 7.

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.

Type of gaming table utilized for this game:

An industry standard Baccarat table may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.

Alternately, a bat wing or expanded table for more players may be used which seats a maximum of 14 players.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard prominently displayed indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized.

Type of card deck used:

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between three (3) and eight (8) decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers.

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

No Commission Baccarat Rules

Betting scheme:

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

2. Backline betting is allowed.

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

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

   a. Player line which pays 1 to 1
   b. Dealer line which pays 1 to 1
   c. Tie bet which pays according to the table below
   d. Pair Bet which pays 11 to 1

   TIE BET

   The Tie Bet is an optional wager that both the Player and Banker hands will have the same total. The completed player and banker hand, which includes any draw cards, will be compared when settling this wager. However, if the player hand or the Banker hand is not required to draw an additional card, according to the rules below, then that tie bet will only qualify for the 'other tie' payout. A tie bet will only qualify for one of the 6-card payouts if the player hand and the banker hand is required to draw an additional card, according to the rules below, so that each hand has three cards, for a total of six cards. This wager must be placed prior to any cards being dealt and must have a base wager to qualify. Any amount may be placed on this bet within table limits, and only a seated player may place this wager. All winning Tie Bets will be paid according to the pay table below dependent on the amount wagered in the "tie" box designated on the layout. This wager wins or loses independent of the base game bet. No additional collection will be taken for the Tie Bet. The player/dealer will pay all winning Tie Bets and collect all losing Tie Bets. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers.

   The tie bet traditionally offered within a Baccarat game will be replaced with the following bonus table:

6-card tie at 6 through 9 and same color	50 to 1
6-card tie at 9	30 to 1
6-card tie at 8	30to1
6-card tie at 7	30to1
6-card tie at 6	30to1
Any other tie	7 to 1

   PAIR BET

   The Pair Bet is an optional wager to bet that the first two cards of either the Player or Banker hand will be a pair. The Pair Bet must be placed prior to the deal and must have a base wager to qualify. Any amount may be placed on this bet within table limits, and only a seated player may place this wager. Players may bet the Player Pair or Banker Pair or both. No additional collection will be taken for the Pair Bet. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Pair Bets and collect all losing Pair Bet. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and

No Commission Baccarat Rules

will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers.

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, the player/dealer position is offered to players in a continuous and systematic fashion. After the player/dealer is determined, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. Each player is offered the opportunity to make a Tie Bet at this time.

The house dealer will then deal two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The 1st and 2nd cards will be dealt face down to the designated "Player" box on the table. The 3rd and 4th cards will be dealt face down to the designated "Banker" box on the table. The Player's hand will be opened first. The player and banker hands will hit or stand according to traditional guidelines.

HIT/STAND GUIDELINES

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card. Otherwise, a third card may be dealt to either position based on the following rules:

- If the Player stands, then the Banker hand hits on a total of 5 or less.
- If the Player hand draws a card, the Banker hand hits according to the following rules:
    - If the Banker's hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.
    - If the Banker's hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
    - If the Banker's hand total is 5, then the Banker hand is dealt a third card if the Player's third card was 4, 5, 6, or 7.
    - If the Banker's hand total is 6, then the Banker hand is dealt a third card if the Player's third card was a 6 or 7.

The following chart, where "S"= Banker hand "stands" and "H"= Bankers hand "hits" demonstrates how each hand combination is resolved:

		PLAYER'S HAND									
		0	1	2	3	4	5	6	7	8	9
BANKER'S HAND	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

No Commission Baccarat Rules

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to 9 wins. If both banker and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the banker hand wins, all players that wagered on the banker hand will be paid 1 to 1, and the player and tie hands will lose.
- If the player hand wins, all players that wagered on the player hand will be paid 1 to 1, and the banker and tie hands will lose.
- If the banker and player hands have the same value, both the banker and player hand wagers will push. However, if both hands have a total of 7, then the banker hand automatically loses and the player hand still pushes.

The player/dealer pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s).

Round of play:

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.

2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in "Dealing Procedures" above.

5. Following the rules above, the dealer will determine if the player hand hits or stands. The banker hand will hit or stand accordingly. Then all wagers are settled as described above in "Determining and Paying Winners".

6. After all wagers are settled, the cards are collected and discarded.

7. The house dealer records whether the hand was won by the player, banker, or was a tie on the affixed electronic display board.

8. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.

9. The next round of play begins.

No Commission Baccarat Rules

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. An "Action" button will be used as described above. There will also be an electronic display board to track the outcome of the last several hands.

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 the Player/Dealer position may not act as the Player/Dealer 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.

A Player/Dealer is never required to cover all opposing players' wagers. Payoffs for all wagers are limited to the amount of the Player/Dealer's 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.

No Commission Baccarat Rules

Table Limits & Collection Rates

How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino. All collection rates and wagering limits for the game will be posted at each gaming table.

Table Limits	Player/Dealer	Player
$5- $50	$1	$0.50
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$ 5	$ 3

EZ BACCARAT™



SUMMARY OF GAME

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

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.

To begin the game, players make a wager(s) on Player, or Dealer, or Tie ('Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:
In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.
In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.
In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.
In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

The game may also be played on a batwing table that accommodates up to fourteen (14) seated positions.



Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game. Backline betting is allowed.

Type of Card Deck

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

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

Betting Scheme

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

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

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

    a. Player line which pays 1 to 1
    b. Dealer line which pays 1 to1

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager. There will be no extra fee for placing a tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7 Bonus Bet

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 wager. The Dragon 7 wager may be less than, equal to, or greater than the base game wager. There will be no extra fee for placing a Dragon 7 wager.

The player-dealer will pay all winning Dragon 7 wagers and will collect all losing Dragon 7 wager. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. 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 dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

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

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

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

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	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

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie.
Wagers will then be settled in one of the following two ways:

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and dealer line wager placed, then all tie bet wagers, then all Dragon 7 wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Card Dealt	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

House Way

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

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

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.



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.

Table Limits & Collection Rates

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

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

SUMMARY OF THE GAME

Pan 9 with Dragon 9 Bonus Bet is the same as the traditional Pan 9 with the addition of a bonus bet. The bonus bet is covered by the action from the player-dealer position and the amount of money wagered for the "bank" hand.

DETAILED DESCRIPTION

Standards of play:

The player-dealer position will be offered offered or rotated in a systematic fashion after every two hands. There are no minimum bet requirements to act as player-dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player-dealer's wager covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player-dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player-dealer's hand and the hand closest to "9" wins.

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.

Type of gaming table utilized for this game:

An industry standard Blackjack table or a "bat-wing" may be used. The table seats seven or eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Alternately, a bat wing or expanded table seats a maximum of 14 players.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player-dealer position may occupy a seated position in the game depending on the type of table utilized. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between four and twelve decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. ***Physical Characteristics:*** Cards used to play this game shall be in standard decks of 52 cards with no jokers and the 7's, 8's, 9's and 10's removed.

3. ***Value of Cards:*** All cards 2 through 6 hold their face value. J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting scheme:

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

2. Backline betting is allowed.

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

4. A bonus bet may be placed by a player only of a base game wager is made. The minimum bonus bet wager is $1.00 is no more than a player's base game wager. Only the seated player may place a bonus bet.

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player-dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid.

The house dealer will then deal three cards to each player one at a time in a clockwise fashion. The player/dealer's cards are kept in front of the casino dealer and a "dealer" button is placed on top of those cards.

After all players have checked their 3 cards, they have the option to hit or stand.

HIT/STAND GUIDELINES

Player-dealer must hit on hands with 3 card values of 0 to 4 and stand on 3 card values of 7 to 9. On 3 card values of 5 and 6, the player-dealer has the option to either hit or stand. Players may play their hands however they wish.

Once a player has made their decision to hit or stand they will place their cards in a marked area in front of their seat position that has a "stand" or "hit" marked on it. If they stand, no action will be taken. If their card is in a hit area, the casino dealer will deal a 4^{th} card in front of their three cards. The player may not look at this card.

Once all hit cards are dealt to players, the casino dealer will reveal the player-dealer's three cards. The same hit/stand guidelines as listed above will be applied to the player-dealer's hand.

The casino dealer will then reveal each of the player's cards and determine winners and losers.

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the three or four card hand total is used. The hand with the higher value wins and if both banker and player hands have the same total, the result is a tie. All ties between a player's hand and the player-dealer's hand are considered a "push," and the wagers are called off.

The player-dealer position pays all winning bets and collects from all losing bets to the extent that money covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. Wagers shall be settled in the following order: all base wagers, then all Dragon 9 Bonus Bets wagers placed.

Round of play:

1. A round of play begins when a player-dealer is designated. After one player has been player-dealer for two consecutive hands, the option to be player-dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players clockwise on the table until a player accepts the option.

2. The player-dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player-dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player-dealer will place his/her collection fee(s) in front of his/her betting area.

3. Once the player-dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.

4. After the fees have been collected, the house dealer will deal the cards using the method described in "Dealing Procedures" above.

5. The player-dealer will shake the dice cup (which contains 3 die). The point total of the three (3) dice determines the placement of the action button. The player-dealer's position is always zero (0). Other seats, in clockwise rotation, respectively represent the other numbers.

6. Players will set their hands and decide whether to hit or stand.

7. After all wagers will be settled based on the value of the cards and winners, losers and tie hands are determined.

8. The bonus bets are then settled based on the pay chart provided below:

HAND	PAYS (__ to 1)
4 card 9 suited	100 to 1
4 card 9 same color	60 to 1

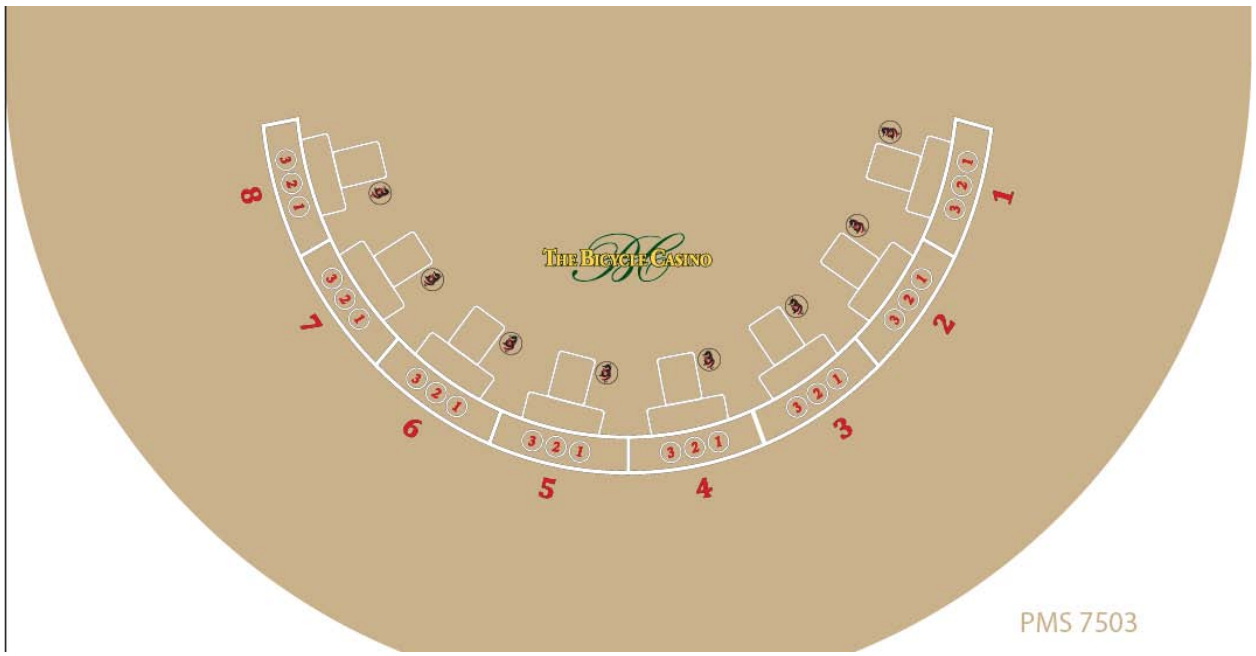
3 card 9 suited	30 to 1
3 card 9 same color	10 to 1
Any 4 card 9	4 to 1

9. The cards are collected and discarded. At this point if the current player-dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player-dealer rotates as described above. The player-dealer indicator will be turned over or moved to indicate the current player-dealer and if this is the first or second hand for the player/dealer.

10. The next round of play begins.

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player-dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. There will also be an "Action" button, used as described above.



How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino and can be up to five separate rates per table. All collection rates and wagering limits for the game will be posted at each gaming table.

GLOSSARY OF TERMS

Action:	The amount of money wagered by a player and the player-dealer or where the round of play begins.
Action button:	The language used to determine where the first hand will be used to compare to the player-dealer hand.
Dragon 9 Bonus Bet	An optional wager placed when a minimum base wager is made and is paid by the player-dealer regardless of the outcome of the base game hand.
Push:	A push is any hand in which money is not exchanged.

Collection Rates

	Table Limit	Player Collection (per circle)	Player-Dealer Table Fee (per hand)
1	$10 - $100	$1.00	$2.00
			$3.00

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 five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and

the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

Method used to Determine Action and Distribution of Cards

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

Dealing Procedures and Round of Play

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

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

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

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

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

- If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
- If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.

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

Dragon 7 Bonus Bet

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

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.

- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

LIMIT			Player-Dealer Table Fee	Player Table Fee
$5	to	$99	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$500	$ 5.00 per hand	$ 3.00 per bet
$200	to	$500	$ 5.00 per hand	$ 3.00 per bet
$300	to	$1,000	$ 6.00 per hand	$ 4.00 per bet
$500	to	$1,000	$ 6.00 per hand	$ 4.00 per bet

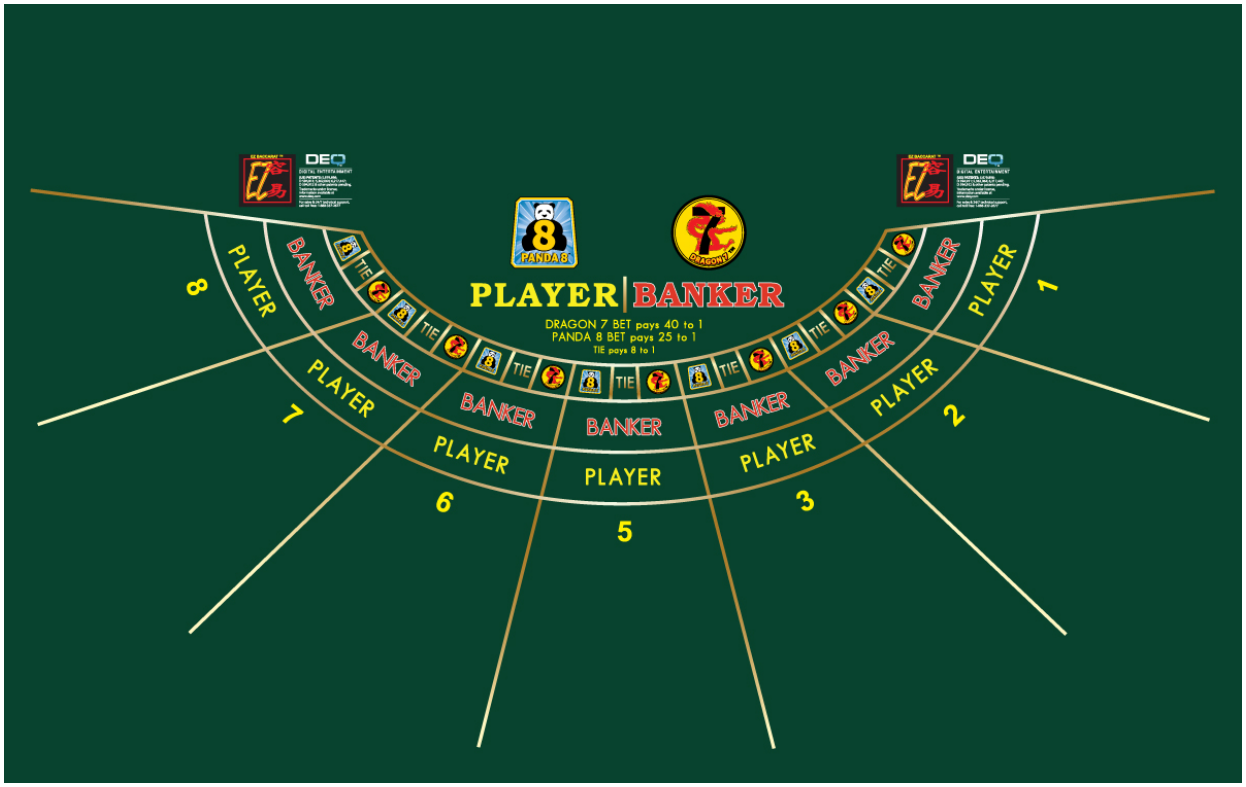
EZ BACCARAT

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 two 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.

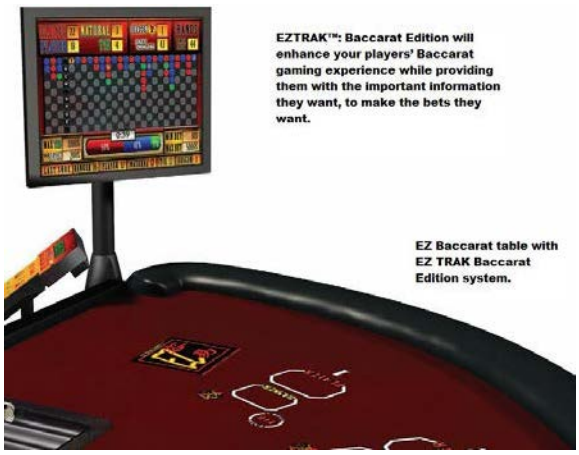
Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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



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Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player-dealer and an optional bonus bet.

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

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven places on one side for the players and the player-dealer for a total of eight seated positions, including 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 layout cloth covering the table shall bear an inscription to the effect that the "Player-Dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";

2. For blind wagers on the word "Blind";

3. For trips bonus wagers on the word "Trips"; and

4. For play wagers on the word "Play."



Number of players in the game:

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

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two cards.

3. ***Number of Decks:*** Cards used to play Ultimate Texas Hold'em shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.

    a. The backs of the cards of the two decks are of different color;

    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and

    d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

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

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

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

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

a.	1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	3 cards of the same value.
d.	Straight	5 cards of any suit in sequence. An ace may be counted as high or low.



e.	Flush	5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	4 cards of the same value.
h.	Straight Flush	5 cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers for Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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

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

    a. An equal wager in the "Ante" and "Blind" circles; or

    b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus" wager.

    An ante wager and a blind wager are required to play the round.

    Back-line betting is not permitted on any wagers.

4. The player-dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player-dealer's wager is exhausted, all player wagers not covered by the player-dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the house dealer shall:

    a. Call "No more bets"; and then

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

2. All cards shall be dealt face down.



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

    a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player-dealer; followed by

    b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have 2 cards each; followed by;

    c. 5 community cards in the center of the table.
4. The automatic shuffler shall deal cards as follows:

    a. 2 cards at a time to each wagering area containing an ante wager and blind wager, starting with the player to the left of the house dealer and continuing clockwise; followed by

    b. 2 cards to the player-dealer, who receives their cards last; followed by

    c. 5 community cards in the center of the table.

5. 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.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.

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

3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.

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

5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.

6. A player who decides to fold shall place his/her cards face down on the table. The house dealer shall then, in relation to each player who has folded:

    a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player-dealer, and the player's cards;



b. Individually spread out the cards, face down, and count them; and

c. Place the cards in the discard rack.

7. For all remaining players, the house dealer will turn over the player-dealer's two cards. Each player and the player-dealer's five-card poker hand shall be determined using any combination of hole cards and community cards.

8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player-dealer does not qualify:

9. Where the player-dealer's hand is not 1 pair or higher, the player-dealer does not qualify. Starting with the player on the player-dealer's left, the 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.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player-dealer qualifies:

10. If 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. Starting with the player to the left of the player-dealer and moving clockwise around the table, the house dealer will:

    a. Bring the player's cards into the "work area" between the player-dealer's hand and the trips bonus wager area and reveal the player's cards;

    b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);

    c. Compare the player's hand with that of the player-dealer; and

    d. Announce the value of the player's hand and whether it wins or loses.

11. A player's hand shall:

    a. Win if it has a higher poker value than that of the player-dealer's hand;



b. Lose if it has a lower poker value than that of the player-dealer's hand;

c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.

d. If a player wins with less than a straight, the blind bet pushes.

12. If a player's hand loses, the house dealer shall:

a. Collect on behalf of the player-dealer, in order, the play, ante and blind wagers;

b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player-dealer; and

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

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

a. Pay the ante wager and play wager on the hand;

b. Pay the blind wager if the hand is a straight or better;

c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and

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

14. If a player's hand constitues a push, the house dealer shall:

a. Pay any trips bonus wager if the hand is a 3 of a kind or better;

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

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

16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.

17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the 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.

18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.

19. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

Trips Bonus

1. This is an optional wager for Ultimate Texas Hold'em.

2. Backline betting is permitted.

3. This bet will be paid according to the paytable if it is a qualifying hand of three of a kind or better. If the hand does not qualify with a three of a kind or better, according to the paytable, the wager shall lose and be collected. This bet cannot push. This bet wins or loses regardless of whether the player hand wins, loses, or ties.

4. If a player placed a Trips Bonus bet and folds their hand, they are still eligible if the community cards contains three of a kind or better. If there is a three of a kind or better on the board, the Trips Bonus bet wins, otherwise, that wager is collected as well with the ante and blind bet.

5. To participate in the Trips Bonus, players must make bets on the Ante, Blind. Players place their Trips Bonus wagers in the marked circle.

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

7. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

Ultimate Texas Hold'em Paytables

	UTH-04	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1



Three of a Kind	3 to 1	

Collection Schedules and Fees

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from players for each Ante wager placed. There will be no collection fee required from a player when placing a Blind wager, Play wager, or Trips Bonus wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after each player and the player-dealer have placed their wagers, but prior to any cards being dealt.

1	$5 - $20	$2	$0.50
2	$10 - $100	$2	$1
3	$25 - $100	$3	$1

Glossary of terms used in the controlled game:

Ante Wager The initial wager placed by a player in the ante circle.

Blind Wager The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.

Check To pass on placing a play wager.

Community Cards Cards dealt face upward which can be used by all players to complete their best possible hand.

Fold In relation to a hand of cards, means to no longer continue with the hand.

Play Wager An additional wager made by a player on his/her hand.

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



Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player-dealer.

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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.

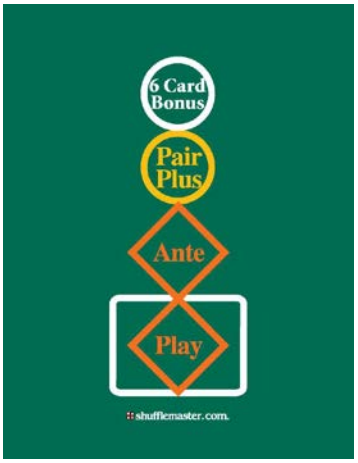
Type of gaming table utilized for this game:

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 not permitted on any 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.

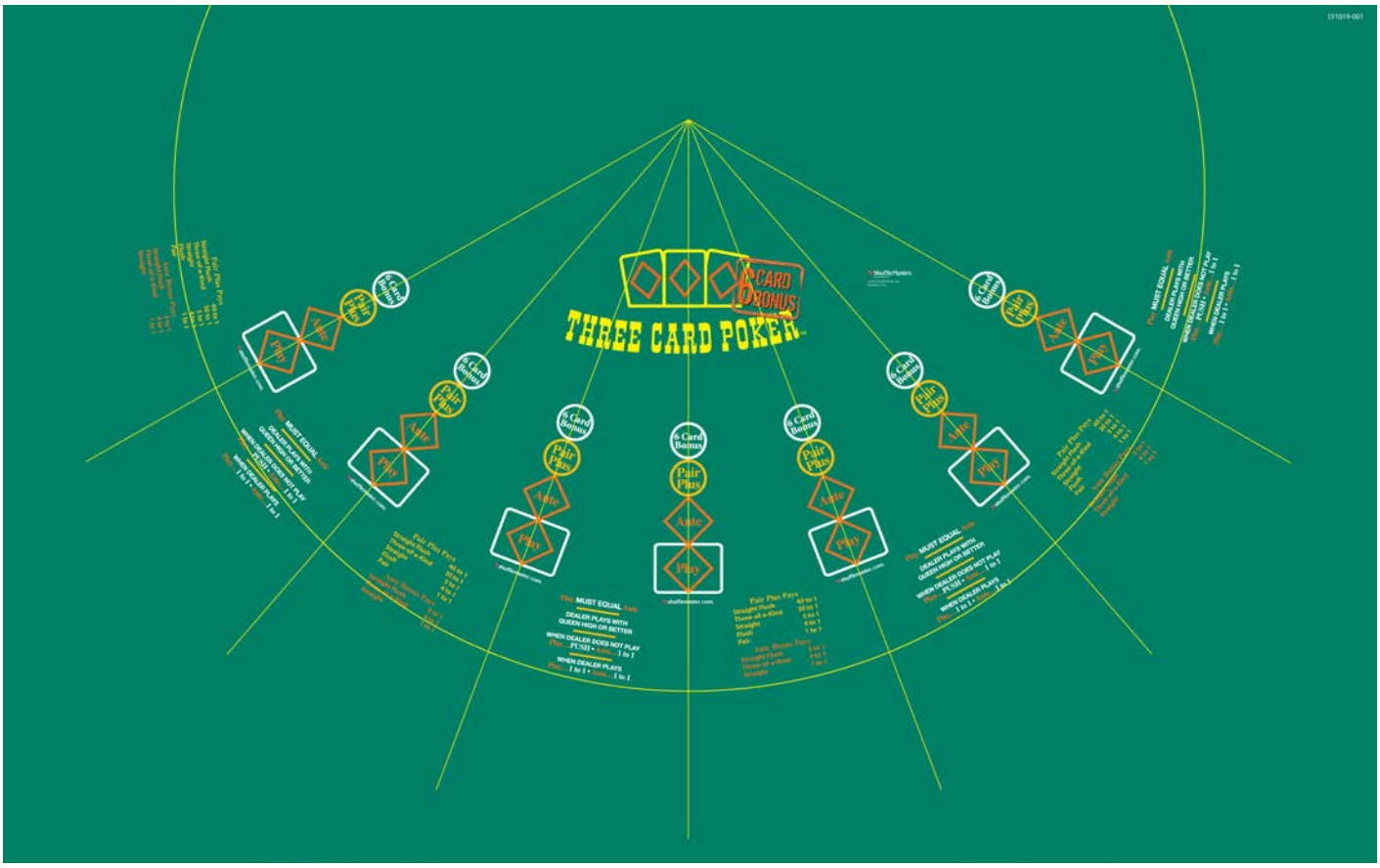


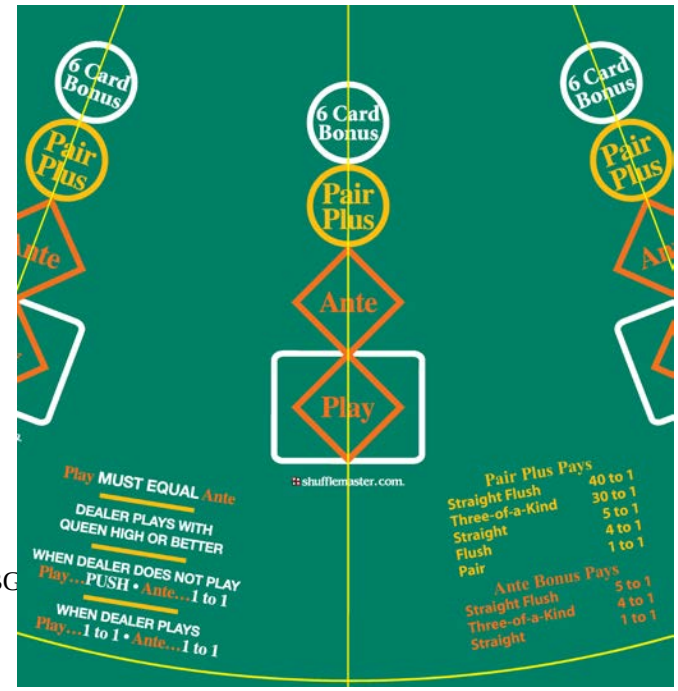
Wagering Limits and Collection Fees

For schedule options 1 through 3, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There shall also be a collection taken from the players for each Ante wager placed. There shall be no collection taken from the player when placing a Play wager, a Pair Plus wager, or a 6 Card Bonus wager.

Schedule Options	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
1	$5 - $20	$2	$0.50
2	$10 - $100	$2	$1
3	$25 - $100	$3	$1

TABLE LAYOUT







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

Standards of play:

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the "War" option, the player/dealer also matches the player's primary wager and places it next to the player's. The dealer then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to the player/dealer. If the player's card has a higher rank than the player/dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their ante wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the Tie wager, the ranks of the player and the player/dealer's cards must be equal.

The player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive rounds before it is rotated in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

Number of players in the game:

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. Backline betting is not permitted on any wagers.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Casino War shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Casino War shall be played with at least twelve (12) decks of cards in accordance with the following requirements:



a. The cards shall be separated into two batches with an equal number of decks included in each batch.
b. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch.
c. One batch of the cards will be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
d. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
e. The cards from only one batch shall be placed in the discard rack at any given time.

Ranking of Hands:

1. The rank of the cards used in Casino War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Betting scheme:

1. All wagers at Casino War shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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

3. At the beginning of each round of play, each player shall be required to place a primary wager.

4. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.

5. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer’s wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.

2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

4. No player shall touch any card used in the game of Casino War other than the cutting card.



5. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:

    a. One card face up to each player who has placed on primary wager; and
    b. One card face up to the player/dealer.

Round of Play

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.

    a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
    b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
    c. If the player's card and the player/dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager.

2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.

3. If a player has a tie hand, the player shall be offered one of the following options:

    a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
    b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player’s primary wager.

4. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.

6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.



7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.

    a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
    b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
    c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.

8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rank in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

9. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

10. 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.

Payout Odds

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1
- A tie wager shall be paid at odds of 10 to 1.
- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager.



Glossary of Terms

Definitions

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Burn card	means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.
Primary wager	means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.
Original deal	means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.
Player/Dealer	means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.
Round of play	means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.
Suit	means one of the four categories of cards: club, diamond, heart or spade.
Tie hand	means the rank of a player's card and the rank of the dealer's card are equal.
Tie wager	means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.
War	means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.
War deal	means the deal of the cards that follows the placement of a war wager.
War wager	means a wager, equal in amount to the player's primary wager,that is required to be made if the player elects to go to war.



Collection Fees

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken from the players for each Casino War wager placed. There shall be no collection taken from the player when placing a Tie Wager.

Schedule Options	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
1	$5 - $20	$2	$0.50
2	$10 - $100	$2	$1
3	$25 - $100	$3	$1



BGC ID: GEGA-003660
(October 2012)

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*Mississippi Stud 3 Card Bonus is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Type of Game:

Mississippi Stud 3 Card Bonus is a five-card poker game that utilizes a player-dealer position and is a California game. 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 enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Type of gaming table utilized for this game:

Mississippi Stud 3 Card Bonus shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Mississippi Stud 3 Card Bonus table shall have a drop box attached to it.

The layout for a Mississippi Stud 3 Card Bonus table shall have wagering areas for six players.

The wagering areas for each player shall be designated as follows:



1. For Ante wagers the word "Ante;"
2. For 3rd Street wagers the word "3rd Street;"
3. For 4th Street wagers the words "4th Street;"
4. For 5th Street wagers, the words "5th Street;" and
5. For 3 Card Bonus wagers on the words "3 Card Bonus."

The layout for a Mississippi Stud 3 Card Bonus table shall also have three separate designated areas in front of the house dealer for the placement of the community cards, with one area inscribed "3rd Street," a second area inscribed "4th Street," and a third area inscribed 5th Street."

Number of players in the game:

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

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Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Mississippi Stud 3 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Mississippi Stud 3 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

3. ***Number of Decks:*** Cards used to play Mississippi Stud 3 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. Cards shall rank, from highest to lowest, as follows:

   a. Ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace may be used to complete a "straight flush or a "straight" formed with a 2, 3, 4, and 5. An ace may not be used with any other sequence of cards to form a "straight" (e.g. queen, king, ace, 2, 3).

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

5-Card 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 except for a royal flush as defined above.
Four of a Kind	A hand that consists of four cards of the same rank.
Full House	A hand that consists of a three of a kind and a pair.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.
Three of a Kind	A hand that consists of three cards of the same rank.
Two Pairs	A hand that consist of two pairs.
Pair	A hand that consists of two cards of the same rank.



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Betting scheme:

1. All wagers in Mississippi Stud 3 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 3rd, 4th, and 5th street wagers, after inspecting their hand, which must be equal to one, two or three times the amount of the player's Ante wager.

4. Each player at a Mississippi Stud 3 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "3 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wager.

Dealing procedures:

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

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."

3. The house dealer shall deliver the first stack of three cards face-down in the designated area in front of the house dealer. This stack of cards shall serve as the community cards.

4. The house dealer shall then deliver the a second stack, containing two cards, dispensed by the shuffler, face-down, to the player farthest to his/her left who has placed a wager. As the remaining stacks of two cards are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players who have placed a wager, moving clockwise around the table. The house dealer shall deliver each stack face-down.

5. After each stack of two cards has been dispensed and delivered to the players, the house dealer shall remove the remaining cards from the automated shuffler.

6. After the stacks have been delivered to each player and the community cards have been dealt, the house dealer shall place the remaining cards into the discard rack without exposing the cards.



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Round of Play

1. After the dealing procedures above have been completed but before the house dealer exposes the community cards, each player shall examine his/ her cards.

2. Each player who wagers in Mississippi Stud 3 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer shall touch the cards of that player. Each player shall be required to keep his/ her two 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 3rd Street wager in an amount equal to one, two, or three times the amont of his/her Ante wager or fold and forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 3 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.

4. After each player has either placed a wager on the table in the 3rd Street 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 unless the player made a 3 Card Bonus wager. If the player has placed a wager on the 3 Card Bonus wager and folds, the house dealer will remove the original MS Stud wager(s) and tuck the folded cards under the player's 3 Card Bonus wager.

5. After all decisions have been made regarding the 3rd Street wager, the house dealer shall then turn over and reveal the first community card (the community card located to the house dealer's farthest left).

6. Each player shall then either place a 4th Street wager in an amount equal to one, two, or three times the amount of the player's Ante wager or fold and forfeit the Ante and 3rd Street wagers and end his or her participation in the round of play with the exception of a player that placed a 3 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.

7. After each player has either placed a wager on the table in the 4th Street 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 unless the player made a 3 Card Bonus wager. If the player has placed a wager on the 3 Card Bonus wager and folds, the house dealer will remove the original MS Stud wager(s) and 3rd Street wager and tuck the folded cards under the player's 3 Card Bonus wager.

8. After all decisions have been made regarding the 4th Street wager, the house dealer shall then turn over and reveal the second community card (the community card located in the center of the three community cards).

9. Each player shall then either place a 5th Street wager in an amount equal to one, two, or three times the amount of the player's Ante wager or fold and forfeit the Ante, 3rd Street, and 4th Street wagers and end his or her participation in the round of play with the exception of a player that placed a 3 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.

10. After all decisions have been made regarding the 5th Street wager, the house dealer shall then turn over and reveal the third community card (the community card located to the house dealer's farthes right).

11. The house dealer shall then evaluate and announce the best possible five-card poker hand that can be formed using the two player cards and the three community cards, starting with the player to the farthest right of the house dealer proceeding in a counterclockwise manner around the table. The wagers of each remaining player shall be resolved one player at a time regardless of the outcome. The hand of the player shall then be immediately collected by the house dealer and placed in the discard rack.

12. If the hand of the player is a push (a pair of sixes, sevens, eights, nines, or tens), the house dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.

13. All winning wagers shall be paid in accordance with the payout odds listed in the paytable.

14. 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.

15. Players that fold prior to the third community card being revealed shall have their wagers collected immediately. **No action button is utilized.** The action on payouts shall begin with the player to the farthest right of the house dealer and continue counterclockwise. All other wagers will be settled in the following order from player to player: the Ante wager, then the 3rd Street wager, then the 4th Street wager, then the 5th Stree wager, and then the 3 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. All winning wagers for the 3rd, 4th, and 5th Stree wagers and paid the same odds payouts based on the paytable.

16. All wagers will be settled by the house dealer utilizing the player-dealer's wager. 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.

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



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18. Winning Ante, 3rd Street, 4th Street, and 5th Street wagers will be paid as follows:

Hand	MS-01
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to 10s	Push

3 Card Bonus:

The 3 Card Bonus is an additional optional bonus bet for Mississippi Stud. The rules are as follows:

1. A player shall only place a 3 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 3 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 3 Card Bonus Bet and any collection fees that may be taken.
4. The 3 Card Bonus wager considers the three community cards.
5. If the player's hand qualifies for payouts, the player is paid according to the paytable below.
6. If the player's hand does not qualify for payouts, the player's wager is collected by the house dealer and given to the player-dealer.
7. The house dealer will pay all winning 3 Card Bonus wagers and will collect all losing 6 Card Bonus wagers utilizing the player-dealer's wager.
8. The 3 Card Bonus wager may win or lose regardless of the outcome of the Ante, 3rd,, 4th, and 5th Street wagers. The 3 Card Bonus wager shall not be forfeited if the player folds their hand.
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 3 Card Bonus wagers pay as follows:

	MS-3B1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	4:1
Pair	1:1

BICYCLE CASINO

Glossary of terms used in the controlled game:

3rd Street Wager	An additional wgaer made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the player has been dealt his or her initial two cards.
4th Street Wager	An additional wgaer made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the first community card has been revealed by the house dealer.
5th Street Wager	An additional wgaer made by a player, in an amount equal to one, two or three times the amount of the player's ante wager, after the second community card has been revealed by the house dealer.
Ante	The initial wager placed prior to any cards being dealt in order to participate in the round of play.
Backline Betting	Any wager made by a player on any position other than their own position.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Community Card	Any of the three cards that are initially dealt face-down in the designated area in front of the house dealer and, once revealed, shall be used by each player with his or her two cards to form a five-card hand.
Fold	The withdrawal of a player from a round of play by discardinghis or her two cards prior to placing a 3rd, 4th, or 5th street wager.
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.
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.
Suit	One of the four categories of cards: club, diamond, heart, or spade, with no suit being higher in rank than another.



BICYCLE CASINO

Wagering Limits and Collection Fees

For schedule options 1 through 4, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There shall also be a collection taken from the players for each Ante wager placed. There shall be no collection taken from the player when placing a 3rd, 4th, 5th Stree wager or a 3 Card Bonus wager. Players must bet within the table limit on the Ante, Play, Pair Plus, and 3 Card Bonus wagers The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. 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 Mississippi Stud are as shown below:

Schedule	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
	$5 - $20	$2	$0.50
	$5 - $100	$2	$1
	$10 - $100	$2	$1
	$25 - $100	$3	$1

Mississippi Stud

BICYCLE CASINO



Bicycle Casino
Face-Up Chinese Poker

Standards of play:
The object of the game is for players to form three hands, also referred to as "segments;" a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. The back hand must rank higher than the middle and front hands, the middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Poker Game
The players of Chinese Poker play against each other for the entire stack of chips that each player has on the table, referred to as table stakes. Because the game is played in this manner, each player's entire stack of chips shall be eligible to be won or lost during each round of play. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Type of card deck:
Chinese Poker is played with one standard 52-card deck which does not include a joker.

Type of gaming table and number of players:
The game will be played using a standard poker table or small round table which shall accommodate up to five seated positions. However, in a five handed game, only four players will receive a hand and will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the four hands chooses not to participate during that round of play. When five players are seated at the table, only the player that has both the action button and the dealer button, and the three players clockwise around the table from that player, shall receive cards. Also, if there are only two players at the table, they will have the option of playing two hands each. However, if both players do not agree to play two hands, each player will only receive one hand. The settling of hands will follow the same guidelines below.

Betting scheme:
Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place their wager. Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. Each player shall be required to have a minimum of nine points worth of chips in their stack at the start of each round of play.

Dealing procedures:
The casino dealer deals cards one at a time, face-up, to each active player beginning with the active player to the left of the dealer button and continues clockwise until each active player receives five cards. The active player to the left of the dealer button must then place his initial 5 cards face-up in either the top, middle, or bottom segments with no more than three cards in the top segment. There is no minimum or maximum

number of cards that must be placed in the middle or bottom segment. This process continues clockwise until all active players have placed their initial five cards in their respective segments. The casino dealer will then deal one card face-down to the active player to the left of the dealer button. That player must place the card face-up in either to top, middle or bottom segment of their hand. Once the card lays face-up on the table in any of the segments, it will be set and cannot be altered. This process continues clockwise to each active player until all active players have 13 cards face-up with three cards in the top segment and five cards in both the middle and bottom segments.

Dealer Button
The game shall utilize a flat white disk with the words dealer button on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play.

Action Button
The game shall also utilize a disk with the words action button on it to visually designate which player received first action on their wager. It also signifies that the player with this button is in position #1 and shall begin the comparison of his/her hands against all other players at the table, according the settling of hands described below. The other players in clockwise rotation represent position #2, position #3, and position #4.

When a new game is opened, the player to the left of the house dealer shall receive both the action button and the dealer button. Both buttons shall stay with the same player at all times and shall rotate clockwise to the next player after each round of play. Wagers shall be settled according to the rules below.

Card Values and Hand Rankings
The rank of each card used in Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a straight. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.

Bicycle Casino
Face-Up Chinese Poker

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

The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Hand Dealt	Hand Requirements
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.
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.

Round of Play

Prior to any cards being dealt, each player shall place a wager, which shall be used to play against the rest of the players at the table. Each player's wager at the beginning of the hand determines the amount of action that a player may receive during the settlement of the wagers. The portion of the player's wager that has received action shall not be permitted to be used in subsequent payoffs or losses during a round of play.

After each player has placed their wager, the action button and the dealer button shall be placed. When first opening a game, the player to the left of the house dealer shall receive both the action button and the dealer button. Once a player has received both buttons, the house dealer shall complete the dealing procedures as described above.

How Wagers are Paid, Collected, and Pushed
Once each player has set their three hands, all three segments of a player's hand shall be compared to the next player's three segments, in the following order:

- The player in position #1 shall compare their hands against the position to their left, which is position #2.
- The player in position #1 shall compare their hands against the position to the left of the position #2, which is the position #3.
- The player in position #1 shall compare their hands against the position to the left of the position #3, which is the position #4.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #3.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to the left of the position #3, which is the position #4.
- The player in the position #3, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #4.

When comparing each player's segments, each player shall be paid according to the point system, as described below.

Point System
The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push) no point or wager is exchanged. However, when a tie occurs between a player in possession of the action and dealer buttons and another player, the player with both buttons will win all tie hands.

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System or Clean Sweep rules, as shown below. All of these shall be offered together at all times that this game is being played.

Bonus System:
Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point

for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows

Hand Dealt	Points		
	Top Segment	**Middle Segment**	**Bottom Segment**
Three of a Kind (2s)	9 points	N/A	N/A
Three of a Kind (3s)	10 points	N/A	N/A
Three of a Kind (4s)	11 points	N/A	N/A
Three of a Kind (5s)	12 points	N/A	N/A
Three of a Kind (6s)	13 points	N/A	N/A
Three of a Kind (7s)	14 points	N/A	N/A
Three of a Kind (8s)	15 points	N/A	N/A
Three of a Kind (9s)	16 points	N/A	N/A
Three of a Kind (10s)	17 points	N/A	N/A
Three of a Kind (Js)	18 points	N/A	N/A
Three of a Kind (Qs)	19 points	N/A	N/A
Three of a Kind (Ks)	20 points	N/A	N/A
Three of a Kind (As)	21 points	N/A	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 Points	6 points
Four of a Kind	N/A	16 Points	8 Points
Straight Flush	N/A	20 Points	10 Points
Royal Flush	N/A	40 points	20 points

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

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

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

Clean Sweep

A Clean Sweep, also referred to as a Natural occurs when all thirteen cards dealt to a player make a qualifying hand, as shown below. Clean Sweep hands have a special ranking and automatically win. A Clean Sweep hand must be declared after the player has received their cards but prior to the segments being compared. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a Clean Sweep hand, all 13 cards are considered. The 13 cards that make a clean sweep hand must be

contained in the 13 cards in order to qualify. The following are the Clean Sweep hands ranked from highest to lowest:

Clean Sweep Hands	
Hand Dealt	**Point Value**
Super Dragon Ace through King, One suit	26
Dragon Ace through King, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

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

When a player declares a Clean Sweep hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The Clean Sweep hand will be viewed first on the showdown and the player collects its value first. If more than one player has a Clean Sweep hand the higher ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If two Clean Sweep hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players.

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, which is referred to as a “Foul Hand.” When a player has a foul hand, that player must pay a penalty to each player. The penalty, which shall be paid to each player at the table, shall be three points for each segment. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System, or if there is a Clean Sweep hand.

Bicycle Casino
Face-Up Chinese Poker

Collection Procedure:
For **schedule options 1 through 6**, a collection fee is taken per player, per half hour, based on the table limit/condition. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. 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 Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection rates shall be conspicuously posted on or within view of every gaming table.

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

Schedule Option	Condition	Per Player Fee (per 1/2 hour)
1	$10	$17
2	$20	$17
3	$50	$17
4	$100	$17
5	$300	$17
6	$500	$17

The Bicycle Casino

CRAZY 4 POKER

*Crazy 4 Poker is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Crazy 4 Poker (C4P) is a California game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

The player-dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player-dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Crazy 4 Poker 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 Casino dealer on the opposite side. The cloth covering a Crazy 4 Poker table (the layout) shall have betting areas for eight players. Each Crazy 4 Poker table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player-Dealer qualifies with King-high." Within each player position there shall be four separate designated betting spaces labeled for the placement of bets. In addition, the appropriate Queens Up and Super Bonus pay tables shall be printed on the layout within each player position.

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";

2. For super bonus wagers on the words "Super Bonus";

3. For queens up bonus wagers on the words "Queens Up"; and

4. For play wagers on the word "Play."

Number of players in the game:

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

The Bicycle Casino

CRAZY 4 POKER

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Crazy 4 Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').

2. ***Physical Characteristics:*** Cards used to play Crazy 4 Poker shall be in standard decks of 52 cards.

3. ***Number of Decks:*** Cards used to play Crazy 4 Poker 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. Cards shall rank, from lowest to highest, as follows:

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

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

a. 1 Pair	2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b. 2 Pairs	2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared. If they are the exact same- the hands will push
c. Straight	4 cards of any suit in sequence. An ace is high except in 4-3-2-Ace sequence.

d.	Flush	4 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
e.	Three of a Kind	3 cards of the same value.
f.	Straight Flush	4 cards of the same suit in sequence.
g.	4 of a Kind	4 cards of the same value.
h.	4 Aces	4 Aces

Betting scheme:

1. All wagers in Crazy 4 Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

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

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

    a. **Super Bonus** – The Super Bonus wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus.
        i. Wins: When the player has a straight or better. Hands of straight or better always receive Super Bonus payouts. When the player has a straight or better but loses to the player-dealer's **qualifying** hand, he still receives Super Bonus payouts and the original wager stays on the layout.
        ii. Loses: When the player has less than a straight and loses to the player-dealer's qualifying hand.
        iii. Pushes: 1) When the player has less than a straight and beats the player-dealer's qualifying hands. 2) When the player has less than a straight and the player-dealer doesn't qualify.

4. Each player at a Crazy 4 Poker table, who has placed the ante wager required above, shall also have the option to make an additional "Queens Up bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the 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 place the deck of cards in a single stack.

2. The dealer shall wait for each player to place their ante bets, super bonus bets, and any Queens Up bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce “No more bets.”The shuffler deals the cards in stacks of five. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The dealer shall deliver each stack face down. The stack given to the player-dealer shall be delivered face down.

3. After the stacks have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards. This will also initiate shuffling the deck for the next round of play.

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 Crazy 4 Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her five cards in full view of the 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 and Super bonus wagers and end his or her participation in the round of play by folding. If a player makes the play wager it must be equal to the ante unless the player has at least a pair of Aces. If a player has a pair of Aces or better, he/she can bet up to three times their ante. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.

a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit the ante wager, super bonus wager, and the Queens Up bonus wager.

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 dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The dealer shall then reveal the player-dealer's cards and place the cards so as to form the highest possible ranking four card poker hand. The player-dealer must qualify to play with a minimum of King-high.

   a. If the player-dealer does NOT qualify:
      i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
      ii. Pay all play bets even money and push all ante bets. Resolve Queens Up and super bonus bets as usual.
      iii. Handle the bets in this order: Play, Ante, Queens Up, and Super Bonus for each player one at a time.

   b. When the player-dealer qualifies (with King-high or better):
      i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
      ii. If the player's hand is higher than the dealer's, the play and ante bets are paid even money.
      iii. If the player-dealer's hand beats the player's hand, the player loses.
      iv. If the player-dealer's hand and the player'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.
      v. Reconcile the Queens Up and Super Bonus as normal.

6. All cards collected by the 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.

7. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button shall be utilized. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Super Bonus wager (if placed), then the Queens Up wager (if placed). The player-dealer will first

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

8. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house 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.

9. 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.

Payout Odds

Player folds	ANTE and SUPER BONUS lose
Dealer does not qualify*	PLAY wins 1 to 1; ANTE pushes
Player beats dealer's qualifying hand	PLAY and ANTE win 1 to 1
Player loses to dealer's qualifying hand	PLAY and ANTE lose
Player ties dealers qualifying hand	PLAY, ANTE and SUPER BONUS push

Queens Up Bonus Bet:

The Queens Up Bonus Bet is an optional bet for Crazy 4 Poker. The rules are as follows:

1. Queens Up Bets must be placed prior to the initial deal.

2. Queens Up Bets may be made at any amount within table bettling limits to qualify for a payoff.

3. Backline betting is not permitted on the Queens Up Bonus Bet.

4. The Bonus Bet considers the best four-card hand that each player can make with the five cards dealt to them. The bet wins when the player receives a pair of Queens or better. The bet loses when the player fails to get at least a pair of Queens.

5. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted paytable designated by the casino.

6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus bet.

7. The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.

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

SUPER BONUS & QUEENS UP BONUS BET PAYTABLE

Hand	C4P-09	
	Super Bonus	Queens Up
4 Aces	200 to 1	
4 of a Kind	30 to 1	50 to 1
Straight Flush	15 to 1	30 to 1
3 of a Kind	2 to 1	9 to 1
Flush	3 to 2	4 to 1
Straight	1 to 1	3 to 1
2 Pair		2 to 1
Queens or Better		1 to 1
House edge	3.42%	3.07%

Glossary of terms used in the controlled game:

The Bicycle Casino



The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
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 Bet	An optional bet that players make after seeing their five-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play bet, 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 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 bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Collection Schedules and Fees

The Bicycle Casino



For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from players for each Ante wager placed. There will be no collection fee required from a player when placing a Blind wager, Play wager, or Trips Bonus wager. The collection fees shall be collected and dropped by the house dealer after each player and the player-dealer have placed their wagers, but prior to any cards being dealt. 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 Crazy 4 Poker are as shown below:

Schedule Options	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
1	$5 - $20	$2	$0.50
2	$10 - $100	$2	$1
3	$25 - $100	$3	$1

The Bicycle Casino

CRAZY 4 POKER



ULTIMATE WAR
Bicycle Casino

Type of Game

The game of Ultimate War 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 one card each with the players competing against the player-dealer position.

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 one deck and a maximum of eight decks shall be used during the play of the game. The deck will be shuffled in between each round of play.

Card Values and Hand Rankings

The rank of the cards used in Ultimate War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

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 areas specifically designated for five separate wagers; the Player Bet, the Banker Bet, the War Bet, the Ultimate 5 Player Bet, and the Ultimate 5 Banker 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 Bet wagers, all Banker Bet wagers, all War Bet wagers, all Ultimate 5 Player Bet, and then all Ultimate 5 Banker 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.

ULTIMATE WAR
Bicycle Casino

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 Bet which pays 1 to 1;
- The Banker Bet which pays 1 to 1;
- The War Bet, which pays according to the pay table below;
- The Ultimate 5 Player Bet, which pays according to the pay table below;
- The Ultimate 5 Banker Bet, which pays according to the pay table below.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left. The hand to the left of the house dealer is a community hand that belongs to those that placed a wager on the Player Bet. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Banker Bet.

The hand that has the highest card value wins. If the both hands have the same value they are considered a tie and the hand "goes to war". When a hand goes to war the house dealer will deal an additional card to the Player Bet hand and the Banker Bet hand to determine the winner. The hand that is dealt the highest card wins. In the event that the hands tie again, the hand will go to war again and the process will repeat until a winner is determined. There is no limit to the amount of times the Player and Banker Bet hands may go to war. The winner is determined by a comparison of the last card given to each player.

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 Bet wagers when the card dealt to the Player's hand is higher than the card dealt to the Banker Bet hand. However, when the Player Bet hand wins with a 5, the Player Bet is not paid and is a push. The Banker's Bet loses and is collected as normal.
- The player-dealer shall collect all losing Player Bet wagers made by players when the Banker Bet hand is higher in value than the Player Bet hand.
- The player-dealer shall pay all winning Banker Bet wagers when the card dealt to the Banker Bet hand is higher than the card dealt to the Player Bet hand. However, when the Banker Bet hand wins with a 5, the Banker Bet is not paid and is a push. The Player Bet loses and is collected as normal.
- The player-dealer shall collect all losing Banker Bet wagers made by players when the Player Bet hand is higher in value than the Banker Bet hand.

War Bet

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

even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.

- The player-dealer shall pay all winning War Bet wagers when the card dealt to a Player's hand and the card dealt to the Banker's hand have the same value.
- The player-dealer shall collect all losing War Bet wagers when the card dealt to the Player's hand and the card dealt to the Banker's hand do not have the same value.
- Backline betting is permitted on the War Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the War Bet and any collection fees that may be taken.
- The War Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand and Banker Bet hand are of the same value (tie), the War Bet wager shall win. In the event that the Player Bet hand and the Banker Bet hand are not of the same value, the player-dealer shall win the War Bet wager.
- All winning War Bet wagers shall be according to the pay table below.
- 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.

War Bet	Payout
First War	10 to 1
Second War	20 to 1
Third War	100 to 1
Fourth War & more	300 to 1

Ultimate 5 Player Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Player Bet wager. A player may place and Ultimate 5 Player Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning Ultimate 5 Player Bet wagers when the Player Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Player Bet wagers when Player Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Player Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Player Bet and any collection fees that may be taken.
- The Ultimate 5 Player Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Player Bet wager.
- All winning Ultimate 5 Player Bet wagers shall be according to the pay table below.
- 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.

ULTIMATE WAR
Bicycle Casino

Ultimate 5 Player Bet	Payouts
Player Wins with 5 before War	40:1
Player Wins with 5 after War	120:1

Ultimate 5 Banker Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Banker Bet wager. A player may place and Ultimate 5 Banker Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning Ultimate 5 Banker Bet wagers when the Banker Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Banker Bet wagers when Banker Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Banker Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Banker Bet and any collection fees that may be taken.
- The Ultimate 5 Banker Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Banker Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Banker Bet wager.
- All winning Ultimate 5 Banker Bet wagers shall be according to the pay table below.
- 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.

Ultimate 5 Banker Bet	Payouts
Banker Wins with 5 before War	40:1
Banker Wins with 5 after War	120:1

COLLECTION FEES

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

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

GLOSSARY

Action - This is the amount of money a player uses during an entire play of the hand.
Betting Limits - These limits mark the minimum and maximum amounts that can be bet.
Copy – when two hands are of equal rank with out regard to suit.
Cut Card - This is the card that is put on the bottom of the deck to cover it from view as well as determining when to shuffle.
Even Money - This means you get paid the same as your original bet.
Face Cards - These cards are the Jack, Queen, and King of each of the four suits.
Layout – a felt placed on top the table and used to describe the games playing surface.
Player-Dealer tile – a double-sided with a 1 on one side and a 2 on the other as well as designates the player who is occupying the house position. The player may occupy the position for two consecutive hands before its offered to the next player in action. The player-dealer position is not dealt a hand.
Random Shuffler – a machine to shuffle the cards.

The Bicycle 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.

The Bicycle 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 not permitted.

Method used to Determine Action and Distribution of Cards
The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. 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.

The Bicycle Casino
Dragon Bonus Baccarat - Commission Free

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 8 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.

  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 not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the 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 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.

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 not 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 Winner	1 to 1
Natural Ties	Push
4-5 point difference	2 to 1
6-7 point difference	4 to 1
8 point difference	10 to 1
9 point difference	30 to 1

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.
- Back-line betting is not 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.

The Bicycle Casino
Dragon Bonus Baccarat - Commission Free

Wagering Limits and Collection Fees

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

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position and per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Options	Table Limit	Player/Banker Dragon, Fortune 7 Bet (max. per seat)	Tie Bet (max. per seat)	Player Collection Fee	Player-Dealer Collection Fee
1	$10 - $600	$100	$100	$1 per betting circle	$2.00
2	$25 - $1,000	$100	$100	$1 per betting circle	$2.00
3	$50 - $2,000	$200	$300	$1 per betting circle	$3.00
4	$100 - $3,000	$200	$300	$1 per betting circle	$5.00

For **schedule options 5 through 9,** a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
5	$10 Minimum- No Limit	$10 - $300	$0	$2
		$305 - $500	$0	$4
		$505 - $1500	$0	$7
		$1505 +	$0	$11
6	$10 Minimum- No Limit	$5 - $100	$0	$1
		$105 - $300	$0	$2
		$305 - $500	$0	$4
		$505 - $1500	$0	$7
		$1505 +	$0	$11
7	$25 Minimum- No Limit	$25 - $300	$0	$2
		$305 - $800	$0	$6
		$805 - $1500	$0	$10
		$1505 - $3000	$0	$12
		$3005 +	$0	$30

8	$50 Minimum- No Limit	$50 - $300	$0	$4
		$305 - $1000	$0	$8
		$1005 - $2000	$0	$15
		$2005 - $5000	$0	$20
		$5000 +	$0	$50
9	$300 Minimum- No Limit	$300 - $1200	$0	$4
		$1205 - $3600	$0	$15
		$3605 - $7200	$0	$25
		$7205 - $15000	$0	$45
		$15005 +	$0	$65

Collection Procedures

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

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

21ST CENTURY BACCARAT

V 10.0

"NO COMMISSION"

WITH BONUS SIDE BETS



LUCKY MATCH



LUCKY 7



MONSTER & BUSTER

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21ST CENTURY GAMING INC.
11330 SANTA MONICA BLVD, LOS ANGELES, CA 90025
310.272.6114 INFO@GAMINGCONCEPTS.NET

21st Century Baccarat 10.0

Type of Game
The game of 21st Century Baccarat 10.0 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 a 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, a minimum of three and a maximum of eight decks shall be used.

Card Values and Hand Rankings
The value of each card used in 21st Century Baccarat 10.0 shall be as follows: aces have a value of one, tens and picture cards have a value of zero, and two through nine 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 21st Century Baccarat 10.0, 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 a standard baccarat table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Monster and Buster Bonus Bet, the Lucky 7 Bonus Bet, and the Lucky Match 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 base game wagers only.

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. Wagers will be settled in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Monster and Buster Bonus Bet wagers,

all Lucky 7 Bonus Bet wagers, and finally all Lucky Match 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):

- Place a wager on the Player line which pays 1 to 1;
- Place a wager on the Banker line which pays 1 to 1 on all wins except a three-card 7, which shall push;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Monster and Buster Bonus Bet which pays according to the 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 Lucky 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 place a wager on the Lucky Match Bonus Bet which pays according to the pay table below.

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 banker 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 player's third card was an 8.
  - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the player's third card 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 player's third card 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 player's third card 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

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.

Monster and Buster Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the Monster and Buster Bonus Bet. A player may place a Monster and Bonus Bet wager only if he/she has also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The Monster and Buster Bonus Bet wager takes into account the final value of the banker's hand the final value of the player's hand. If a player wagers on the Monster and Buster Bonus Bet and the banker's hand versus the player's hand is 0 or 1 vs. 8 or 9, or 8 or 9 vs. 0 or 1 and the total number of cards dealt is either 4 or 6 cards, the Monster and Buster Bonus Wager shall win.
- If the banker's hand total versus the player's hand total is not the amounts described above or if the total number of cards dealt are not either 4 or 6, the Monster and Buster Bonus Bet wager shall lose.
- Back-line betting is not permitted on the Monster and Buster Bonus Bet wager.
- A minimum of $1 and a maximum of $300 may be wagered on the Monster and Buster Bonus Bet and no additional collection fees will be taken.
- The player-dealer shall pay all winning Monster and Buster Bonus Bet wagers and shall collect all losing Monster and Buster 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 Monster and Buster Bonus Bet wagers shall be paid according to the pay table, as shown below:

Monster and Buster Bonus Pay Table

Player vs. Banker Score	Pays	
	6 Cards	4 Cards
0 vs. 9 or 9 vs. 0	18 to 1	4 to 1
1 vs. 9 or 9 vs. 1		
0 vs. 8 or 8 vs. 0		
1 vs. 8 or 8 vs. 1		

Lucky 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Lucky 7 Bonus Bet. A player may place a Lucky 7 Bonus Bet only if he/she has also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Lucky 7 Bonus bet wagers when the banker's hand beats the player's hand and the banker's hand totals 7 with 3 cards.
- The player-dealer shall collect all losing Lucky 7 Bonus Bet wagers when the banker's hand does not beat the player's with a 3-card hand totaling 7.
- Back-line betting is not permitted on the Lucky 7 Bonus Bet.
- A minimum $1 and a maximum of $300 may be wagered on the Lucky 7 Bonus Bet and no additional collection fees will be taken.
- The Lucky 7 Bonus 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.
- Winning Lucky 7 Bonus Bet wagers shall be paid 40 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.

Lucky Match Bonus Bet

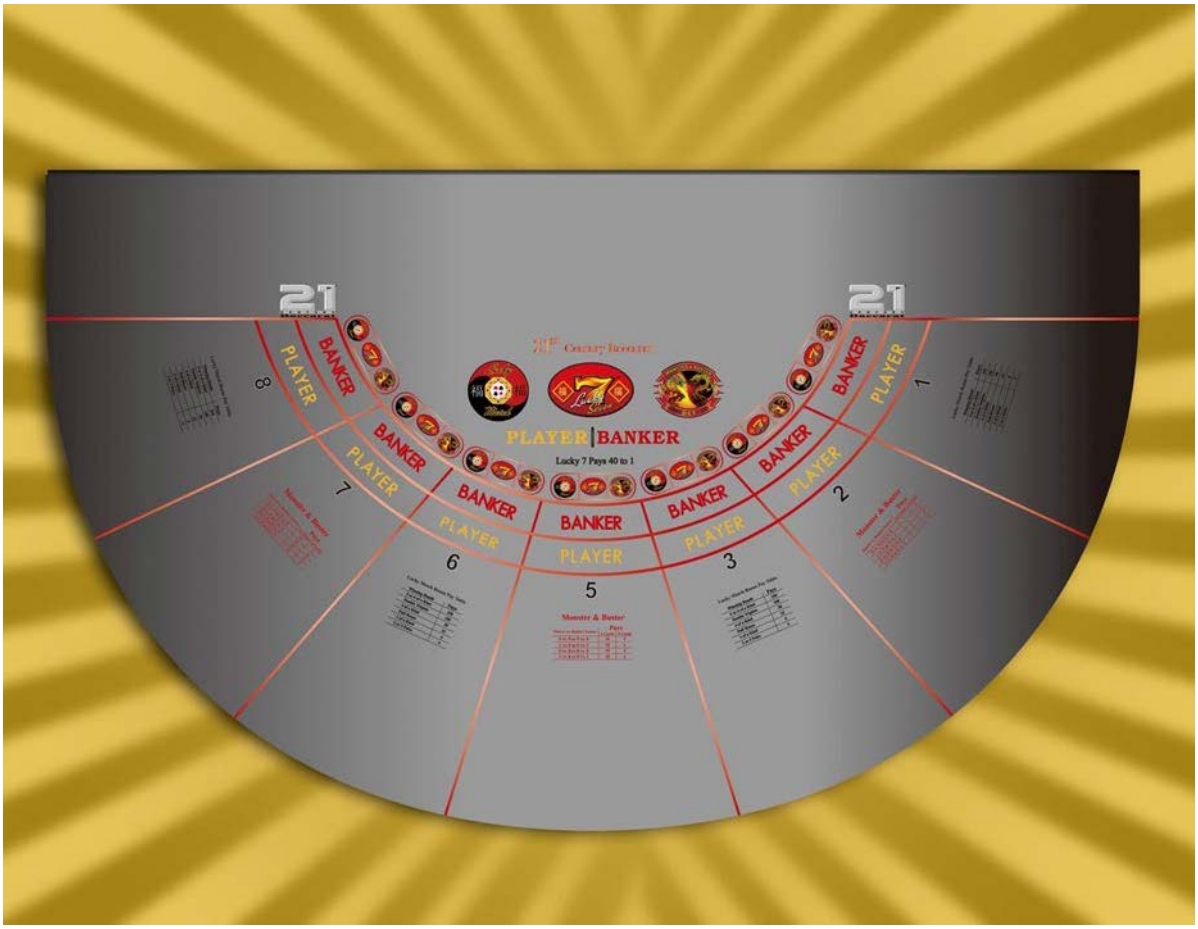
- For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager, the Lucky Match Bonus Bet. A player may place a Lucky Match Bonus Bet wager only if he/she has also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The Lucky Match wager takes into account the cards in the banker's hand and the cards in the player's hand. If a player wagers on the Lucky Match Bonus Bet and the cards in banker's hand in combination with the cards in the player's hand make a qualifying hand as described below, the Lucky Match Bonus Bet wager shall win. For example, if the banker's hand is composed of 2-K-4 and the player's hand is composed of 4-K-4, then the Lucky Match Bonus Bet wager wins and is paid 15 to 1. A pair must be formed by two cards of the same rank, a Jack and a King can't form a pair even though they have the same value of 0. Note that a 4-of-a-kind and a pair will be paid as a 4-of-a-kind.
- If the cards in the banker's hand in combination with the cards in the player's hand is not a qualifying hand as described below, the Lucky Match Bonus Bet wager shall lose.
- Back-line betting is not permitted on the Lucky Match Bonus Bet.

- A minimum $1 and a maximum of $300 may be wagered on the Lucky Match Bonus Bet and no additional collection fees will be taken.
- The player-dealer shall pay all winning Lucky Match Bonus Bet wagers and shall collect all losing Lucky Match 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 Lucky Match Bonus Bet wagers shall be paid according to the pay table, as shown below:

Lucky Match Pay Table

Winning Hand	Pays
5 or 6 of a Kind	250 to 1
Double Triplets	100 to 1
4 of a Kind	30 to 1
Full House	15 to 1
3 of a Kind	6 to 1
2 or 3 Pairs	4 to 1

Table Layout



21st CENTURY



21st Century Blackjack Switch

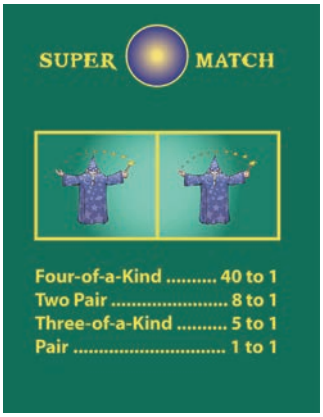
OBJECT OF THE GAME

The object of 21st Century Blackjack Switch is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 ½, referred to as a "Natural." A natural beats all other hands.

HOW TO PLAY

Each player plays two (2) hands and places a wager in both betting spots. Players have the chance of keeping the hands that have been dealt or switching their second cards around.

For example, if a player is dealt a king on the first card and 5 on the second card (with the value of 15) for one hand and 6 on the first card and ace on the second card (with the value of 7 or 17) for the second hand, the player can request to switch the A & 5. The player will end up with K & A on one hand and 6 &5 on the other hand.



TYPE OF TABLE

The game shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each 21st Century Blackjack Switch table shall have a drop box attached to it. The cloth covering a 21st Century Blackjack Switch table (the layout) shall have wagering areas for six players. The wagering areas shall be designated as shown in the picture to the right. The game wager for each of the two player's hands will be placed on the wizards and the Super Match wager will be placed on the circles with a crown inside. Backline betting is not permitted.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. However, all four (4) of the Ace cards shall be removed from the deck and shall be replaced with four (4) specially marked Aces with the word "Bonus" on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- Any two card hand, before a switch, consisting of a specially marked "Bonus" ace with any 10 or face card is a "Natural" and beats all other hands. **A switched "Natural" is considered a 21 ½ not a "Natural."**
- A "Bonus" Ace has the following values :
  - 11 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
"Bonus" Ace	a) 11 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.
Ten, Jack, Queen, King	10
Two - Nine	Hold their face value.

ROUND OF PLAY

1. 21st Century Blackjack Switch is played on a raised gaming table. The table seats six players who face the house dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.

2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.

3. 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 designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

4. 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 accordance with the collection rate schedules.

5. Collection fees will be taken in accordance with the collection rate schedule.

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards.

7. The house dealer deals the first card to the player seated to the left of house dealer and continues in a clockwise fashion around the table. Each player will be dealt one card, face up, to each of their hands for a total of two cards. After each player has received their cards, the player-dealer receives one card face up. The player-dealer's card will be placed in front of the house dealer face up.

8. The house dealer will deal a second card, face up, to each of the players' two hands, again starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players have received their cards, face up, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

9. When each player has two hands and the player-dealer has two starting cards, the Super Match wager will be settled beginning with the player to the right of the house dealer and continuing in a counter-clockwise manner until all Super Match wagers have been acted upon or the player-dealer's funds are exhausted.

10. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" Ace card. If the player-dealer is dealt a "Bonus" Ace face-up, players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "Insurance" wager, the house dealer will check the player-dealer's face-down card. If the player-dealer has a "Natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately.

11. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to switch the second card of each hand (See Procedure for Switching the Cards). After the player has made their decision on whether or not to switch their second card, the player then has the opportunity to "Hit" and be dealt additional cards to make the best possible hand for each of their two hands. The players will signal to the house dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The player may also decide to "double-down," "split," or "stand." Each player shall be required to hit or stand according to the chart below:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

A Hard hand is achieved when a hand contains a combination of three or more cards totaling 21. In the event that the hand includes an Ace, the Ace is only able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 21 with an Ace counted as 1 or 11.

12. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer's hole (second) card.

13. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

14. The house 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

A Hard hand is achieved when a hand contains a combination of two or more cards totaling 17. In the event that the hand includes an Ace, the Ace is onle able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an Ace counted as 1 or 11.

15. 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.

16. Beginning with the player to the right of the house dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon or the player-dealer's funds are exhausted. Furthermore, wagers will be settled in the following order: All Super Match wagers (see number 8 above), then all game wagers on the table.

17. 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 offered in a clock-wise fashion around the table.

18. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

19. 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.

20. 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.

GAME RULES

1. A "Natural" is an initial two card hand containing a "Bonus" Ace and any card with a value of 10 and is the best possible hand. A switched "Natural" is considered a 21 ½ not a "Natural."
    a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
    b. A switched "Natural" (considered a 21 ½) loses against a player-dealer "Natural" and pushes against a player-dealer 21 or 22.
    c. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "PUSH" and no action is taken on the wager.
    d. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
    e. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
    f. If a player and the player-dealer's 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.
    g. If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
        i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
        ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will "PUSH" and no action is taken on the wager.

2. Double-Down:
    a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. 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 executed by a player, nor is there any extra collection fee charged to the player-dealer.
    c. A player may not double down for less than his original wager

3. Splits:
    a. Players can split two cards of the same value or rank on the first two cards of each hand dealt to them. A split may occur before or after a switch. The player must place a second

wager for each split 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 hand to make the best hand. Players may double-down 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 on each hand. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
c. Players can split any two "Bonus" Aces originally dealt to them but can only receive one extra card per "Bonus" Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. "Bonus" Aces may only be split once and cannot qualify for a "Natural" hand after the split.
d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

4. Insurance:
   a. Players may make an optional insurance wager.
   b. When the player-dealer has a "Bonus" Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has a "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
   c. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

5. Players cannot surrender.

6. Odds: All winning player hands pay 1 to 1 including "Naturals."

7. Optional Bonus Bet: Super Match

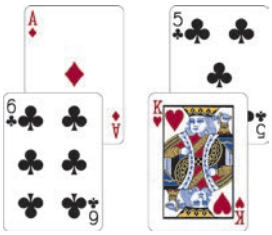
The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

1. A player shall only place a Super Match wager if he/she has also placed a game wager prior to the initial deal.
2. See the collection rate schedule for any restrictions on the amount that may be wagered on the Super Match and any collection fees that may be taken.
3. The Super Match wager considers the first four cards dealt to both of the player's two hands before any switches occur.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Super Match wager.
6. The Super Match wager may win or lose regardless of the outcome of the base game wager.
7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. Winning Super Match wagers pay as follows:

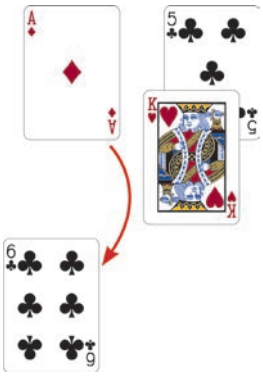
Super Match wager is paid according to posted paytable

First 4 cards	Payout
4 of a Kind	40 to 1
Two Pair	8 to 1
Three of a Kind	5 to 1
Pair	1 to 1

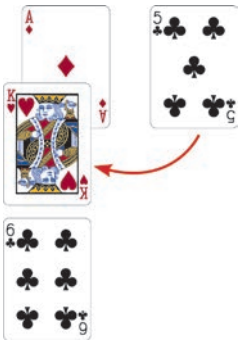
Procedure for Switching the Cards



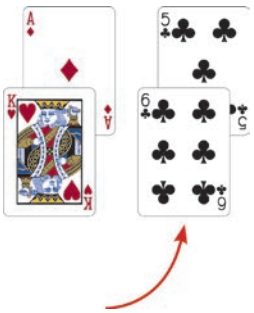
Starting position of the player's hand



Using the right hand only, the dealer will first pull the left hand card to be "switched".



Next, the dealer will move the right hand card into the position originally taken by the left card.



Finally, the dealer will move the original left card into the position left vacant by the right card.

TABLE LIMITS & COLLECTION RATES

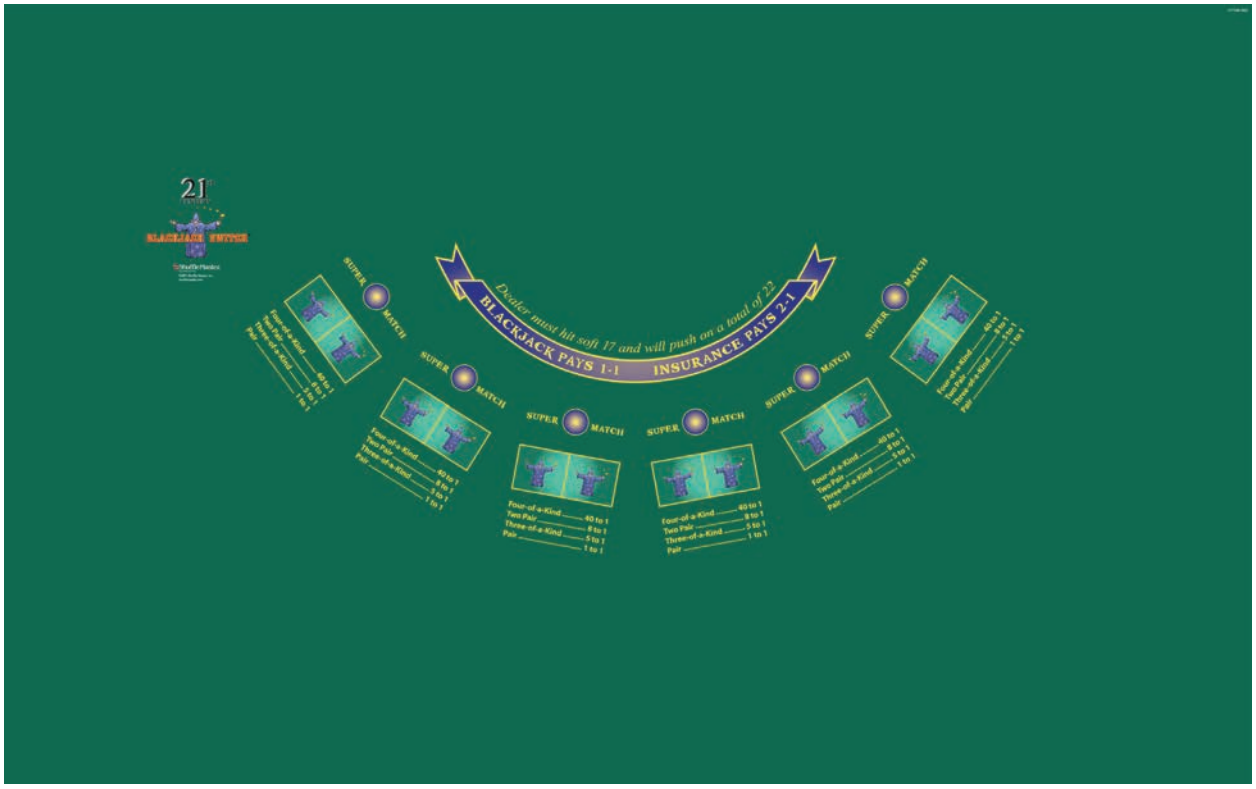
All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the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

A collection fee will be taken per hand from the player-dealer position based on the posted table limit, prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting square that they place a game wager on. There is not additional collection fee when a player doubles-down, splits cards, places an insurance wager, or places a Super Match wager; however, a collection will be taken for each of the two hands that a player is dealt.

LIMIT			**Player-Dealer Table Fee**	**Player Table Fee**
$5	to	$99	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$500	$ 5.00 per hand	$ 3.00 per bet
$200	to	$500	$ 5.00 per hand	$ 3.00 per bet
$300	to	$1,000	$ 6.00 per hand	$ 4.00 per bet
$500	to	$1,000	$ 6.00 per hand	$ 4.00 per bet

21st Century Blackjack Switch

This is a sample table layout only. All wording will match the game rules on the actual table layout.



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. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is 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 two 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, 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, shall be as follows: aces have a value of one, picture cards (king, queen, jack) and 10's 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:

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 a standard baccarat table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be 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. Back-line betting is permitted on all wagers.

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 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;
- 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 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 place a wager on the Ox 6 Bonus Bet, which pays 30 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-down. 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 dealer will then turn the player's hand face up and then the banker's hand face up. The player's hand is resolved first and then the banker's hand is resolved. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. 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 Bet wagers, all Tiger 7 Bonus Bet wagers, and then all Ox 6 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The 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

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 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. 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 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.
- 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.

Bonus Bets

Kill the Ox/Tiger

- For each seated position, there shall be one separate and specifically designated area for the placement of a separate wager, the Kill the Ox/Tiger Bonus Bet. A player may place a Kill the Ox/Tiger Bonus Bet regardless 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 Kill the Ox/Tiger Bonus Bets when the player's hand contains a three card six but does not beat the banker's hand.
- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the banker's hand contains a three card 7 but does not beat the player's 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 schedule 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.
- 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.

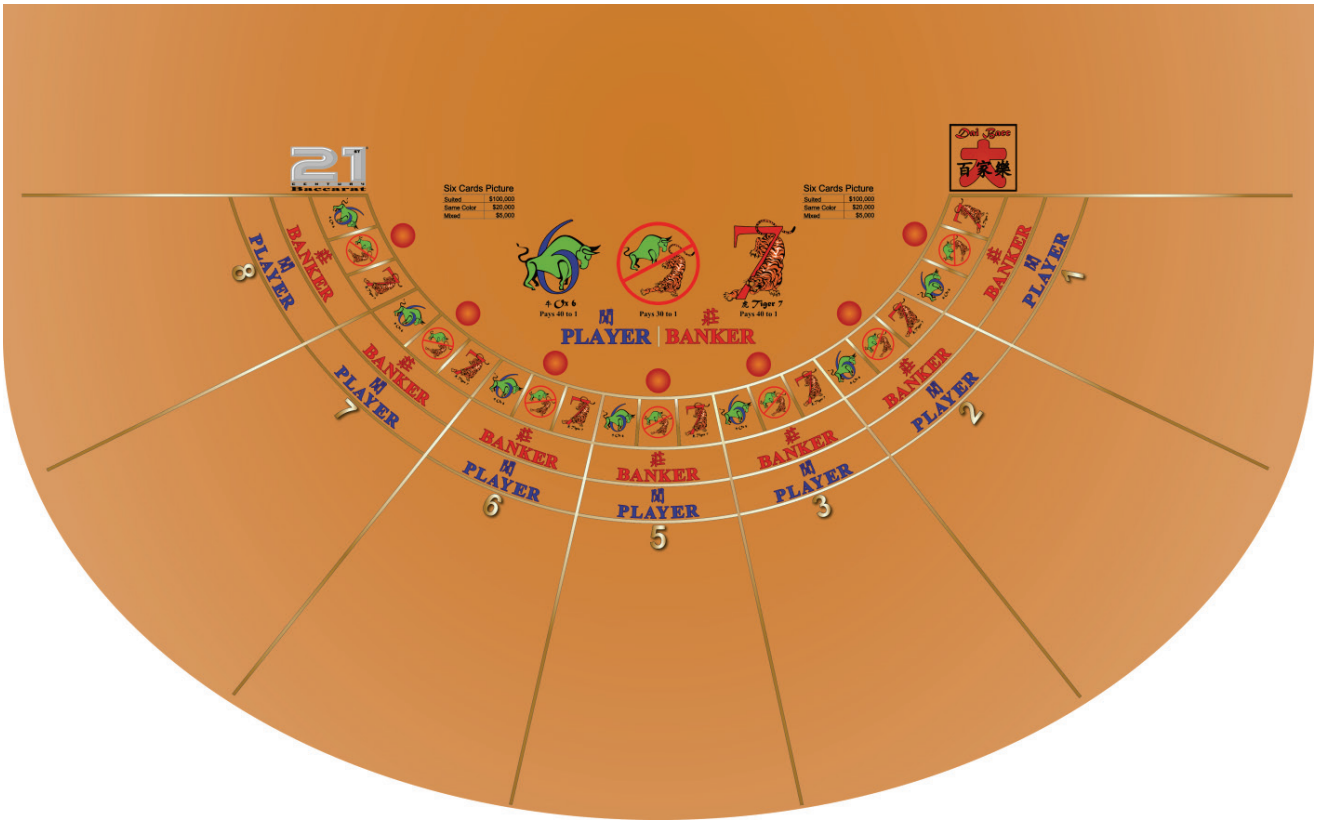
Tiger 7 Bonus Bet

- 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 he/she has 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's hand beats the player's hand and the banker's hand totals seven with three cards.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets when the banker's hand does not beat the player's with a three card hand totaling seven.
- Back-line betting is permitted on the Tiger 7 Bonus Bet.
- See the collection rate schedule 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's hand and the banker's hand after each hand has been completed according to the rules above.
- All winning Tiger 7 Bonus Bets shall be paid 40 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.

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 he/she has 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's hand beats the banker's hand and the player's hand totals six with three cards.
- The player-dealer shall collect all losing Ox 6 Bonus Bets when the player's hand does not beat the banker's hand with a three card totaling six.
- Back-line betting is permitted on the Bonus 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Bonus 8 Bet and any collection fees that may be taken.
- The Ox 6 Bonus Bet takes into account the total value of the player's hand and the banker's hand after each had has been completed according to the rules above.
- All winning Ox 6 Bonus Bets shall be paid 40 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.

Table Layout



Collection Fee Schedule

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

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers unless the player is playing with a promotional chip or voucher. If a player is playing with a promotional chip or voucher, a $1 collection fee shall be taken. For **schedule options 2 through 6**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The Kill the Ox/Tiger, Tiger 7, and Ox 6 wager may be less than, equal to, or greater than the Player line or Banker line wager. The Kill the Ox/Tiger, Tiger 7, and Ox 6 wager must be within the designated minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed 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 Dai Bacc are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$10 Min	$10 - $300	$2	$1 per Promo Chip/Voucher
		$301 - $500	$4	$1 per Promo Chip/Voucher
		$501 - $1,000	$7	$1 per Promo Chip/Voucher
		$1,001 +	$11	$1 per Promo Chip/Voucher

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
2	$25 Min	$25 - $300	$2	$0
		$305 - $700	$4	
		$705 - $1,000	$8	
		$1,005 - $3,000	$12	
		$3,005 +	$20	
3	$50 Min	$50 - $200	$2	$0
		$205 - $600	$5	
		$605 - $1,500	$10	
		$1,505 - $3,000	$25	
		$3,005 +	$40	

4	$100 Min	$100 - $1,000	$3	$0
		$1,005 - $5,000	$15	
		$5,005 - $10,000	$40	
		$10,005 - $20,000	$75	
		$20,005 +	$150	
5	$300 Min	$300 - $1,000	$5	$0
		$1,005 - $2,000	$15	
		$2,005 - $6,000	$30	
		$6,005 - $10,000	$70	
		$10,005 +	$100	
6	$500 Min- No Limit	$500 - $5,000	$7	$0
		$5,005 - $10,000	$30	
		$10,005 - $15,000	$75	
		$15,005 - $20,000	$100	
		$20,005 +	$150	


FREE BET
BLACKJACK
PUSH
22

Type of Game

The game of 21st Century Free Bet Blackjack 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 21st Century Free Bet Blackjack is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 ½, referred to as a "Natural." A natural beats all other hands

Each player places one wager in the betting spot, with the chance to make a "Free Double" on two-card values of hard 9, 10, and 11 or a "Free Split" of any pair except ten value cards. The reason the casino can offer these liberal rules is that when the player-dealer hand hits to a value of 22, all base Blackjack wagers push.

> *For example: a player receives a 5 and a 6 they have the opportunity for a "free double." If a player receives two 8's, they have the opportunity for a "free split."*

Free Bet

Free Bet is the game mechanism that allows a player-dealer matched wager (to the player's original wager) when either two of the conditions occur:

- Free Split - The player can split, for free, when he/she has a pair of the same-valued cards, with the exception of 10-valued pairs, which are not eligible for a Free Split. The dealer will use the Free Bet lammer to signify they have matched the original wager just as would occur in a normal hand with a pair and the player chooses to split.
- Free Double - When the player has a two-card hand (not using an ace) total of 9-10 or 11, the dealer will use the Free Bet lammer to signify they have matched the original wager just as would occur in a normal Double Down hand.

Description of the Deck and Number of Decks Used

A plural standard deck of cards (52 cards) with no joker is used in the play of the game. However, all four (4) of the ace cards shall be removed from each deck and shall be replaced with four (4) specially marked aces with the word "Bonus" on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two card hand, consisting of a specially marked "Bonus" ace with any 10 or face card is a "Natural" and beats all other hands.
- A "Bonus" ace has the following values :
    - 11 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
"Bonus" Ace	a) 11 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.
Ten, Jack, Queen, King	10
Two - Nine	Hold their face value.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be two separate betting spaces specifically designated for two separate wagers; the Blackjack game wager and the Push 22 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted on any wagers.

Dealing Procedures and Round of Play

1. 21st Century Free Bet Blackjack is played on a gaming table. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.

2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.

3. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of his/her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

4. 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 accordance with the collection rate schedules.

5. Collection fees will be taken in accordance with the collection rate schedule.

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hand. The house dealer is the only person on the table to touch the cards.

7. The house dealer will deal two cards, face up, to each players' hand, starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players' receive their second card, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

8. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" ace card. If the player-dealer is dealt a "Bonus" ace face-up, players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "Insurance" wager, the house dealer will check the player-dealer's face-down card. If the player-dealer has a "Natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately.

9. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, the player then has the opportunity to "hit", or take a "free double" or "free split," if eligible, and be dealt additional cards to make the best possible hand.

    - If the player had a 9, 10, or 11, the house dealer will ask the player if they want a "free double." If the player want the "free double," the house dealer will place a "free bet" lamer next to the player's bet.
    - If the player has a pair, other than a pair of 10, jacks, queens, or kings, the house dealer will ask the player if they want a "free split." If the player wants the "free split," the house dealer will place a "free bet" lamer next to the player's bet.

10. After the players have looked at their cards they will signal to the house dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The player may also decide to "double-down," or "split," with their own money if a "free bet" isn't eligible. The player also has the option to "stand" on 12-20. Each player shall be required to hit or stand according to the chart below:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

A hard 21 Natural is achieved when a hand contains a combination of three or more cards totaling 21. In the event that the hand includes an ace, the ace is only able to be counted as 1, not 11.

A soft 21 Natural is achieved when a hand contains a combination of two or more cards totaling 21 with an ace counted as 1 or 11.

11. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer's hole (second) card.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

13. The house 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

A hard hand is achieved when a hand contains a combination of two or more cards totaling 17. In the event that the hand includes an ace, the ace is only able to be counted as 1, not 11. A soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an ace counted as 1 or 11.

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. To determine where the action begins, both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.

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

17. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

18. Backline bettors are not eligible to place any wagers for the game of 21st Century Free Bet Blackjack.

How Winners are Determined and Paid

1. A "Natural" is an initial two card hand containing a "Bonus" ace and any card with a value of 10 and is the best possible hand. A winning natural will pay 6:5.
    a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
    b. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "push" and no action is taken on the wager.
    c. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
    d. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
    e. If a player and the player-dealer's hands have the same value and it is less than a "Natural," the hand is a push or tie, no action is taken on the wager.
    f. If a player and the player-dealer's totals are more than a "Natural", the following will apply:
        i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
        ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will push and no action is taken on the wager.

Player Options

Free Double:

a. If the player's two card total is a hard 9, 10, or 11, the dealer will ask if the player would like a "Free Bet" lamer, which allows the player to "double down" for free. If the player wins, the dealer will pay out as if the player has doubled down, and pay double the bet.
b. There is no extra collection fee taken by the casino on any double-down.
c. A "free double" is allowed after splitting.

Double-Down:

a. Players can double-down on the first two-cards of each hand totaling 2-8, with the exception of all "Natural" hands. The player must place a second wager next to the wager equal to the amount 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 executed by a player, nor is there any extra collection fee charged to the player-dealer.
c. A player may double down for less than his original wager if they do not have enough chips to wager an equal amount.

Free Split:

a. A "Free Split" may occur on any pair except ten value cards. A "FREE BET" lammer is placed next to the original wager for all "free splits." A player may draw as many cards as they desire per split hand to make the best hand, unless the two cards are "Bonus" aces. Players may double-down after each split.
b. The first card in a split shall be the base wager. The second card shall be the free bet.
c. Players can "free split" any two "Bonus" aces originally dealt to them but can only receive one extra card per "Bonus" ace. "Bonus" aces may only be split once and cannot qualify for a "Natural" hand after the split.
d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Splits:

a. Players can split two cards of the same value or rank on the first two cards of their hand dealt to them. For splits of ten value cards, 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 hand to make the best hand.
b. Players may double-down after each split.
c. A "Natural" cannot be attained in any hand following the split of a ten-value card.
d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Insurance:

a. Players may make an optional insurance wager.
b. When the player-dealer has a "Bonus" ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has a "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's

original wager loses. If the player-dealer does not have a "Natural", all insurance wagers placed by players will be collected by the player-dealer.

c. There is no extra collection fee taken by the casino when placing an insurance wager executed by a player, nor is there any extra collection fee charged to the player-dealer.

Surrender:

a. 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.

Bonus Bet

Push 22

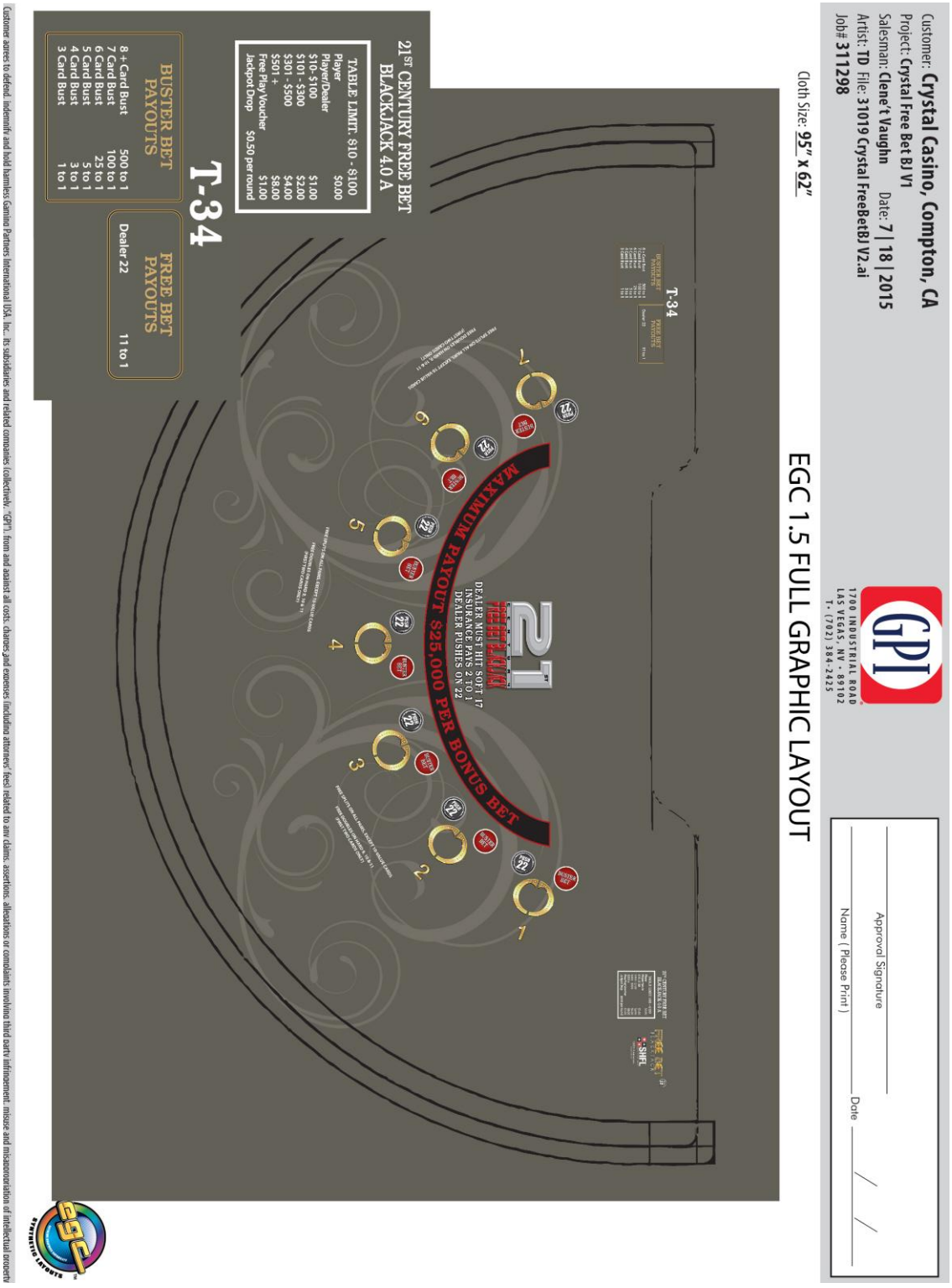
Push 22 is an optional bonus bet for 21st Century Free Bet Blackjack. The rules are as follows:

1. If the dealer busts with a point total of 22, all player blackjack bets in action are pushes.
2. The push 22 side bet wins if the dealer busts with a total of 22, and will be paid according to the paytable below.
3. Player "naturals" are paid before the dealer hits his/her hand, so they are not affected by the Push 22 rule.
4. Backline betting is not eligible on the Push 22 bonus bet.
5. The Push 22 bonus bet will remain in action until the completion of the hand.
6. The base game wager will be paid out first, followed by the Push 22 bonus bet, and the Free Double or Free Split.
7. Push 22 bonus bet wagers can not exceed the base game wager. Push 22 bonus bet wagers may be less than the base game wager, but must be within table limits.
8. The player-dealer will collect all losing Push 22 bonus bet wagers and payout all winning Push 22 bonus bet wagers.

Hand	Payout
Dealer 22	11 to 1

Equipment

- Casinos must use the “Free Bet” lamer, which indicates when a player has opted to take a “free double” or a “free split.”
- Below is the table layout for the 21st Century Free Bet Blackjack.



Customer agrees to defend, indemnify and hold harmless Gaming Partners International USA, Inc., its subsidiaries and related companies (collectively "GPI") from and against all costs, charges and expenses (including attorneys' fees) related to any claims, assertions, allegations or complaints involving third party infringement, misuse and misappropriation of intellectual property

Collection Rates Schedule

For **schedule options 1 through 6**, 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 wagers. A collection fee shall also be taken from each player per controlled game wager placed. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table. The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$2 - $10	$.50	$.25
2	$5 - $50	$1	$.50
3	$10 - $100	$2	$1
4	$25 - $100	$2	$1
5	$25 - $200	$3	$2
6	$50 - $300	$4	$2

Rules - Start to Finish

The rules for No Bust 21st Century Blackjack Second Chances states the game is played with eight (8) standard 52-card decks and one Joker per deck for a total of 424 cards in an 8-deck shoe. Aces have a value of either 1 or 11. All number cards have face value. All picture cards and the "10" have a value of 10. Jokers are wild. The value of each hand is the sum of its cards. The object of the game is for the players and the player-dealer to add the numerical value of their cards and achieve the best possible point total, two Jokers or a "Natural 22" (pays 2 to 1) or whose hand sum does not exceed a Natural (22). A Natural 22 beats all other hands. A Joker combined with any other card is a hard 21 and a player cannot draw an additional card(s).

The game utilizes a player-dealer with a button that is placed in front of them. The player-dealer posts their wager in their betting circle which money will be used to pay the winners and will also set the amount they can collect from the losing players. The player-dealer places their collection fee in front of their betting circle. If there is a dispute on how the hand should be played, the person with the largest wager in action has the final say. Each player places their wagers in their designated betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action." All fees are then collected by the house dealer prior to the start of the game. After the fees have been collected, each player will receive one card face up in turn and the player-dealer will receive their first card face up. Players receive their second card face up starting with the player to the first seated position to the left of the player-dealer, in a clockwise manner. Players with a non-Joker hand have the option to draw additional cards to make their best hand possible. Players can surrender after their first two cards are dealt and half of their wager will be forfeited. The player must indicate they wish to surrender before the player-dealer's second card is dealt. If the player-dealer's first up card is a Joker, players cannot double down, split or surrender and there is no draw and all hands are frozen and players have no option on their cards. In this case the player-dealer will be dealt the next card face up and the action button will be placed and winning and losing wagers will be determined and pay-offs made. The action button determines where the action starts and who will be the first to be paid for lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. The player-dealer always has a numerical value of one. And the player to their left is seat #1 and numbers increase clockwise around the table except the player-dealer's who is never counted.

If the player-dealer's first card is not a Joker, each player in turn starting with seat #1 has the option to draw cards, double down, split and surrender. There is no extra collection fee taken on any double down or split by a player.

Players playing options are as follows:

Must stand on soft or hard 20 or 21 and Natural (Joker-Joker).
Must hit on 11 or less
Option on 12 through 20 card count value
Players can double-down on their first two cards dealt to them and must place a second wager equal to their original wager placed prior to the start of the game. The player will receive only one card regardless of that total
With the exception of Aces, players may split any pair or any two cards with a value of 10 each originally dealt to them. The player must place a second wager equal to their original 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.
Players may 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 their original wager placed prior to the start of the game.
Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. They player must indicate they wish to surrender before the Player/Dealers second card is dealt.
Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is Joker.

If the player-dealer's first card is not a Joker, and after all players have drawn additional cards and made their best hands, the player-dealer will receive their second card face up. This card will determine where the "action button" will be placed. The player-dealer has the option of drawing card(s). There is no extra collection fee taken on any double down or split by a player-dealer. The player-dealer's second card also determines where the action button is to be placed. The dealer will draw cards for the player-dealer until a Hard 17 or higher number is reached.

The player-dealer can only act as follows subsequent to all players receiving hit cards are as follows:

Must stand on hard 17 and above
Must hit on soft 17 or less

Winning Events: Once the player-dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the player-dealers numerical value. Each player's hands are revealed starting from seat #1. Each player's goal is to form a hand that does not exceed Natural 22. "Natural" hand consists of two Jokers (pays 2 to 1) in the first two cards dealt and is the best possible hand.

If the player and the Player/Dealer's hands are both a "Natural" , the hand is a push or tie and no action is taken on the wager.
If a player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural", the player wins the hand.
If a players total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural, the hand closest to a "Natural" wins.
If a player and the Player/Dealer have the same total and it is less than a "Natural", the hand is a push and no action is taken on the wager.
If a player's and the Player/Dealer's totals are more than a "Natural, the following will apply: 1) If the Player/Dealer is closer to a "Natural, the Player/Dealer wins the hand; 2) If the player is closer to a "Natural" the player lose with the exception of if a player hand totals twenty two or higher, the player will "push" with the player/dealer hand when the player/dealer has a 3-card with a value of hard 26.
The Player/Dealer wins all ties or pushes over a "Natural".
If a player has more than a "Natural" and the Player/Dealer has less than a "Natural", the Player/Dealer wins. The player would win is they has less than a "Natural" and the Player/Dealer had more than a "Natural".
If the Player/Dealer's first up card is a Joker, all hand are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
Two cards 21 (blackjack) beat all other hands/ With the exception of two jokers (Natural).
Player's Joker-Joker or "Natural" pays 2-1
Any blackjack hands pay 6-5

Insurance - When the dealer has an Ace showing, players can take an insurance by betting ½ of their blackjack wager. If the player/dealer has a blackjack the insurance bet is paid 2 to 1 and the player's blackjack wager loses if the player does not have a blackjack.
Second Chance - Player may forfeit half of their wager and ask for replacement of their draw card once in every hand. The dealer will discard the hit card and deliver the player with a new hit card.
All pay-offs or losses are to the extent than the player-dealer's total money covers the action on the table. If there is not enough money from the player-dealer position to cover all winning wagers, there will be no refund, free collection or other form of rebate given to the affected players.

Wagering Convention (minimum and maximum wagering limits)

The wagering limits are $2-300.

Betting Scheme

In No Bust 21st Century Blackjack Second Chance bets are place in the beginning of the game before any cards are dealt. There are no rounds of betting in this game. A player must bet within the table limit and there is no maximum for the player-dealer.

Fee Collection

In No Bust 21st Century Blackjack Second Chance the fee collection is taken per bet from each player and the player-dealer prior to the start of the game and is not calculated as a portion of wagers made or winnings earned.

Table Limit	**Fee Collections**
$2-$20	$.25player-dealer and $.25 player bet
$5-$50	$.50 player-dealer and $.50 player bet
$10- $100,	$1 player-dealer and $1 player bet
$50-$300	$2 player-dealer and $2 player bet

Winning Event (describe how a person wins)

All player's hands are compared with the Player/Dealer's hand. Each player's goal is to form a hand that does not exceed Natural 22. *See *Winning Events under #3, Rules-Start of Finish*. The Player/Dealer cannot win or lose more than the amount of original wager.

Bonanza Pai Gow Tiles

Object of the Game

The object of the game is for each player to set four tiles received on the deal into two hands that will respectively rank higher than the two hands set by the player-dealer. Each player receives four tiles and they must arrange the four tiles into two hands; a two tile 'high' hand and a two tile 'low' hand. Each hand ('high' and 'low') is considered a separate hand and will be compared against the two tile 'high' hand and two tile 'low' hand of the player-dealer. Both hands must be higher than the player-dealers hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the player-dealer's hands, the player loses. When determining if a hand ranks higher or lower than the player-dealer's hand, a rating system which determines the value of each tile and hand will be used, as shown below.

Table Used

Pai Gow Tiles is played on a regular half-circle table which allows up to eight (8) seated players and no limit of backline players. All players may wager on the available betting circles.

Deck Used

Pai Gow Tiles is played with tiles set, which consists of 32 tiles. Sixteen of these combinations are pairs, either matched pairs or unmatched pairs. There are also four combinations of tiles that may be made which are called Wong and Gong.

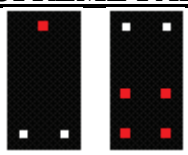
Tile and Hand Ranking

Each tile has a ranking as well as each hand made. The object of the game is to make the best possible two tiles hands (high and low), according to the rankings below, from highest to lowest:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less

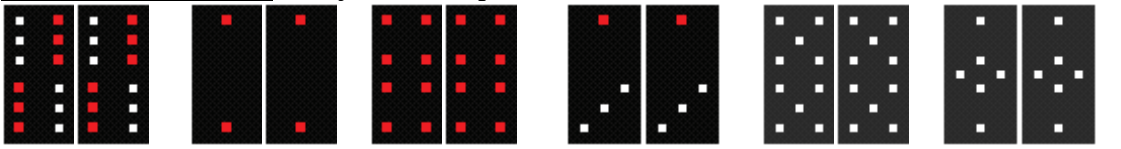
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically. The highest ranked hand is a Supreme Pair. For each category, the highest ranked hand starts on the left and moves to the right for each lower ranking hand.

SUPREME PAIR



Jee Goon

MATCHED PAIRS: Any matched pair.

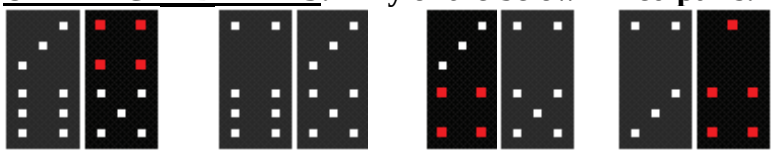


Teen Day Dey Dey Yun Yun Gor Gor Mooy Mooy Chang Chang



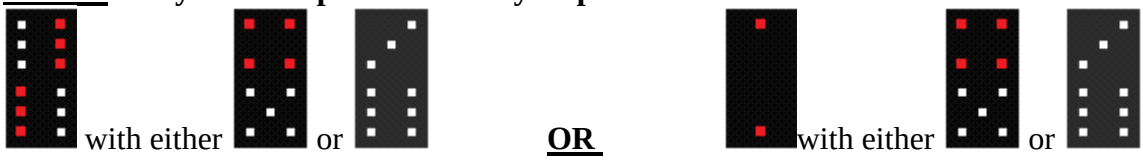
Bon Bon Foo Foo Ping Ping Tit Tit Look Look

UNMATCHED PAIRS: Any of the below mixed pairs.



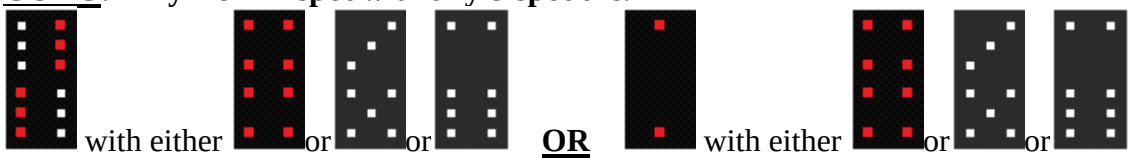
Mixed 9s Mixed 8s Mixed 7s Mixed 5s

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



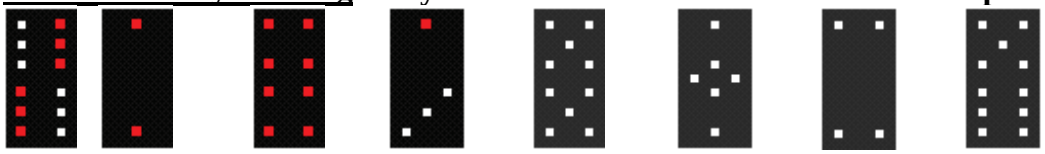
with either or **OR** with either or

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

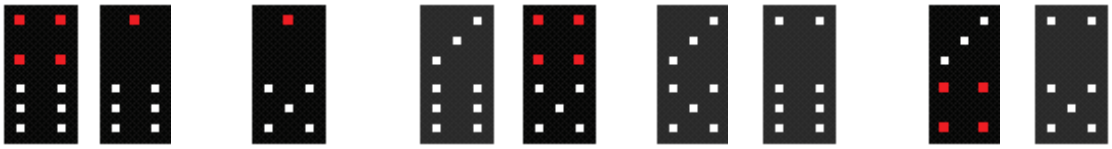


with either or or **OR** with either or or

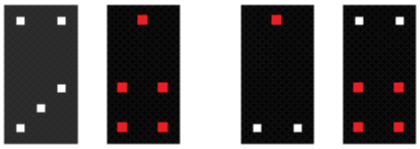
SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



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



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



15. Chop Ng 16. Jee Goon

If a player can't play one of the above mentioned combinations in their high hand, low hand, or either, (Supreme Pair, Matched Pairs, Unmatched Pairs, Wong, Gong) the object is to make the hand (low and high) as close to 9 as possible. This is determined by adding 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.

The player-dealer's hand required to be set according to the 'Logical Way' rules. Players may also request that their hand be played according to the 'Logical Way' rules as well. The most 'Logical Way' rules are:

1. Play the pairs
2. Play a 2 or a 12 with a 7, 8, or a 9 to produce either a high 9, or a Gong or Wong
3. Play two small tiles that equal 7, 8, or 9.
4. Play the biggest tile with the smallest, making the low hand as high as possible

Dealing Procedures

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 casino dealer shall scramble and shuffle all of the 'tiles' on the table face-down. Once the tiles are thoroughly shuffled, the casino dealer shall stack the tiles in a row, with four tiles face-down in each row. Once there are eight stacks of four tiles, the player-dealer will randomly select one of the eight stacks of tiles. The 'action button,' which determines the first player to receive first action from the player-dealer, is placed on the selected pile and shall be the first stack of tiles distributed, once the placement of the 'action button' has been determined.

To determine the placement of the 'action button,' a dice cup which contains three six-sided dice is utilized. The dice cup and is used to determine which player receives the 'action button.' The player who receives the 'action button' shall receive the first set of four tiles, as well as receive first action on their wager(s) from the player-dealer. The player-dealer's position is always one, eight, and fifteen. Other seats, in counter-clockwise rotation of the player-dealer, respectively represent the other numbers. If the numerical total of the dice are one, eight, and fifteen, the player-dealer shall receive the first set of 'tiles' that the player-dealer randomly chose, and the player to the left of the player-dealer shall receive the 'action button.' Wagers shall be settled starting with the player with the 'action button,' then proceeding to all other players in a counter-clockwise manner around the table. Furthermore, all wagers shall be settled in the following order from seat to seat: the Pai Gow Tiles game wager, second the Player Bonus Bet wager, and third the Player-dealer Bonus Bet wager.

Once the 'action button' position is determined, the casino dealer shall distribute all eight (8) stacks of four tiles to each seat at the table, regardless of whether a player is seated at each position or if a wager has been placed at that seated position, starting with the 'action button' stack of tiles. Once the first stack of tiles has been distributed, the remaining stacks of tiles shall be distributed to each seat counter-clockwise of the player with the 'action button.' This procedure shall be followed, with each proceeding stack to right of the 'action button' stack of tiles being distributed to each seat counter-clockwise around the table, until each seat has a stack of tiles. The player-dealer shall receive the last stack of tiles unless the player-dealer position was chosen during the dice cup roll, in which case the player-dealer shall receive the first set of two tiles and the player to the left of the player-dealer shall receive the 'action button.' The player-dealer's hand shall be placed in front of the casino dealer. All stacks of tiles shall be distributed face-down.

Once all of the stacks of tiles have been distributed, the casino dealer shall retrieve each stack of tiles that were distributed to a seat that did not have a wager and spread them on the table so they are no longer stacked, keeping them face-down. Each player shall view their stack of four tiles and shall set their hands by arranging the four tiles into a two tile 'high' hand and a two tile 'low' hand. When placing the hands, the two tiles representing the 'high' hand must be stacked on top of each other and the two tiles representing the 'low' hand must be stacked on top of each other to signify which two tiles comprise the hand. Furthermore, the 'high' hand must be placed behind the 'low' hand on the table, with all tiles face down. When setting the 'high' and 'low' hands, the two tile 'high' hand must rank higher than the two tile 'low' hand, according to the hand ranking and tile ranking chart above. Players may also request that their hand be played 'Logical Way' by leaving their four tile hand stacked in one stack. The casino dealer shall then set that player's hand according to the 'Logical Way,' as shown above.

Once all players have set their hands or their hands have been set according to the 'Logical Way' upon request, the casino dealer shall expose the player-dealer's hand, which shall be set according to the 'Logical Way' rules. The player-dealer is not permitted to set their hand in any other manner than the 'Logical Way.'

The player-dealer's hand required to be set according to the 'Logical Way' rules.
The most 'Logical Way' rules are:

1. Play the pairs
2. Play a 2 or a 12 with a 7, 8, or a 9 to produce either a high 9, or a Gong or Wong
3. Play two small tiles that equal 7, 8, or 9.
4. Play the biggest tile with the smallest, making the low hand as high as possible

Determining a Winner
Once the player-dealer's hand has been revealed and set according to the 'Logical Way' chart above, each player shall compare their two tile 'high' hand and a two tile 'low' hand against the player-dealer's two tile 'high' hand and two tile 'low' hand. All wagers shall be settled in counter-clockwise rotation around the table, starting with the player that received the 'action button.' Furthermore, all wagers shall be settled in the following order from seat to seat: the Pai Gow Tiles game wager, second the Player Bonus Bet wager, and third the Player-dealer Bonus Bet wager. The following shall apply for each possible outcome when determining how each wager wins, loses, or if 'pushes' (tie).

- The Pai Gow Tiles game wager shall win if the two tile 'high' hand and the two tile 'low' hand held by the player ranks higher than the two tile 'high' hand and the two tile 'low' hand held by the player-dealer. The player-dealer shall pay the winning Pai Gow Tiles game wager (1 to 1).
- The Pai Gow Tiles game wager shall lose if the two tile 'high' hand and the two tile 'low' hand held by the player ranks lower than the two tile 'high' hand and the two tile 'low' hand held by the player-dealer. The player-dealer shall collect the losing Pai Gow Tiles game wager.
- The Pai Gow Tiles game wager shall 'push' if one of two hands held by the player, either the two tile 'high' hand or the two tile 'low' hand, ranks higher than the player-dealer's corresponding two tile 'high' hand or the two tile 'low' hand, and the player's other, either the two tile 'high' hand or the two tile 'low' hand, ranks lower than the player-dealer's corresponding two tile 'high' hand or the two tile 'low' hand. In this case, neither the player nor the player-dealer wins or loses; the Pai Gow Tiles game wager shall 'push,' no action shall be taken on the Pai Gow Tiles game wager, and it shall be returned to the player.

- If either the two tile ‘high’ hand or the two tile ‘low’ hand held by the player is identical in numeric value to the corresponding two tile ‘high’ hand or the two tile ‘low’ hand held by the player-dealer, the highest ranking tile in the hand will be used to determine which hand wins. If both tiles in the player and the player-dealers hand are identical, it is considered a ‘copy hand.’ The player-dealer wins all ‘copy hands.’

Type of Game

The players of Big O play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 players to form a five-card poker hand that ranks higher than the other players' five-card poker hand. Each player must use at least two out of the five cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and a maximum of three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, to make the highest five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. Cards used to play Big O shall be dealt from a single deck automatic card shuffling device, cut, and then manually dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Big O, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

The ranking of hands for Big O, in order from highest to lowest rank, shall be:

Big O Hand Ranking

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

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

The game shall be played on a standard poker table. The table shall accommodate up to eight seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Dealing Procedures and Round of Play

The game shall utilize a flat white disk with the words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand. When first opening a game, the dealer button position is decided by all players being dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit shall receive the dealer button. For the dealer button only, the suit rank order from highest to lowest is spades, hearts, diamonds then clubs. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth), except the first betting round, where the “big blind” shall have the right to act last.

The small and the big blinds are used to initiate action and are the positions immediately to the left of the dealer button. The small and big blind bets are mandatory for the players in these positions. Both blind bets shall be placed in the center of the table, which is referred to as “the pot”. The small and big blind bets and buttons are posted before the house dealer deals any cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small and big blind positions shall rotate from player to player around the table clockwise after each round of play.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and is required to place the small blind bet. Additionally, the player to the immediate left of the small blind position is the big blind position. The big blind position is required to place the big blind bet. Both blinds are pre-determined based on the posted table limit. Once the blind bets have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player in the small blind position, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as “hole cards.” Once each player has received their five hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player in the big blind position and continuing clockwise around the table:

- Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who then places them in the discard pile. A player who chooses to fold their hand will no longer participate during that round of play;
- Place a wager equal to the amount of the big blind, referred to as a “call.”

- Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises.

After all players have acted in turn, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card off the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players (players who called all wagers and did not fold their hand) shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Do not make a wager, called a “check,” with the option to call or raise a wager by another player;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn, the house dealer shall move all player bets into the pot. The house dealer shall then burn the top card of the deck. The house dealer shall then take one card from the top of the deck and place it face-up on the table, this is referred to as “the turn card.” There are now a total of four community cards face-up on the table. This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn, the house dealer shall move all player bets into the pot. The house dealer shall then burn the top card of the deck. The house dealer shall then take one card from the top of the deck and place it face-up on the table, this is referred to as “the river card.” There are now a total of five community cards face-up on the table. This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event more than one player has the highest ranking hand, the pot shall be split equally among the winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Badugi

Type of Game
The players of Badugi play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game
The object of the game is for players to form a four-card low poker hand that ranks higher than the other players' four-card low poker hand. The best unsuited low-hand wins. The ultimate low-hand is made up of four cards that are different suits and different ranks (A-2-3-4 unsuited). A player has a Badugi if they have four unsuited different ranked cards.

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

Card Values and Hand Rankings
The rank of each card used in Badugi, in order of highest to lowest rank, shall be: king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and ace. All suits shall be considered equal in rank.

The ranking of hands for Badugi, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Badugi	A hand that consists of four cards of different suits and no pairs. The highest ranking Badugi hand is an ace, 2, 3, 4 unsuited.
Three Card Incomplete	A hand that consists of four cards, two of which are suited or same ranked. Therefore, one of the cards "impairs" the hand. The lowest Three Card Incomplete beats other Three Card Incomplete hands.
Two Card Incomplete	A hand that consists of four cards, three of which are suited or pairs. Therefore, two of the cards "impairs" the hand. The lowest Two Card Incomplete hand beats other Two Card Incomplete hands.

Description of Table Used and Total Number of Seated Positions
The game shall be played on a standard poker table and shall accommodate up to eight seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play
When first opening a game, all players shall be dealt one card face up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit shall receive the dealer button. The suit rankings from highest to lowest shall be as follows: spades, hearts, diamonds, clubs. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The small and big blinds, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second and third), the action is started by the first active player to the left of the dealer button. The small blind and big blind position shall rotate from player to player around the table clockwise after each round of play.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have four cards face down. Once each player has received their four cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their four cards face down into the center of the table, referred to as a "fold." The hand shall be kept face down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager equal to the amount of the big blind, referred to as a "call."
- Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of six raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Players now have the chance to draw cards. The first player to act is always the player closest to the left of the button. Players then discard zero to four cards to receive new cards. Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. After each player has decided which cards to discard, the dealer shall collect the cards in front of each player and place them in the discard pile. Then, the dealer shall deal that same number as the discarded cards, faced down, to each player in turn, so each player has a total of four cards. If the dealer runs out of cards, he/she shall shuffle and use the discarded cards. Once all players have had the option to discard cards, the second round of betting will occur. All active players, players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Do not make a wager, called a “check,” with the option to call or raise a wager by another player;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. At this point, players have another chance to draw additional cards. The first player to act is always the player closest to the left of the button. Players then discard zero to four cards to receive new cards. Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. After each player has decided which cards to discard, the dealer shall collect the cards in front of each player and place them in the discard pile. Then, the dealer shall deal the same number as the discarded cards, faced down, to each player in turn, so each player has a total of four cards. If the dealer runs out of cards, he/she shall shuffle and use the discarded cards. Once all players have had the option to discard cards, the third and final round of betting will occur. All active players, players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How Winners are Determined and Paid

After the third and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players shall use their four cards dealt, either originally or from the “draw,” to make the highest ranking four-card low poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking four-card low poker hand, according to the hand and card rankings shown in the Card Values and Hand Rankings section. All other players shall lose.
- In the event a hand reaches the showdown and no player has a Badugi, the player with the best three-card or two-card hand wins the pot;
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Badugi

Collection Fee Schedules

For **schedule option 1 - 10,** the collection fees shall be taken from the pot after the first round of betting occurs. If the round of play ends before the first round of betting occurs, the modified fee shall be taken. An additional collection fee is taken from the pot after the last draw card has been dealt and before the third and final round of betting occurs. The appropriate fees are dependent on the number of players as shown.

Minimum of a $4 - $8 limit game to a maximum of a $20 - $40 limit game
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Number of Players	Regular Collection	Modified Fee	Added Fee after the Last Card
1	7+	$5	$1	$1
2	6	$4	$1	$1
3	5	$2	$1	$1
4	3 or 4	$1	$1	$1
5	2	$1	$1	$0
6	7+	$6	$1	$1
7	6	$5	$1	$1
8	5	$3	$1	$1
9	3 or 4	$2	$1	$1
10	2	$1	$1	$0

For **schedule options 11 - 17**, a collection fee shall be taken from each player every forty minutes.

Minimum of a $15 - $30 limit game to a maximum of a $100 - $200 limit game
Minimum Buy-In is $1; No maximum buy-in

Schedule Option	Regular Collection
11	$10
12	$11
13	$13
14	$15
15	$16
16	$18
17	$20

Collection Procedures

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

Super Stud Poker

Type of Game

The game of Super Stud Poker is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position. 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 players to form a five-card poker hand that ranks higher and/or lower than the other players' five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card poker hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same combination of their dealt cards to satisfy each hand's requirements.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The 52-card deck will be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Super Stud Poker when forming a five-card high poker hand, in order of highest to lowest rank will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. The ace will be considered low any time the ace begins a straight or a straight flush. All suits will be considered equal in rank.

Card hands will rank from highest to lowest as follows:

Super Stud Poker High Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised 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 comprised of five cards 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.

One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of five cards not 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.

Five-Card Low Card Values - The rank of each card used in Super Stud Poker when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits will be considered equal in rank in regards to hand rankings.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower; meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

a. The lowest possible five-card hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
b. Additionally, when determining if a player has a qualifying five-card low hand, Straights and Flushes do not disqualify the player's hand if all other requirements are met.
c. However, if the player has a pair or higher in their low hand, the hand does not qualify.
d. If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

Example*: A hand comprised of 7, 6, 4, 3, and ace is ranked lower and will beat a hand comprised of 8, 6, 4, 3, and 2.*

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and accommodates a maximum of eight players. Each seated position at the table will have the same minimum and maximum wagering limits during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive seven cards up to the final round of betting, the house dealer will deal the cards until there are not enough cards left in the deck to give each player a card. The house dealer will take all discarded cards placed in the discard pile during each previous round, and shuffle these cards. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it. The house dealer will distribute the remaining cards to any player who does not have enough cards for their hand for the round of betting. However, if the house dealer determines there will not be enough cards for all of the remaining players, then the house dealer announces to the table a community card(s) will be used. The house dealer will burn a card and turn enough cards face-up in the center of the table as community cards to play in everyone's hand. The player with the high hand using the community card initiates the action for the round.*

NOTE: *If only one active player is left in the game at the end of any betting round, the pot will be awarded to the active remaining player and a new round will begin.*

1. The game does not use a dealer button. The card dealing always begins with seat one. Seat one will always be the first active player seat immediately to the house dealer's left.
2. Prior to the deal, each player will be required to place an "Ante." Refer to the below collection rates for table limits.

   a. Antes are used to initiate action and are posted before the players receive any cards.
   b. All Antes will be placed in the center of the table, known as "the pot."
3. Once the Antes have been placed in the pot, the house dealer will deal one card at a time, face-down to each player, starting with the player in seat one, and continuing clockwise around the table until all players have three face-down cards, referred to as "hole cards." The house dealer will then deal one card face-up to each player, starting with the player in seat one and continue clockwise around the table until all players have a total of four cards; three hole cards and one face-up card.
4. Each player then evaluates their hand and is required to discard one of their hole cards before the betting round starts. This procedure will leave each player with two hole cards and one face-up card in their hand for a total of three cards.
5. The house dealer collects all discarded hole cards and places them in the discard pile.
6. Once each player has discarded a hole card, the first round of betting will occur. The player dealt the lowest face-up card (a 2 card being the lowest), according to the card ranking above, will be required to place a wager, referred to as the "Bring In."
   a. If multiple players have the same ranking low card, the tie is broken by card suit; ranking for card suits from highest to lowest is; spades (highest), hearts, diamonds, clubs (lowest) with the lowest ranked suit taking precedence.
7. The player with the Bring In bet must open (cannot fold for the Bring In) with at least the table minimum. Therefore, players must wait for the designated low hand to act before acting on their own hands.
8. Players are given the following options, starting with the player to the left of the player who placed the Bring In and continuing clockwise around the table:
   a. Place a wager equal to the amount of the Bring In or "call" a wager; meaning to match the amount wagered by another player; or
   b. Place a wager equal to the amount of the Bring In as well as an additional amount within the table limit, referred to as a "raise;" or
   c. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises; or
   d. Check their hand and place no additional wager at this time. This is only permitted for the player who placed the Bring In when all other players have called the Bring In and there have been no raises.
   e. Place their four cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play.
9. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all players' wagers into the pot.
10. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it; referred to as a "burn."
11. The house dealer will then deal one card face-up to each player, starting with the player in seat one and continuing clockwise around the table until all players have a total of four cards; two hole cards and two face-up cards.
    a. If the player in seat one has folded their hand, the deal will start with the first active player to the left of the house dealer.
    b. The face-up cards are not community cards and are only available to the player whose hand they belong.
12. Once each player has been dealt their fourth card, the second round of betting will occur.

13. All active players, players who called all wagers and did not fold their hand, will be given the following options, starting with the player with the highest ranked face-up cards. If multiple players have the same high ranked face-up cards, the action will start with the player closest to the house dealer's left:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place a wager within table limits: or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
15. The house dealer will burn the top card.
16. The house dealer will then deal one card face-up to each player, starting with the player in seat one and continue clockwise around the table until all players have a total of five cards; two hole cards and three face-up cards.
    a. If the player in seat one has folded their hand, the deal will start with the first active player to the left of the house dealer.
17. Once each player has been dealt their fifth card, the third round of betting will occur.
18. All active players will be given the following options, starting with the player with the highest ranked face-up cards. If multiple players have the same high ranked face-up cards, the action will start with the player closest to the house dealer's left:
    a. Check according to the rules used in the previous round of play; or
    b. Place a wager within table limits: or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
19. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
20. The house dealer will burn the top card.
21. The house dealer will then deal one card face-up to each player, starting with the player in seat one and continue clockwise around the table until all players have a total of six cards; two hole cards and four face-up cards.
    a. If the player in seat one has folded their hand, the deal will start with the first active player to the left of the house dealer.
22. Once each player has been dealt their sixth card, the fourth round of betting will occur.
23. All active players will be given the following options, starting with the player with the highest ranked face-up cards. If multiple players have the same high ranked face-up cards, the action will start with the player closest to the house dealer's left:
    a. Check according to the rules used in the previous round of play; or
    a. Place a wager within table limits: or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Raise the previous wager according to the rules used in the previous round of play; or
    d. Fold their hand according to the rules used in the previous round of play.
24. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.

25. The house dealer will then deal one card face-down to each player, starting with the player to the left of the dealer button and continue clockwise around the table until all players have a total of seven cards; three hole cards and four face-up cards.
    a. If the player in seat one has folded their hand, the deal will start with the first active player to the left of the house dealer.
26. Once each player has been dealt their seventh card, the fifth and final round of betting will occur.
27. All active players will be given the following options, starting with the player with the highest ranked face-up cards. If multiple players have the same high ranked face-up cards, the action will start with the player closest to the house dealer's left:
    a. Check according to the rules used in the previous round of play; or
    a. Place a wager within table limits: or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Raise the previous wager according to the rules used in the previous round of play; or
    d. Fold their hand according to the rules used in the previous round of play.
28. After the final round of betting has been completed, the house dealer will move all player bets into the pot.
29. All active players will then enter into a showdown with each other and compare their hands to see who wins the pot.

How Winners are Determined and Paid

Players may use any combination of the three face-down cards and the four face-up cards dealt to them throughout the course of the game to make the highest ranking five-card poker hand and/or the best ranking five-card low hand, as listed above. The following will apply for determining the player(s) who wins the pot:

- In the event there is no qualifying five-card low hand, the entire pot will be awarded to the player with the highest ranked five-card poker hand. All other players will lose.
- In the event more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot will be split equally among all players with the highest ranked five-card poker hand.
    - In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the house dealer.
- In the event more than one player has the qualifying five-card low hand and there is a winning five-card high hand, the pot will be divided equally, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
- In the event more than one player has the highest ranking five-card hand and there is a qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
    - In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the house dealer.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
    - They do not have to use the same cards to win both pots.

Collection Rates Schedule

For **schedule options 1 through 54**, the regular collection fee will be collected by the house dealer from the pot before the second round of betting. An additional collection fee will collected by the house dealer from the pot after the last card is dealt. If the round of play ends before the first round of betting, the modified collection fee will be collected. The appropriate fees are dependent on the number of players and the table limit as shown below.

Schedule Option	Table Limit	Number of Players	Regular Collection Fee	Additional Collection Fee	Modified Collection Fee
1	$4-$8	7 or more	$6	$1	$1
2	$4-$8	7 or more	$5	$1	$1
3	$4-$8	6	$5	$1	$1
4	$4-$8	6	$4	$1	$1
5	$4-$8	5	$3	$1	$1
6	$4-$8	5	$2	$1	$1
7	$4-$8	3 or 4	$2	$1	$1
8	$4-$8	3 or 4	$1	$1	$1
9	$4-$8	2	$1	$0	$1
10	$6-$12	7 or more	$6	$1	$1
11	$6-$12	7 or more	$5	$1	$1
12	$6-$12	6	$5	$1	$1
13	$6-$12	6	$4	$1	$1
14	$6-$12	5	$3	$1	$1
15	$6-$12	5	$2	$1	$1
16	$6-$12	3 or 4	$2	$1	$1
17	$6-$12	3 or 4	$1	$1	$1
18	$6-$12	2	$1	$0	$1
19	$8-$16	7 or more	$6	$1	$1
20	$8-$16	7 or more	$5	$1	$1
21	$8-$16	6	$5	$1	$1
22	$8-$16	6	$4	$1	$1
23	$8-$16	5	$3	$1	$1
24	$8-$16	5	$2	$1	$1
25	$8-$16	3 or 4	$2	$1	$1
26	$8-$16	3 or 4	$1	$1	$1
27	$8-$16	2	$1	$0	$1
28	$12-$24	7 or more	$6	$1	$1
29	$12-$24	7 or more	$5	$1	$1
30	$12-$24	6	$5	$1	$1
31	$12-$24	6	$4	$1	$1
32	$12-$24	5	$3	$1	$1
33	$12-$24	5	$2	$1	$1
34	$12-$24	3 or 4	$2	$1	$1
35	$12-$24	3 or 4	$1	$1	$1
36	$12-$24	2	$1	$0	$1
37	$15-$30	7 or more	$6	$1	$1
38	$15-$30	7 or more	$5	$1	$1
39	$15-$30	6	$5	$1	$1

40	$15-$30	6	$4	$1	$1
41	$15-$30	5	$3	$1	$1
42	$15-$30	5	$2	$1	$1
43	$15-$30	3 or 4	$2	$1	$1
44	$15-$30	3 or 4	$1	$1	$1
45	$15-$30	2	$1	$0	$1
46	$20-$40	7 or more	$6	$1	$1
47	$20-$40	7 or more	$5	$1	$1
48	$20-$40	6	$5	$1	$1
49	$20-$40	6	$4	$1	$1
50	$20-$40	5	$3	$1	$1
51	$20-$40	5	$2	$1	$1
52	$20-$40	3 or 4	$2	$1	$1
53	$20-$40	3 or 4	$1	$1	$1
54	$20-$40	2	$1	$0	$1

For **schedule options 55 through 65**, a time collection fee will be paid by each player and collected by the house dealer at the beginning of every 40 minutes. The collection fee is based on the table limit.

Schedule Option	Table Limit	Time Collection Fee
55	$15-$30	$10
56	$15-$30	$13
57	$20-$40	$13
58	$50-$100	$13
59	$50-$100	$16
60	$50-$100	$18
61	$100-$200	$13
62	$100-$200	$15
63	$100-$200	$16
64	$100-$200	$18
65	$100-$200	$20

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

Drawmaha

Type of Game
The players of Drawmaha play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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
Drawmaha is a split pot game comprised of five-card Omaha and Draw poker. In Drawmaha, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as "hole" cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards. When making a five-card Draw poker hand, each player must use the same five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the "draw." An active player can win both the five-card Omaha hand and the five-card Draw poker hand.

Description of the Deck and Number of Decks Used
The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings
The rank of each card used in Drawmaha when forming a five-card Omaha hand and a five-card Draw poker 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 straight flush.

Drawmaha hands shall rank, from highest to lowest, as follows:

Five-Card Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised 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 comprised of five cards 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.

Two Pairs	A hand comprised of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised 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

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for nine seated players, the two players to the left of the big blind will sit out). Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
    a. The dealer button will rotate from player to player around the table clockwise after each round of play.
    b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase “small blind” and a flat white disc/button with the phrase “big blind”) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
    a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
    b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.
    a. The player with the highest ranked card (based on the Five-Card Omaha Hand Rankings) with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
    a. Blind wagers are pre-determined, mandatory and are used to initiate action.
    b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”

5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
    a. These initial five cards are referred to as “hole cards.”
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
    a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or
    b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
    c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
    d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
    e. The player in the big blind position may “check” if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
    a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager; this means to match the amount wagered by another player; or
    e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
        i. However if all five cards are discarded, this does not constitute a fold.
        ii. A player must have five cards after the draw.
    b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:

   i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
   ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
15. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
16. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile.
17. Once all participating players have completed their option to draw, the house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as "the turn card."
    a. This card is also a community card and is shared by all players.
18. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all players have acted in turn, the house dealer shall move all wagers into the pot.
21. The house dealer will then burn a card.
22. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as "the river card."
    a. This card is also a community card and is shared by all players.
23. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
24. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
25. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
26. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the round of draw or needs to be used per the below guidelines:*
   a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-2 have all their cards completely replaced, and cards still need to be replaced for active Player 3-7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-2 only, reshuffle those cards, and continue to deal. This process would continue until each player has completed their draw).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card Draw poker hand, according to the Five-Card Hand Ranking chart shown above. All other players will lose.
- If one player has the highest ranking five-card Draw poker hand, and more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, and more than one player has the highest ranking five-card Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the highest ranking five-card Omaha hand and more than one player has the highest ranking five-card Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card Draw poker hand.

Archie

Type of Game
The players of Archie play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game
The object of the game is for the active players to form a five-card poker hand that ranks higher than the other active players' five-card poker hand and/or form a five-card low hand that ranks lower than the other active players' five-card low hand. Each active player will be given three opportunities to improve their hand by replacing the cards currently in their hands with new cards. This is referred to as the "draw." An active player can win both the five-card high hand and the five-card low hand.

Description of the Deck and Number of Decks Used
The game will be played using one standard 52 card deck and no joker. The 52 card deck will be manually shuffled or machine shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings
Archie High Card Values-The rank of each card used in Archie when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a Straight or Straight Flush.

Archie High Hand Ranking, from highest to lowest, is as follows:

Archie High Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised 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 comprised of five cards 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.

***High Card**	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 unsuited is the highest ranked High Card hand and 7, 5, 4, 3 and 2 unsuited is the lowest ranked High Card hand.

***An active player must have a pair of 6s or better to qualify to have a chance at winning the high hand portion of the pot. If there are no qualifying high hands, then all active players will enter into a showdown for the low hand at the completion of the final round of betting. In the event there is no qualifying five-card high hand or five-card low hand, the pot would go to the best non-qualifying high hand.*

Five-Card Low Card Values-The rank of each card used in Archie when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5 and 6. All suits will be considered equal in rank in regards to hand rankings.

Five-Card Low Hand Rankings-To make a qualifying five-card low hand, an active player must have a 6 high or lower; meaning the five cards used by the active player cannot contain a card with a value of 7 or higher.

a. The lowest possible five-card hand is 5, 4, 3, 2 and ace; this is called a "Wheel."
b. Additionally, when determining if an active player has a qualifying five-card low hand, Straights and Flushes do not disqualify the active player's hand if all other requirements are met.
c. If multiple active players have qualifying five-card low hands, the winning low hand is determined by comparing the highest value card of each active players' five-card hand, the lowest high card would be the winning hand.

Example*: A hand comprised of 6, 4, 3, 2 and ace is ranked lower and will beat a hand comprised of 6, 5, 4, 3 and ace.*

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for nine seated players, the two players to the left of the big blind will sit out). Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk/button with the word "dealer" on it to visually designate the active player in the dealer position (in theory) for the hand.
    a. The dealer button will rotate from player to player around the table clockwise after each round of play.
    b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind will have the right of last action. If the player with the dealer button has folded, then the right of last action will go to the next active player to the right of the dealer button.
2. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.

   a. The active player with the highest ranked card will receive the dealer button.
   b. In the event multiple active players receive a high card of the same rank (i.e. kings) ties will be settled by suit ranking. Suit ranking from highest to lowest: spades, hearts, diamonds and clubs.
3. Once the placement of the dealer button is resolved, the house dealer will retrieve all the cards, begin the shuffle and cut requirements again and designate the small and big blind active player positions.
4. The small and big blinds are used to initiate action. The small and big blind positions are positioned immediately to the left of the dealer button and posted before the house dealer distributes the cards.
   a. Action on the first round of betting, will begin with the active player to the left of the big blind.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small and big blind positions will rotate from player to player around the table clockwise after each round of play.
5. Once the dealer button has been distributed by the house dealer, the active player to the immediate left of the dealer button will be required to post the small blind. The active player to the immediate left of the small blind is required to post the big blind.
   a. Both blinds are predetermined based on the posted table limit.
   b. Both blind wagers will be placed in the designated wagering area, referred to as “the pot.”
6. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each active player, starting with the first active player to the left of the dealer button, the small blind position, and continue clockwise around the table until all active players have five cards face-down. Active players can now pick up the five face-down cards and examine their hand.
7. Once each active player has examined their hand, the first round of betting will occur. Active players are given the following options, starting with the first active player to the left of the big blind and continuing clockwise around the table:
   a. Place their five cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer and then place the folded hand in the discard pile. If an active player chooses to fold their hand, they will no longer participate during the round of play; or
   b. Place a wager equal to the amount of the big blind, referred to as a “call,” meaning to match the amount wagered by another active player; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;” or
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering (known as being “capped”), unless there are only two active players participating during a round of wagering; in this case there is no limit to the number of raises; or
   e. The active player in the big blind position may not want to place an additional wager, referred to as a “check.” However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet).
8. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
9. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.

   a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
   b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
   c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
      ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
10. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards consecutively starting with the first active player to the left of the dealer button.
12. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the second round of betting.
13. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
   a. Fold their hand according to the rules used in the previous round of play; or
   b. Call a wager according to the rules used in the previous round of play; or
   c. Place a wager within the posted table limits; or
   d. Raise the previous wager according to the rules used in the previous round of play; or
   e. Check according to the rules used in the previous round of play, with the option to call or raise a wager by another player. This is only permitted if no other active player has raised. If a raise or re-raise occurs, an active player will be required to call the raise, re-raise or fold their hand.
14. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
15. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
   a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
   b. An active player may choose to stand pat.
   c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
      ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.

16. The house dealer will burn the top card.
17. The house dealer will then announce how many cards each active player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
18. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the third round of betting.
19. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
21. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
        i. However if all five cards are discarded, this does not constitute a fold.
    b. An active player may choose to stand pat.
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
        i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
        ii. If no active player has acted on their hand.
    d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
22. The house dealer will burn the top card.
23. The house dealer will then announce how many cards each active player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
24. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the fourth and final round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer will move all wagers into the pot.

27. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
    a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button:

- If only one active player is left in the game at the end of any betting round, the entire pot will be awarded to that player.
- A player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest ranked qualifying five-card hand.
- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- If there is no qualifying five-card high hand, the entire pot will be awarded to the player with the highest ranked five-card low hand, according to the hand and card ranking shown above. All other players will lose.
- If there is a qualifying five-card high and five-card low hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest ranked qualifying five-card hand.
- In the event more than one player has the highest ranking five-card hand and there is not a qualifying low five-card hand, the pot will be split equally among all players with the highest ranked five-card poker hand.

- In the event more than one player has the same qualifying low ranking five-card hand and there is not a qualifying high five-card hand, the pot will be split equally among all players with the qualifying low ranked five-card hand.
- In the event more than one player has the highest ranking five-card hand and more than one player has the same qualifying low ranking five-card hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the “highest” ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying “low” hand.
- In the event there is no qualifying five-card high hand or five-card low hand, the pot would go to the best non-qualifying high hand. If there is more than one player with the same highest ranking five-card, the pot will be split equally among all players with the highest ranked five-card poker hand.

Drawmaha 2-7

Type of Game
The players of Drawmaha 2-7 play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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
Drawmaha 2-7 is a split pot game comprised of five-card Omaha and five-card 2-7 Draw poker. In Drawmaha 2-7, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card 2-7 Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as "hole" cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards. When making a five-card 2-7 Draw poker hand, each player must use the same five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the "draw." An active player can win both the five-card Omaha hand and the five-card 2-7 Draw poker hand.

Description of the Deck and Number of Decks Used
The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings
Omaha Card Values - The rank of each card used in Drawmaha 2-7 when forming a five-card Omaha 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 straight flush.

Five-Card Omaha hands shall rank, from highest to lowest, as follows:

Five-Card Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised 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 comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised 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 comprised of five cards 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 comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand comprised of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised 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 a 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

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

Five-Card 2-7 Draw poker hands shall rank, from highest to lowest, as follows:

Five-Card 2-7 Draw Hand Rankings

Hand Dealt	Hand Requirements
High Card	A hand comprised of five cards that do not make any of the hands listed below. A 7, 5, 4, 3 and 2 is the highest ranked High Card hand and an ace, king, queen, jack and 9 is the lowest ranked High Card hand.
One Pair	A hand comprised of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pair	A hand comprised of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3 and 2 is the highest ranked Straight and an ace, king, queen, jack and 10 is the lowest ranked Straight (note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3 and 2 is the highest ranked Flush and an ace, king, queen, jack and 9 is the lowest ranked Flush.
Full house	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3 and 2 is the highest ranked Straight Flush and a king, queen, jack, 10 and 9 is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, and jack, and 10 of the same suit.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to nine seated positions for patrons, although only up to seven players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for eight seated players, the player to the left of the big blind will sit out). Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
    a. The dealer button will rotate from player to player around the table clockwise after each round of play.
    b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase “small blind” and a flat white disc/button with the phrase “big blind”) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
    a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
    b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.
    a. The player with the highest ranked card (based on the Five-Card Omaha Hand Rankings) with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
    a. Blind wagers are pre-determined, mandatory and are used to initiate action.
    b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
    a. These initial five cards are referred to as “hole cards.”
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
    a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or

   b. Place their five hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise"; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may "check" if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn."
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as "the flop."
   a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits; or
   b. Fold their hand according to the rules used in the previous round of play; or
   c. Raise the pot according to the rules used in the previous round of play; or
   d. Call a wager; this means to match the amount wagered by another player; or
   e. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
   a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
      ii. A player must have five cards after the draw.
   b. If an active player does not wish to discard any of their cards, this is referred to as standing "pat."
   c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
      ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
15. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.

16. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile.
17. Once all participating players have completed their option to draw, the house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as "the turn card."
    a. This card is also a community card and is shared by all players.
18. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all players have acted in turn, the house dealer shall move all wagers into the pot.
21. The house dealer will then burn a card.
22. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as "the river card."
    a. This card is also a community card and is shared by all players.
23. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
24. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
25. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
26. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the round of draw or needs to be used per the below guidelines:*

   a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-2 have all their cards completely replaced, and cards still need to be replaced for active Player 3-7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-2 only, reshuffle those cards, and continue to deal. This process would continue until each player has completed their draw).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card 2-7 Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card 2-7 Draw poker hand, according to the Five-Card Hand Ranking charts shown above. All other players will lose.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card 2-7 Draw poker hand, but more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, but more than one player has the highest ranking five-card 2-7 Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card 2-7 Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the highest ranking five-card Omaha hand and more than one player has the highest ranking five-card 2-7 Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card 2-7 Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card 2-7 Draw poker hand.

Double Board Omaha

Type of Game
The players of Double Board Omaha play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game
The object of the game is for the players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards, referred to as "community" cards or "board" cards, from either of the two boards dealt on the table, throughout the course of the game, to make the highest ranking five-card poker hands, according to the rankings as shown below. Each board will have its own pot that the players are playing for. Players can win both pots and do not have to use the same hole cards to win both of the available pots.

Description of the Deck and Number of Decks Used
The game shall be played using one standard 52 card deck and no joker. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings
The rank of each card used in Double Board Omaha when forming a five-card poker 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 straight flush.

Card hands shall rank, from highest to lowest, as follows:

Double Board Omaha Hand Rankings

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 2s 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 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards 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 2s 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 3s and two 2s 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 2s 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

The game shall be played on a standard poker table which shall accommodate up to nine seated positions for patrons, although only up to eight players may play at one time (if there are nine or more players seated, the player to the left of the big blind will not participate in the hand). Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase “small blind” and a flat white disc/button with the phrase “big blind”) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
   a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.
   a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player that was required to post the small blind shall be required to place the big blind.
   a. Both blinds are pre-determined based on the posted table limit.
   b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the small blind, and continuing clockwise around the table until all players have four cards face-down.

6. Once each player has received their four cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind or "call" a wager, meaning to match the amount wagered by another player; or,
   b. Place their four cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or,
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise"; or,
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering (known as being "capped"), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or,
   e. The player in the big blind position may "check," meaning they do not wish to place an additional wager. If there has been a raise, the player may call the amount that has been raised, or re-raise, by placing an additional wager, as long as the pot has not been capped yet, or fold.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it face-down in the discard pile without exposing it, referred to as a "burn" card.
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop," for the first board. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously for the second board (parallel to the first board). These cards shall also become community cards and are shared by all players.

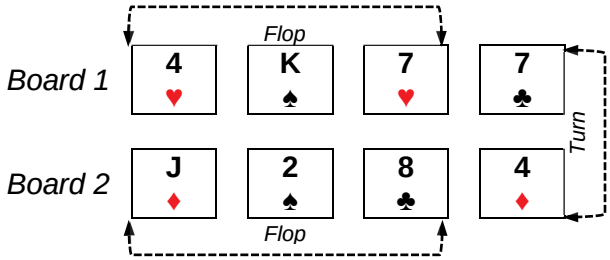
Table 1: Example of "The Flop"

Board 1	4 ♥	K ♠	7 ♥
Board 2	J ♦	2 ♠	8 ♣

10. Once the dealer has placed the first three community cards for both boards face-up, the start of the second round of betting will occur.
11. All active players that called all wagers and did not fold their hand shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or,
    b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player; or,
    c. Call a wager according to the rules and guidelines used in the previous round of play; or,
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
13. The house dealer shall then burn a card.

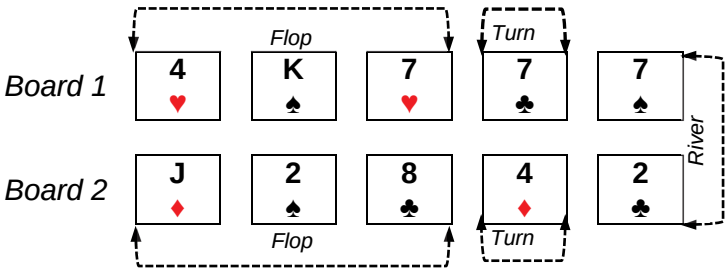
14. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of four community cards face-up for the first board. This card is known as “the turn” card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of four community cards face-up for the second board.

Table 2: Example of “The Turn Card”



15. Once the house dealer has placed the fourth community card for both boards face-up, the start of the third round of betting will occur.
16. All active players that called all wagers and did not fold their hand shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or,
    b. Check according to the rules and guidelines used in the previous round of play; or,
    c. Call a wager according to the rules and guidelines used in the previous round of play; or,
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18. The house dealer shall then burn a card.
19. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of five community cards face-up for the first board. This card is known as “the river” card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of five community cards face-up for the second board.

Table 3: Example of “The River Card"



20. Once the house dealer has placed the fifth and final community card for both boards face-up, the start of the fourth and final round of betting will occur.
21. All active players that called all wagers and did not fold their hand shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or,
    b. Check according to the rules and guidelines used in the previous round of play; or,

c. Call a wager according to the rules and guidelines used in the previous round of play; or,
d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
e. Raise the pot according to the rules and guidelines used in the previous round of play.

22. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot and begin to split the pot into two equal pots.
23. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of their four hole cards initially dealt to them at the beginning of the game and three of the five community cards from each individual board, turned over throughout the round of play to make the highest ranking five-card poker hands. Each board will have its own pot that the players are playing for. Players can win both pots and do not have to use the same hole cards to win both of the available pots. The following shall apply for determining which player wins each pot.

- Each pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners for the board.
- If there are an odd number of chips, the odd chip shall be awarded to the player closest to the left of the dealer button.

Super Pan 9 with Super Tie Bonus

Type of Game

The game of Super Pan 9 with Super Tie Bonus utilizes a player-dealer position and is a California game. The player-dealer will 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 will be returned to the respective players. A player will 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 the players to compete against the player-dealer position by forming a higher-ranking three or four card hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. The 7s, 8s, 9s, and 10s will be removed from each deck for a total of 36-cards. Cards will be dealt using a multiple deck shoe. A minimum of 4 decks and a maximum of 12 decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in Super Pan 9 with Super Tie Bonus, will be as follows: picture cards (king, queen, jack) have a value of zero, aces have 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.

Description of Table Used and Total Number of Seated Positions

The game will 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 will be two separate betting areas specifically designated for two separate wagers: the game wager and the Super Tie 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. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

To determine the placement of the action on payouts, the player-dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which player will receive the action button and the first card. The player-dealer position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice is one, eight, or fifteen, the player-dealer will receive the first card and the player to the left of the player-dealer will receive the action button. Wagers will be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers will be settled from seat to seat in the following order: the game wager, the Super Tie Bonus and any backline bettor(s) wager or bonus bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective player(s).

Super Pan 9 with Super Tie Bonus

At the start of a game, a player is offered the player-dealer position. Once accomplished, the house dealer will wait for players to make their wager in accordance with the table limits. Players then have the following option when placing their wager(s):

- Place a Super Pan 9 game wager which pays 1 to 1;
- If a player placed a wager on the Super 9 game wager, that player may also place a wager on the Super Tie Bonus bet.

Once all wagers are placed, the house dealer deals three cards, face-down, to each player beginning with the player with the action button and continuing clockwise around the table, one card at a time, until each player, including the player-dealer has three cards. The hand that is closest to nine wins. After the house dealer delivers the first three cards to each player, the following rules are followed:

- The players and player-dealer must stand when the hand is valued at 7 through 9, and must hit when the hand is valued at 4 or less.
- The players and player-dealer have the option to stand when the hand has a value of 5 or 6.

The players will construct a hand as closest to 9 as possible. In the event the player draws an additional card, they will place their hand in the draw position face-down. Otherwise, the player will place it in the no draw position face-down. If placed in the draw position, the house dealer will deal the additional card to the player's hand face down. Players will receive a maximum of 1 additional card if placed in the draw position. Once the players have acted on their hand, the player-dealer's hand is opened, and receives a draw card if necessary. The house dealer will then turn the players' hands face-up in the order of the action button, and compare the hands to determine if the hand is a win, lose or push.

How Winners are Determined and Paid

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

- The player-dealer will pay all winning game wagers made by a player when their hand is closer to nine than the player-dealer's hand.
- The player-dealer will collect all losing game wagers made by a player when the player-dealer hand is closer to nine than the player's hand.
- If a player and the player-dealer have the same total, the hand is a push or tie and no action is taken on the wager.
    - Exception: The player-dealer wins all ties on a four card zero (when both the player and the player-dealer have a four card zero).

Bonus Bet

Super Tie Bonus

For each seated position, there will be one separate and specifically designated area for the placement of a Super Tie Bonus bet. A player may place a Super Tie Bonus bet only if they have also placed a Super 9 base game wager prior to the initial deal.

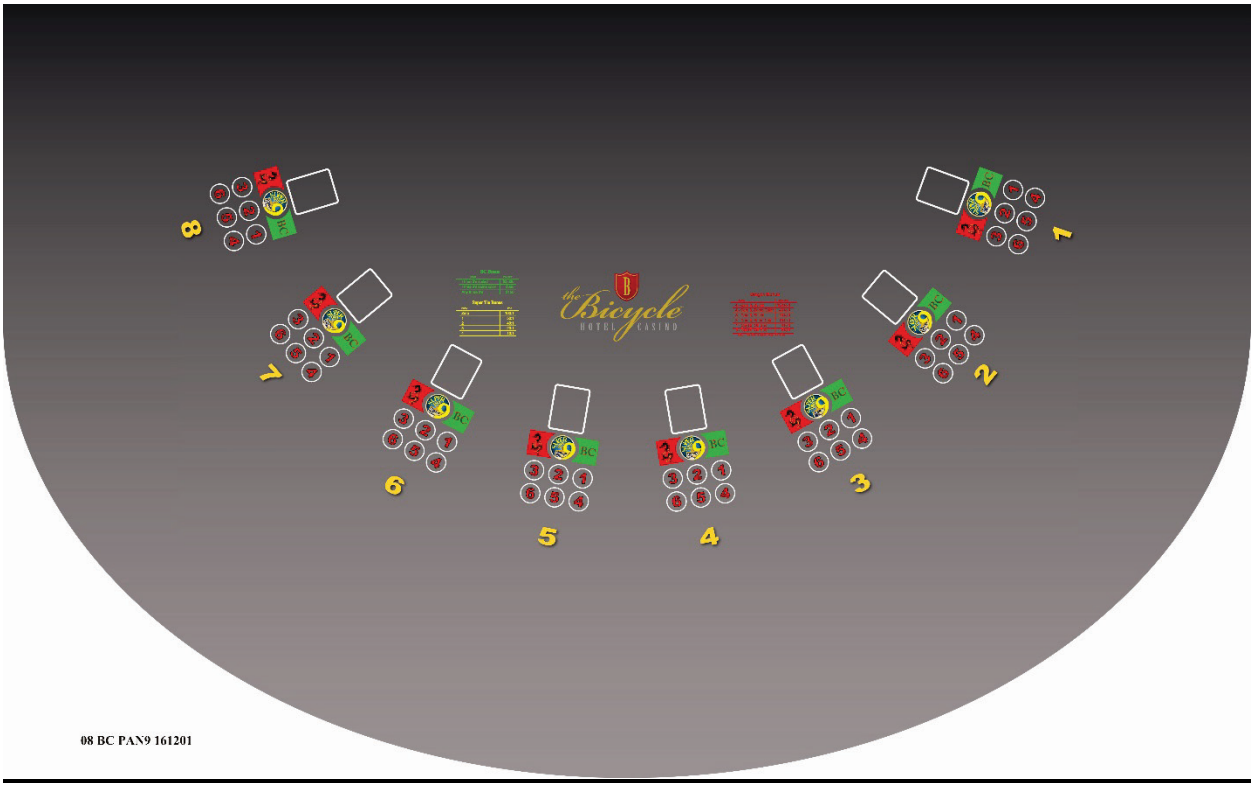
Super Pan 9 with Super Tie Bonus

- The player-dealer will pay all winning Super Tie Bonus wagers when the total of the player's hand and the total of the player-dealer's hand are 0, 1, 2, 3, or 4.
- The player-dealer will collect all losing Super Tie Bonus wagers when the total of the player's hand and the total of the player-dealer's hand are not equal.
- Backline betting is permitted on the Super Tie Bonus wager.
- The Super Tie Bonus bet takes into account the total value of the player's hand and the total value of the player-dealer'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 player-dealer's hand are of the same value (tie), the Super Tie Bonus bet will win. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- The Super Tie Bonus bet will remain in play regardless of the base game.
- All winning Super Tie Bonus bets will be paid according to the pay table below:

Super Tie Bonus Pay Table	
Tie with 0	100 to 1
Tie with 1	40 to 1
Tie with 2	25 to 1
Tie with 3	15 to 1
Tie with 4	10 to 1

Super Pan 9 with Super Tie Bonus

Table Layout



Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of play.

Object of Game

Fortune Pai Gow Poker adds an optional Fortune Pai Gow Bonus Bet element to the traditional game of Pai Gow Poker played in California Cardrooms. In Fortune Pai Gow Poker, each player competes against the player-dealer to make the best possible seven card poker hand, in addition to creating the best possible two card poker hand and a five card poker hand in which the two card hand has to rank lower than the five card hand.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards.

Card Values and Hand Rankings

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, 9, 8, 7, 6, 5, 4, 3, 2. All suits shall be considered equal in rank. A joker is fully wild and may be used as any card or suit.

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

Fortune Pai Gow Poker Rankings

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five cards of the same rank. Five aces is the highest ranked Five of a Kind and five 2s is the lowest ranked Five of a Kind.
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 2s 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 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

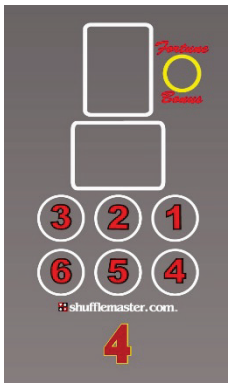
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest 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 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Players

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker which seats a maximum of seven players including the player-dealer position. The table will use a table felt with the game name and segregated marked Fortune Bonus Bet areas. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

1. Each player and the player-dealer put up any bets they wish to place for the hand. Players have the option of placing a Fortune Bonus Bet (explained below) at this time as well.
2. Bicycle Casino will have the option of either using a shuffling machine or manually dealing the cards.
3. The casino dealer will complete the deal of seven piles of seven cards face-down in front of the casino dealer.
    a. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right.
    b. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards.
    c. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
    d. The remaining four cards shall be placed in the discard pile.



4. Once cards have been stacked, the player-dealer randomly selects which pile will be distributed to the player who will receive the “Action” button.
    a. The casino dealer identifies the hand by placing a button marked Action on this pile by pushing it forward and turning the pile behind it side ways.
5. To determine the placement of the Action button, the player-dealer shakes an enclosed dice cup containing three standard dice.
    a. The sum of the dice indicates which seat the first pile of seven cards will be distributed.
    b. The player-dealer’s position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
    c. If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the Action button.
    d. The Casino may choose to utilize a random number generator that is affixed to the table and will replace the Dice Cup described above.

6. Once the Action button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the Action button and continuing clockwise around the table.
    a. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
7. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
8. Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand.
    a. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
    b. Players may ask the casino dealer to place their hand the "House Way" according to the chart below.
9. When all players' hands have been set, the casino dealer exposes the player-dealer's hand, and sets it according to the "House Way" chart, as shown below.
10. Once the player-dealer's or player's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.
11. Each player's five card hand will be compared to the player-dealer's five card hand, and each player's two card hand will be compared to the player-dealer's two card hand, in turn, starting with the Action button and going clockwise.

Fortune Pai Gow Poker "House Way"

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2nd and 3rd highest cards in front.
One Pair	Put the Pair in the back and the highest two other cards in the front.
Two Pairs	If the largest Pair is a Pair of aces, kings, or queens, the player-dealer puts the small Pair in front and the higher Pair in back. If the largest Pair is a Pair of jacks, 10s, or 9s, the player-dealer puts both Pairs in back if he/she can put an ace or joker in front, otherwise, place the small Pair in front and the higher Pair in back. If the largest Pair is a Pair of 8s, 7s, or 6s, the player-dealer puts both Pairs in back if he/she can put a king or higher in front, otherwise, place the small Pair in front and the higher pair in back. If the largest Pair is a Pair of 5s, 4s, 3s or 2s, the player-dealer puts both pairs in back if he/she can put a queen or higher in front, otherwise, place the small pair in front and the higher Pair in back.
Three Pairs	Put the highest Pair in the front and the two lower Pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the Pair of aces in the back. If three kings or lower, place the Three of a Kind in back and the highest two cards in the front.
Three of a Kind - Two Sets	Put the highest Pair in front and put the lower Three of a Kind in the back.
Full House	Put the Pair in front and the Three of a Kind in back.
Four of a Kind	Four aces, kings, or queens are always split. Four jacks, 10s, or 9s are put in back if the player can put an ace or joker in

	front, otherwise, split. Four 8s, 7s, or 6s are put in back if the player can put a king or higher in front, otherwise, split. Four 5s, 4s, 3s, or 2s are put in back if player can put a queen or higher in front, otherwise, split.
Five of a Kind	Put the Five of a Kind in the back and the two left over cards in the front, regarless of their value.
Five Aces	Put a Pair of aces in front and three aces in back.
Straight, Flush, or Straight Flush with No Pair	Play the complete hand (Straight or Flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight Flush with One Pair	Play the complete hand behind (Straight or Flush) in the back and the two highest remaining cards (Pair or no Pair) in front.
Straight, Flush, or Straight Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight Flush with Three of a Kind	Play a Pair in the front and a complete hand in the back

How Winners are Determined and Paid

The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.

The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the player-dealer's two card hand and the five card hand.

The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.

If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all copy hands.

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

The Fortune Bonus Bet considers the best hand possible among the player's seven cards regardless of how the hand was set during the base game.

- If the player's hand qualifies for payouts, the player is paid according to the posted pay table by the player-dealer.
- If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet.

Wagers shall be settled in a clockwise manner around the table, starting with the player with the Action button.

The player-dealer collects all losing wagers and pays out all winning wagers in the following order, seat to seat: base game wager, and then Fortune Bonus Bet. The cards are collected, shuffled, and a new round begins.

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

Bonus Bets

Fortune Bonus Bet

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

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

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

The joker is fully wild and can be used as any card.

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

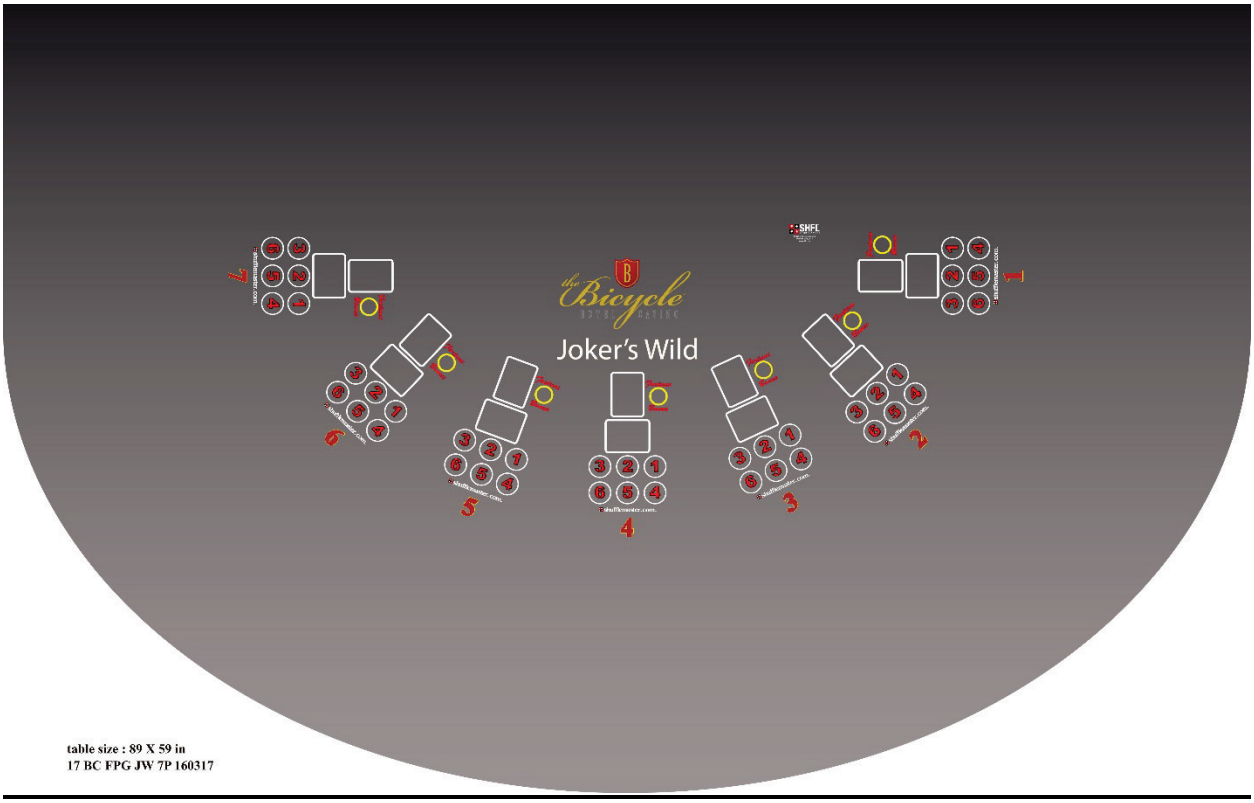
The player-dealer shall pay all qualifying Fortune Bonus Bets and shall collect all Fortune Bonus Bets that did not qualify. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer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

Fortune Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays
Five Aces	A hand that consists of four aces and a joker.	500 to 1
Five of a Kind	A hand that consists of four cards of the same rank and a joker.	200 to 1
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1
Straight Flush without Joker	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1

Straight Flush with Joker	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	3 to 1
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1

Table Layout



Collection Rates

For wagering limits and collection rates for the game of Fortune Pai Gow Poker, please refer to the California Games Collection Rates (GEGA-000137).

Poker Collection Rates

Texas Hold'em (GEGA-001227), LA Hold'em (GEGA-001257), Omaha Hi Lo (GEGA-001222), Omaha (GEGA-001221), Big O (GEGR-001746), Double Board Omaha (GEGR-002076), Drawmaha (GEGR-002072), Drawmaha 2-7 (GEGR-002074), Crazy Pineapple Hi-Lo (GEGA-001218), Crazy Pineapple (GEGA-001217)

For **schedule options 1 through 117**, four fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken after the flop. Designated Table Fee A will be taken after the turn. Designated Table Fee B will be taken after the river. If the round of play does not reach the flop, the Modified Table Fee will be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee	Designated Table Fee A	Designated Table Fee B	Modified Table Fee
1	7 or more	$8	$1	$1	$1
2	7 or more	$8	$1	$0	$1
3	7 or more	$8	$0	$1	$1
4	7 or more	$7	$1	$1	$1
5	7 or more	$7	$1	$0	$1
6	7 or more	$7	$0	$1	$1
7	7 or more	$6	$1	$1	$1
8	7 or more	$6	$1	$0	$1
9	7 or more	$6	$0	$1	$1
10	7 or more	$5	$1	$1	$1
11	7 or more	$5	$1	$0	$1
12	7 or more	$5	$0	$1	$1
13	7 or more	$4	$1	$1	$1
14	7 or more	$4	$1	$0	$1
15	7 or more	$4	$0	$1	$1
16	7 or more	$3.50	$1	$1	$1
17	7 or more	$3.50	$1	$0	$1
18	7 or more	$3.50	$0	$1	$1
19	7 or more	$3.50	$1	$0.50	$1
20	7 or more	$3.50	$0.50	$1	$1
21	7 or more	$3	$1	$1	$1
22	7 or more	$3	$1	$0	$1
23	7 or more	$3	$0	$1	$1
24	7 or more	$3	$1	$0.50	$1
25	7 or more	$3	$0.50	$1	$1
26	6	$8	$1	$1	$1
27	6	$8	$1	$0	$1
28	6	$8	$0	$1	$1
29	6	$7	$1	$1	$1
30	6	$7	$1	$0	$1
31	6	$7	$0	$1	$1
32	6	$6	$1	$1	$1
33	6	$6	$1	$0	$1
34	6	$6	$0	$1	$1

Poker Collection Rates

35	6	$5	$1	$1	$1
36	6	$5	$1	$0	$1
37	6	$5	$0	$1	$1
38	6	$4	$1	$1	$1
39	6	$4	$1	$0	$1
40	6	$4	$0	$1	$1
41	6	$3.50	$1	$1	$1
42	6	$3.50	$1	$0	$1
43	6	$3.50	$0	$1	$1
44	6	$3.50	$1	$0.50	$1
45	6	$3.50	$0.50	$1	$1
46	6	$3	$1	$1	$1
47	6	$3	$1	$0	$1
48	6	$3	$0	$1	$1
49	6	$3	$1	$0.50	$1
50	6	$3	$0.50	$1	$1
51	6	$2.50	$1	$1	$1
52	6	$2.50	$1	$0	$1
53	6	$2.50	$0	$1	$1
54	6	$2.50	$1	$0.50	$1
55	6	$2.50	$0.50	$1	$1
56	6	$2	$1	$1	$1
57	6	$2	$1	$0	$1
58	6	$2	$0	$1	$1
59	6	$2	$1	$0.50	$1
60	6	$2	$0.50	$1	$1
61	5	$5	$1	$1	$1
62	5	$5	$1	$0	$1
63	5	$5	$0	$1	$1
64	5	$4	$1	$1	$1
65	5	$4	$1	$0	$1
66	5	$4	$0	$1	$1
67	5	$3.50	$1	$1	$1
68	5	$3.50	$1	$0	$1
69	5	$3.50	$0	$1	$1
70	5	$3.50	$1	$0.50	$1
71	5	$3.50	$0.50	$1	$1
72	5	$3	$1	$1	$1
73	5	$3	$1	$0	$1
74	5	$3	$0	$1	$1
75	5	$3	$1	$0.50	$1
76	5	$3	$0.50	$1	$1
77	5	$2.50	$1	$1	$1
78	5	$2.50	$1	$0	$1
79	5	$2.50	$0	$1	$1
80	5	$2.50	$1	$0.50	$1
81	5	$2.50	$0.50	$1	$1
82	5	$2	$1	$1	$1
83	5	$2	$1	$0	$1

Poker Collection Rates

84	5	$2	$0	$1	$1
85	5	$2	$1	$0.50	$1
86	5	$2	$0.50	$1	$1
87	4 or less	$5	$1	$1	$1
88	4 or less	$5	$1	$0	$1
89	4 or less	$5	$0	$1	$1
90	4 or less	$4	$1	$1	$1
91	4 or less	$4	$1	$0	$1
92	4 or less	$4	$0	$1	$1
93	4 or less	$3.50	$1	$1	$1
94	4 or less	$3.50	$1	$0	$1
95	4 or less	$3.50	$0	$1	$1
96	4 or less	$3.50	$1	$0.50	$1
97	4 or less	$3.50	$0.50	$1	$1
98	4 or less	$3	$1	$1	$1
99	4 or less	$3	$1	$0	$1
100	4 or less	$3	$0	$1	$1
101	4 or less	$3	$1	$0.50	$1
102	4 or less	$3	$0.50	$1	$1
103	4 or less	$2.50	$1	$1	$1
104	4 or less	$2.50	$1	$0	$1
105	4 or less	$2.50	$0	$1	$1
106	4 or less	$2.50	$1	$0.50	$1
107	4 or less	$2.50	$0.50	$1	$1
108	4 or less	$2	$1	$1	$1
109	4 or less	$2	$1	$0	$1
110	4 or less	$2	$0	$1	$1
111	4 or less	$2	$1	$0.50	$1
112	4 or less	$2	$0.50	$1	$1
113	4 or less	$1	$1	$1	$1
114	4 or less	$1	$1	$0	$1
115	4 or less	$1	$0	$1	$1
116	4 or less	$1	$1	$0.50	$1
117	4 or less	$1	$0.50	$1	$1

Poker Collection Rates

Timed Collections

For **schedule options 118 through 166**, a collection fee will be taken from each player at the end of each half hour, based on the number of players. Fees are collected 30 minutes after the start of a game and will be taken every 30 after that, until the end of the game.

Limit Games
Minimum Wagering Limit $20-$40
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
118	7 or more	$20
119	7 or more	$19
120	7 or more	$18
121	7 or more	$17
122	7 or more	$16
123	7 or more	$15
124	7 or more	$14
125	7 or more	$13
126	7 or more	$12
127	7 or more	$11
128	7 or more	$10
129	7 or more	$9
130	7 or more	$8
131	7 or more	$7
132	6	$17
133	6	$16
134	6	$15
135	6	$14
136	6	$13
137	6	$12
138	6	$11
139	6	$10
140	6	$9
141	6	$8
142	6	$7
143	6	$6
144	6	$5
145	5	$15
146	5	$14
147	5	$13
148	5	$12
149	5	$11
150	5	$10
151	5	$9
152	5	$8
153	5	$7
154	5	$6
155	5	$5
156	5	$4

157	4 or less	$11
158	4 or less	$10
159	4 or less	$9
160	4 or less	$8
161	4 or less	$7
162	4 or less	$6
163	4 or less	$5
164	4 or less	$4
165	4 or less	$3
166	4 or less	$2

For **schedule options 167 through 283**, four fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken before the flop. Designated Table Fee A will be taken after the turn. Designated Table Fee B will be taken after the river. If the round of play does not reach the flop, the Modified Table Fee will be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $20-$2,000
Maximum No Limit Buy-in

Schedule Option	Number of Players	Regular Table Fee	Designated Table Fee A	Designated Table Fee B	Modified Table Fee
167	7 or more	$8	$1	$1	$1
168	7 or more	$8	$1	$0	$1
169	7 or more	$8	$0	$1	$1
170	7 or more	$7	$1	$1	$1
171	7 or more	$7	$1	$0	$1
172	7 or more	$7	$0	$1	$1
173	7 or more	$6	$1	$1	$1
174	7 or more	$6	$1	$0	$1
175	7 or more	$6	$0	$1	$1
176	7 or more	$5	$1	$1	$1
177	7 or more	$5	$1	$0	$1
178	7 or more	$5	$0	$1	$1
179	7 or more	$4	$1	$1	$1
180	7 or more	$4	$1	$0	$1
181	7 or more	$4	$0	$1	$1
182	7 or more	$3.50	$1	$1	$1
183	7 or more	$3.50	$1	$0	$1
184	7 or more	$3.50	$0	$1	$1
185	7 or more	$3.50	$1	$0.50	$1
186	7 or more	$3.50	$0.50	$1	$1
187	7 or more	$3	$1	$1	$1
188	7 or more	$3	$1	$0	$1
189	7 or more	$3	$0	$1	$1
190	7 or more	$3	$1	$0.50	$1
191	7 or more	$3	$0.50	$1	$1
192	6	$8	$1	$1	$1
193	6	$8	$1	$0	$1

194	6	$8	$0	$1	$1
195	6	$7	$1	$1	$1
196	6	$7	$1	$0	$1
197	6	$7	$0	$1	$1
198	6	$6	$1	$1	$1
199	6	$6	$1	$0	$1
200	6	$6	$0	$1	$1
201	6	$5	$1	$1	$1
202	6	$5	$1	$0	$1
203	6	$5	$0	$1	$1
204	6	$4	$1	$1	$1
205	6	$4	$1	$0	$1
206	6	$4	$0	$1	$1
207	6	$3.50	$1	$1	$1
208	6	$3.50	$1	$0	$1
209	6	$3.50	$0	$1	$1
210	6	$3.50	$1	$0.50	$1
211	6	$3.50	$0.50	$1	$1
212	6	$3	$1	$1	$1
213	6	$3	$1	$0	$1
214	6	$3	$0	$1	$1
215	6	$3	$1	$0.50	$1
216	6	$3	$0.50	$1	$1
217	6	$2.50	$1	$1	$1
218	6	$2.50	$1	$0	$1
219	6	$2.50	$0	$1	$1
220	6	$2.50	$1	$0.50	$1
221	6	$2.50	$0.50	$1	$1
222	6	$2	$1	$1	$1
223	6	$2	$1	$0	$1
224	6	$2	$0	$1	$1
225	6	$2	$1	$0.50	$1
226	6	$2	$0.50	$1	$1
227	5	$5	$1	$1	$1
228	5	$5	$1	$0	$1
229	5	$5	$0	$1	$1
230	5	$4	$1	$1	$1
231	5	$4	$1	$0	$1
232	5	$4	$0	$1	$1
233	5	$3.50	$1	$1	$1
234	5	$3.50	$1	$0	$1
235	5	$3.50	$0	$1	$1
236	5	$3.50	$1	$0.50	$1
237	5	$3.50	$0.50	$1	$1
238	5	$3	$1	$1	$1
239	5	$3	$1	$0	$1
240	5	$3	$0	$1	$1
241	5	$3	$1	$0.50	$1
242	5	$3	$0.50	$1	$1

Poker Collection Rates

243	5	$2.50	$1	$1	$1
244	5	$2.50	$1	$0	$1
245	5	$2.50	$0	$1	$1
246	5	$2.50	$1	$0.50	$1
247	5	$2.50	$0.50	$1	$1
248	5	$2	$1	$1	$1
249	5	$2	$1	$0	$1
250	5	$2	$0	$1	$1
251	5	$2	$1	$0.50	$1
252	5	$2	$0.50	$1	$1
253	4 or less	$5	$1	$1	$1
254	4 or less	$5	$1	$0	$1
255	4 or less	$5	$0	$1	$1
256	4 or less	$4	$1	$1	$1
257	4 or less	$4	$1	$0	$1
258	4 or less	$4	$0	$1	$1
259	4 or less	$3.50	$1	$1	$1
260	4 or less	$3.50	$1	$0	$1
261	4 or less	$3.50	$0	$1	$1
262	4 or less	$3.50	$1	$0.50	$1
263	4 or less	$3.50	$0.50	$1	$1
264	4 or less	$3	$1	$1	$1
265	4 or less	$3	$1	$0	$1
266	4 or less	$3	$0	$1	$1
267	4 or less	$3	$1	$0.50	$1
268	4 or less	$3	$0.50	$1	$1
269	4 or less	$2.50	$1	$1	$1
270	4 or less	$2.50	$1	$0	$1
271	4 or less	$2.50	$0	$1	$1
272	4 or less	$2.50	$1	$0.50	$1
273	4 or less	$2.50	$0.50	$1	$1
274	4 or less	$2	$1	$1	$1
275	4 or less	$2	$1	$0	$1
276	4 or less	$2	$0	$1	$1
277	4 or less	$2	$1	$0.50	$1
278	4 or less	$2	$0.50	$1	$1
279	4 or less	$1	$1	$1	$1
280	4 or less	$1	$1	$0	$1
281	4 or less	$1	$0	$1	$1
282	4 or less	$1	$1	$0.50	$1
283	4 or less	$1	$0.50	$1	$1

Poker Collection Rates

Timed Collections

For **schedule options 284 through 332**, a collection fee will be taken from each player at the end of each half hour, based on the number of players. Fees are collected 30 minutes after the start of a game and will be taken every 30 after that, until the end of the game.

No Limit/Pot Limit Games
Minimum Buy-in Limit $500
Maximum No Limit Buy-in

Schedule Option	Number of Players	Regular Table Fee
284	7 or more	$20
285	7 or more	$19
286	7 or more	$18
287	7 or more	$17
288	7 or more	$16
289	7 or more	$15
290	7 or more	$14
291	7 or more	$13
292	7 or more	$12
293	7 or more	$11
294	7 or more	$10
295	7 or more	$9
296	7 or more	$8
297	7 or more	$7
298	6	$17
299	6	$16
300	6	$15
301	6	$14
302	6	$13
303	6	$12
304	6	$11
305	6	$10
306	6	$9
307	6	$8
308	6	$7
309	6	$6
310	6	$5
311	5	$15
312	5	$14
313	5	$13
314	5	$12
315	5	$11
316	5	$10
317	5	$9
318	5	$8
319	5	$7
320	5	$6
321	5	$5
322	5	$4

323	4 or less	$11
324	4 or less	$10
325	4 or less	$9
326	4 or less	$8
327	4 or less	$7
328	4 or less	$6
329	4 or less	$5
330	4 or less	$4
331	4 or less	$3
332	4 or less	$2

Seven Card Stud (GEGA-001225), Seven Card Stud Hi-Lo Split (GEGA-001226), Razz (GEGA-001224), Super Stud Poker (GEGR-001978)

For **schedule options 1 through 117**, four fees may be taken by the house dealer from the pot at specific times during the game based on the number of players: Regular Table Fee will be taken at the beginning of the second round of betting. Designated Table Fee A will be taken after the third round of betting. Designated Table Fee B will be taken after the fourth round of betting. If the hand does not reach the second betting round, the Modified Table Fee will be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee	Designated Table Fee A	Designated Table Fee B	Modified Table Fee
1	6 or more	$8	$1	$1	$1
2	6 or more	$8	$1	$0	$1
3	6 or more	$8	$0	$1	$1
4	6 or more	$7	$1	$1	$1
5	6 or more	$7	$1	$0	$1
6	6 or more	$7	$0	$1	$1
7	6 or more	$6	$1	$1	$1
8	6 or more	$6	$1	$0	$1
9	6 or more	$6	$0	$1	$1
10	6 or more	$5	$1	$1	$1
11	6 or more	$5	$1	$0	$1
12	6 or more	$5	$0	$1	$1
13	6 or more	$4	$1	$1	$1
14	6 or more	$4	$1	$0	$1
15	6 or more	$4	$0	$1	$1
16	6 or more	$3.50	$1	$1	$1
17	6 or more	$3.50	$1	$0	$1
18	6 or more	$3.50	$0	$1	$1
19	6 or more	$3.50	$1	$0.50	$1
20	6 or more	$3.50	$0.50	$1	$1
21	6 or more	$3	$1	$1	$1
22	6 or more	$3	$1	$0	$1
23	6 or more	$3	$0	$1	$1

Poker Collection Rates

24	6 or more	$3	$1	$0.50	$1
25	6 or more	$3	$0.50	$1	$1
26	5	$8	$1	$1	$1
27	5	$8	$1	$0	$1
28	5	$8	$0	$1	$1
29	5	$7	$1	$1	$1
30	5	$7	$1	$0	$1
31	5	$7	$0	$1	$1
32	5	$6	$1	$1	$1
33	5	$6	$1	$0	$1
34	5	$6	$0	$1	$1
35	5	$5	$1	$1	$1
36	5	$5	$1	$0	$1
37	5	$5	$0	$1	$1
38	5	$4	$1	$1	$1
39	5	$4	$1	$0	$1
40	5	$4	$0	$1	$1
41	5	$3.50	$1	$1	$1
42	5	$3.50	$1	$0	$1
43	5	$3.50	$0	$1	$1
44	5	$3.50	$1	$0.50	$1
45	5	$3.50	$0.50	$1	$1
46	5	$3	$1	$1	$1
47	5	$3	$1	$0	$1
48	5	$3	$0	$1	$1
49	5	$3	$1	$0.50	$1
50	5	$3	$0.50	$1	$1
51	5	$2.50	$1	$1	$1
52	5	$2.50	$1	$0	$1
53	5	$2.50	$0	$1	$1
54	5	$2.50	$1	$0.50	$1
55	5	$2.50	$0.50	$1	$1
56	5	$2	$1	$1	$1
57	5	$2	$1	$0	$1
58	5	$2	$0	$1	$1
59	5	$2	$1	$0.50	$1
60	5	$2	$0.50	$1	$1
61	4	$5	$1	$1	$1
62	4	$5	$1	$0	$1
63	4	$5	$0	$1	$1
64	4	$4	$1	$1	$1
65	4	$4	$1	$0	$1
66	4	$4	$0	$1	$1
67	4	$3.50	$1	$1	$1
68	4	$3.50	$1	$0	$1
69	4	$3.50	$0	$1	$1
70	4	$3.50	$1	$0.50	$1
71	4	$3.50	$0.50	$1	$1
72	4	$3	$1	$1	$1

Poker Collection Rates

73	4	$3	$1	$0	$1
74	4	$3	$0	$1	$1
75	4	$3	$1	$0.50	$1
76	4	$3	$0.50	$1	$1
77	4	$2.50	$1	$1	$1
78	4	$2.50	$1	$0	$1
79	4	$2.50	$0	$1	$1
80	4	$2.50	$1	$0.50	$1
81	4	$2.50	$0.50	$1	$1
82	4	$2	$1	$1	$1
83	4	$2	$1	$0	$1
84	4	$2	$0	$1	$1
85	4	$2	$1	$0.50	$1
86	4	$2	$0.50	$1	$1
87	3 or less	$5	$1	$1	$1
88	3 or less	$5	$1	$0	$1
89	3 or less	$5	$0	$1	$1
90	3 or less	$4	$1	$1	$1
91	3 or less	$4	$1	$0	$1
92	3 or less	$4	$0	$1	$1
93	3 or less	$3.50	$1	$1	$1
94	3 or less	$3.50	$1	$0	$1
95	3 or less	$3.50	$0	$1	$1
96	3 or less	$3.50	$1	$0.50	$1
97	3 or less	$3.50	$0.50	$1	$1
98	3 or less	$3	$1	$1	$1
99	3 or less	$3	$1	$0	$1
100	3 or less	$3	$0	$1	$1
101	3 or less	$3	$1	$0.50	$1
102	3 or less	$3	$0.50	$1	$1
103	3 or less	$2.50	$1	$1	$1
104	3 or less	$2.50	$1	$0	$1
105	3 or less	$2.50	$0	$1	$1
106	3 or less	$2.50	$1	$0.50	$1
107	3 or less	$2.50	$0.50	$1	$1
108	3 or less	$2	$1	$1	$1
109	3 or less	$2	$1	$0	$1
110	3 or less	$2	$0	$1	$1
111	3 or less	$2	$1	$0.50	$1
112	3 or less	$2	$0.50	$1	$1
113	3 or less	$1	$1	$1	$1
114	3 or less	$1	$1	$0	$1
115	3 or less	$1	$0	$1	$1
116	3 or less	$1	$1	$0.50	$1
117	3 or less	$1	$0.50	$1	$1

Poker Collection Rates

Timed Collections

For **schedule options 118 through 166**, a collection fee will be taken from each player at the end of each half hour, based on the number of players. Fees are collected 30 minutes after the start of a game and will be taken every 30 after that, until the end of the game.

Limit Games
Minimum Wagering Limit $20-$40
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
118	6 or more	$20
119	6 or more	$19
120	6 or more	$18
121	6 or more	$17
122	6 or more	$16
123	6 or more	$15
124	6 or more	$14
125	6 or more	$13
126	6 or more	$12
127	6 or more	$11
128	6 or more	$10
129	6 or more	$9
130	6 or more	$8
131	6 or more	$7
132	5	$17
133	5	$16
134	5	$15
135	5	$14
136	5	$13
137	5	$12
138	5	$11
139	5	$10
140	5	$9
141	5	$8
142	5	$7
143	5	$6
144	5	$5
145	4	$15
146	4	$14
147	4	$13
148	4	$12
149	4	$11
150	4	$10
151	4	$9
152	4	$8
153	4	$7
154	4	$6
155	4	$5
156	4	$4

157	3 or less	$11
158	3 or less	$10
159	3 or less	$9
160	3 or less	$8
161	3 or less	$7
162	3 or less	$6
163	3 or less	$5
164	3 or less	$4
165	3 or less	$3
166	3 or less	$2

Fast Action Poker (GEGA-001260)

For **schedule options 1 through 24**, three fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken after the flop. Turn Card Collection fee will be taken after the turn card. If the round of play does not reach the flop, the Modified Table Fee will be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $500-$1,000

Schedule Option	Number of Players	Regular Table Fee	Turn Card Collection	Modified Table Fee
1	7 or more	$5	$1	$1
2	7 or more	$4	$1	$1
3	7 or more	$3	$1	$1
4	6	$4	$1	$1
5	6	$3	$1	$1
6	6	$2.50	$1	$1
7	5 or more	$16	$1	$1
8	5 or more	$15	$1	$1
9	5 or more	$14	$1	$1
10	5 or more	$13	$1	$1
11	5 or more	$12	$1	$1
12	5 or more	$11	$1	$1
13	5 or more	$10	$1	$1
14	5	$3	$1	$1
15	5	$2	$1	$1
16	5 or less	$3	$1	$1
17	5 or less	$2.50	$1	$1
18	5 or less	$2	$1	$1
19	4 or less	$8	$1	$1
20	4 or less	$7	$1	$1
21	4 or less	$6	$1	$1
22	4 or less	$5	$1	$1
23	4 or less	$2	$1	$1
24	4 or less	$1	$1	$1

Poker Collection Rates

Mexican Poker (GEGA-001220)

For **schedule options 1 through 4**, three fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken after the flop. Turn Card Collection fee will be taken after the turn card. If the round of play does not reach the flop, the Modified Table Fee will be taken.

Limit Games
Minimum Wagering Limit $2-$4
Maximum Wagering Limit $6-$12

Schedule Option	Number of Players	Regular Table Fee	Turn Card Collection	Modified Table Fee
1	5 or more	$4	$1	$1
2	5 or more	$3	$1	$1
3	4 or less	$3	$1	$1
4	4 or less	$2	$1	$1

For **schedule options 5 through 10**, three fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken after the flop. Turn Card Collection fee will be taken after the turn card. If the round of play does not reach the flop, the Modified Table Fee will be taken.

No Limit/Pot Limit Games
Minimum Buy-in Limit $40-$5,000
Maximum No Limit Buy-in

Schedule Option	Number of Players	Regular Table Fee	Turn Card Collection	Modified Table Fee
5	5 or more	$5	$1	$1
6	5 or more	$4	$1	$1
7	5 or more	$3	$1	$1
8	4 or less	$4	$1	$1
9	4 or less	$3	$1	$1
10	4 or less	$2	$1	$1

Archie (GEGR-002073)

For **schedule options 1 through 117**, four fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken at the beginning of the second round of betting. Designated Table Fee A will be taken before the third round of betting. Designated Table Fee B will be taken before the fourth round of betting. If the hand does not reach the second betting round, the Modified Table Fee will be taken.

Limit Games
Minimum Wagering Limit $1-$2
Maximum Wagering Limit $1,000-$2,000

Schedule Option	Number of Players	Regular Table Fee	Designated Table Fee A	Designated Table Fee B	Modified Table Fee
1	6 or more	$8	$1	$1	$1
2	6 or more	$8	$1	$0	$1
3	6 or more	$8	$0	$1	$1
4	6 or more	$7	$1	$1	$1

Poker Collection Rates

5	6 or more	$7	$1	$0	$1
6	6 or more	$7	$0	$1	$1
7	6 or more	$6	$1	$1	$1
8	6 or more	$6	$1	$0	$1
9	6 or more	$6	$0	$1	$1
10	6 or more	$5	$1	$1	$1
11	6 or more	$5	$1	$0	$1
12	6 or more	$5	$0	$1	$1
13	6 or more	$4	$1	$1	$1
14	6 or more	$4	$1	$0	$1
15	6 or more	$4	$0	$1	$1
16	6 or more	$3.50	$1	$1	$1
17	6 or more	$3.50	$1	$0	$1
18	6 or more	$3.50	$0	$1	$1
19	6 or more	$3.50	$1	$0.50	$1
20	6 or more	$3.50	$0.50	$1	$1
21	6 or more	$3	$1	$1	$1
22	6 or more	$3	$1	$0	$1
23	6 or more	$3	$0	$1	$1
24	6 or more	$3	$1	$0.50	$1
25	6 or more	$3	$0.50	$1	$1
26	5	$8	$1	$1	$1
27	5	$8	$1	$0	$1
28	5	$8	$0	$1	$1
29	5	$7	$1	$1	$1
30	5	$7	$1	$0	$1
31	5	$7	$0	$1	$1
32	5	$6	$1	$1	$1
33	5	$6	$1	$0	$1
34	5	$6	$0	$1	$1
35	5	$5	$1	$1	$1
36	5	$5	$1	$0	$1
37	5	$5	$0	$1	$1
38	5	$4	$1	$1	$1
39	5	$4	$1	$0	$1
40	5	$4	$0	$1	$1
41	5	$3.50	$1	$1	$1
42	5	$3.50	$1	$0	$1
43	5	$3.50	$0	$1	$1
44	5	$3.50	$1	$0.50	$1
45	5	$3.50	$0.50	$1	$1
46	5	$3	$1	$1	$1
47	5	$3	$1	$0	$1
48	5	$3	$0	$1	$1
49	5	$3	$1	$0.50	$1
50	5	$3	$0.50	$1	$1
51	5	$2.50	$1	$1	$1
52	5	$2.50	$1	$0	$1
53	5	$2.50	$0	$1	$1

Poker Collection Rates

54	5	$2.50	$1	$0.50	$1
55	5	$2.50	$0.50	$1	$1
56	5	$2	$1	$1	$1
57	5	$2	$1	$0	$1
58	5	$2	$0	$1	$1
59	5	$2	$1	$0.50	$1
60	5	$2	$0.50	$1	$1
61	4	$5	$1	$1	$1
62	4	$5	$1	$0	$1
63	4	$5	$0	$1	$1
64	4	$4	$1	$1	$1
65	4	$4	$1	$0	$1
66	4	$4	$0	$1	$1
67	4	$3.50	$1	$1	$1
68	4	$3.50	$1	$0	$1
69	4	$3.50	$0	$1	$1
70	4	$3.50	$1	$0.50	$1
71	4	$3.50	$0.50	$1	$1
72	4	$3	$1	$1	$1
73	4	$3	$1	$0	$1
74	4	$3	$0	$1	$1
75	4	$3	$1	$0.50	$1
76	4	$3	$0.50	$1	$1
77	4	$2.50	$1	$1	$1
78	4	$2.50	$1	$0	$1
79	4	$2.50	$0	$1	$1
80	4	$2.50	$1	$0.50	$1
81	4	$2.50	$0.50	$1	$1
82	4	$2	$1	$1	$1
83	4	$2	$1	$0	$1
84	4	$2	$0	$1	$1
85	4	$2	$1	$0.50	$1
86	4	$2	$0.50	$1	$1
87	3 or less	$5	$1	$1	$1
88	3 or less	$5	$1	$0	$1
89	3 or less	$5	$0	$1	$1
90	3 or less	$4	$1	$1	$1
91	3 or less	$4	$1	$0	$1
92	3 or less	$4	$0	$1	$1
93	3 or less	$3.50	$1	$1	$1
94	3 or less	$3.50	$1	$0	$1
95	3 or less	$3.50	$0	$1	$1
96	3 or less	$3.50	$1	$0.50	$1
97	3 or less	$3.50	$0.50	$1	$1
98	3 or less	$3	$1	$1	$1
99	3 or less	$3	$1	$0	$1
100	3 or less	$3	$0	$1	$1
101	3 or less	$3	$1	$0.50	$1
102	3 or less	$3	$0.50	$1	$1

103	3 or less	$2.50	$1	$1	$1
104	3 or less	$2.50	$1	$0	$1
105	3 or less	$2.50	$0	$1	$1
106	3 or less	$2.50	$1	$0.50	$1
107	3 or less	$2.50	$0.50	$1	$1
108	3 or less	$2	$1	$1	$1
109	3 or less	$2	$1	$0	$1
110	3 or less	$2	$0	$1	$1
111	3 or less	$2	$1	$0.50	$1
112	3 or less	$2	$0.50	$1	$1
113	3 or less	$1	$1	$1	$1
114	3 or less	$1	$1	$0	$1
115	3 or less	$1	$0	$1	$1
116	3 or less	$1	$1	$0.50	$1
117	3 or less	$1	$0.50	$1	$1

Timed Collections

For **schedule options 118 through 166**, a collection fee will be taken from each player at the end of each half hour, based on the number of players. Fees are collected 30 minutes after the start of a game and will be taken every 30 after that, until the end of the game.

Limit Games
Minimum Wagering Limit $20-$40
Maximum Wagering Limit $2,000-$4,000

Schedule Option	Number of Players	Regular Table Fee
118	6 or more	$20
119	6 or more	$19
120	6 or more	$18
121	6 or more	$17
122	6 or more	$16
123	6 or more	$15
124	6 or more	$14
125	6 or more	$13
126	6 or more	$12
127	6 or more	$11
128	6 or more	$10
129	6 or more	$9
130	6 or more	$8
131	6 or more	$7
132	5	$17
133	5	$16
134	5	$15
135	5	$14
136	5	$13
137	5	$12
138	5	$11
139	5	$10
140	5	$9

141	5	$8
142	5	$7
143	5	$6
144	5	$5
145	4	$15
146	4	$14
147	4	$13
148	4	$12
149	4	$11
150	4	$10
151	4	$9
152	4	$8
153	4	$7
154	4	$6
155	4	$5
156	4	$4
157	3 or less	$11
158	3 or less	$10
159	3 or less	$9
160	3 or less	$8
161	3 or less	$7
162	3 or less	$6
163	3 or less	$5
164	3 or less	$4
165	3 or less	$3
166	3 or less	$2

Pan (GEGA-001223)

For **schedule options 1 through 20**, a Collection Fee will be taken by the house dealer from the ante based on the number of players.

Schedule Option	Number of Players	Limits	Collection Fee
1	5 or more	$1 KONDITION	$2
2	5 or more	$1 KONDITION	$3
3	4 or less	$1 KONDITION	$1
4	4 or less	$1 KONDITION	$2
5	5 or more	$2 KONDITION	$2.50
6	5 or more	$2 KONDITION	$4
7	4 or less	$2 KONDITION	$2
8	4 or less	$2 KONDITION	$3
9	5 or more	$3 KONDITION	$3
10	5 or more	$3 KONDITION	$4
11	4 or less	$3 KONDITION	$2
12	4 or less	$3 KONDITION	$3
13	5 or more	$5 KONDITION	$4
14	5 or more	$5 KONDITION	$6
15	4 or less	$5 KONDITION	$3
16	4 or less	$5 KONDITION	$5
17	5 or more	$10 KONDITION	$7

18	5 or more	$10 KONDITION	$9
19	4 or less	$10 KONDITION	$6
20	4 or less	$10 KONDITION	$8

Chinese Poker (GEGA-001253), Chinese Poker Mandarin Version (GEGA-001254), Face-Up Chinese Poker (GEGA-003905)

For **schedule options 1 through 14**, a Player Collection Fee will be taken by the house dealer from each player before the cards are dealt.

Minimum Wagering Limit $10
Maximum Wagering Limit $500

Schedule Option	Player Collection Fee
1	$3
2	$4
3	$5
4	$6
5	$7
6	$8
7	$10
8	$12
9	$15
10	$20
11	$25
12	$30
13	$40
14	$50

Timed Collections

For **schedule options 15 through 22**, a collection fee will be taken from each player at the end of each half hour. Fees are collected 30 minutes after the start of a game and will be taken every 30 after that, until the end of the game.

Minimum Wagering Limit $20
Maximum Wagering Limit $1,000

Schedule Option	Collection Fee
15	$10
16	$12
17	$15
18	$16
19	$17
20	$18
21	$19
22	$20

Poker Collection Rates

Badugi (GEGR-001945)

For **schedule options 1 through 9**, three fees may be taken by the house dealer from the pot at specific times during the game: Regular Table Fee will be taken after the first round of betting. Added Fee will be taken after the last draw card has been dealt. If the round of play does not reach the first round of betting, the Modified Table Fee will be taken.

Limit Games
Minimum Wagering Limit $4-$8
Maximum Wagering Limit $20-$40

Schedule Options	Number of Players	Regular Table Fee	Added Fee	Modified Table Fee
1	7 or more	$6	$1	$1
2	7 or more	$5	$1	$1
3	6	$5	$1	$1
4	6	$4	$1	$1
5	5	$3	$1	$1
6	5	$2	$1	$1
7	4 or 3	$2	$1	$1
8	4 or 3	$1	$1	$1
9	2	$1	$0	$1

Timed Collections

For **schedule options 10 through 16**, a collection fee will be taken from each player at the end of every 40 minutes. Fees are collected 40 minutes after the start of a game and will be taken every 40 after that, until the end of the game.

Minimum Wagering Limit $15-$30
Maximum Wagering Limit $100-$200

Schedule Option	Collection Fee
10	$10
11	$11
12	$13
13	$15
14	$16
15	$18
16	$20

Poker Collection Rates

211 Poker (GEGA-002387)

For **schedule options 1 through 6**, two collection fees may be taken from the pot based on the number of players. The Collection Fee will be taken prior to cards being dealt. In addition, a Modified Fee will be taken if one of the following occurs: a) there is no flop; b) the river card has been dealt; c) after the turn card and a bet and call or a bet and raise occurs. The Modified Fee will only be taken once.

Schedule Option	Table Limit	Number of Players	Collection Fee	Modified Fee
1	$1-$2	7 or more	$2	$0.50
		6	$1.50	
		5 or less	$1	
2	$2-$4	7 or more	$2.50	$0.50
		6	$2	
		5 or less	$1.50	
3	$3-$6	7 or more	$3	$1
		6	$2	
		5 or less	$1.50	
4	$4-$8	7 or more	$2	$1
		6	$1.50	
		5 or less	$1	
5	$6-$12	7 or more	$4	$1
		6	$3	
		5 or less	$2	
6	$8-$16	7 or more	$4	$1
		6	$3	
		5 or less	$2	

Collection Rates for Poker Games

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

California Games Collection Rates

Ultimate Texas Hold'em (GEGA-003470), Triple Draw Poker (GEGA-002413), Triple Draw Poker 1.0 (GEGA-002531), Triple Action Poker (GEGA-000694)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and per player per wager placed. There will be no additional collection fee required from a player when placing a Play or bonus bet. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit (per betting circle)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$5-$20	$0.50	$2
2	$5-$100	$1	$2
3	$25-$100	$1	$3
4	$50-$300	$3	$5

For **schedule options 5 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bets. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
5	$10 Minimum-No Limit	$10-$75	$1	$0
		$76-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
6	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
7	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6,005+	$30	$0

Three Card Poker (GEGA-000210), Three Card Poker 6 Card Bonus (GEGA-003469), Ultimate War (GEGA-003990)

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer and per player per wager. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit (per betting circle)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$5-$20	$0.50	$2
2	$10-$100	$1	$2
3	$25-$100	$1	$3

California Games Collection Rates

For **schedule options 4 through 6**, 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. The total table action does not include the Play wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
4	$10 Minimum-No Limit	$5-$75	$1	$0
		$76-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
5	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
6	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6,005+	$30	$0

Crazy 4 Poker (GEGA-003965)

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer and per player per wager. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit (per betting circle)	Betting Circles (per seat)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$5-$20	6	$0.50	$2
2	$10-$100	6	$1	$2
3	$25-$100	6	$1	$3

Jokers Wild Pai Gow Poker (GEGA-001857), Super Pai Gow Poker (GEGA-000631), Fortune Pai Gow Poker (GEGA-002074)

For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer and per player per wager. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. *Maximum 36 betting circles per seat, a table without 36 betting circles will be restricted to maximum of 10 betting circles.*

Schedule Option	Table Limit	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$25-$200	$2	$3

4	$50-$300	$2	$4
5	$100-$500	$3	$5
6	$100-$700	$5	$6
7	$100-$1,000	$5	$10
8	$200-$1,000	$5	$10
9	$300-$1,000	$5	$10
10	$300-$2,000	$10	$15
11	$500-$2,000	$10	$15
12	$50-$100	$1	$4
13	$100 per betting circle	$1	$5
14	$200 per betting circle	$2	$10

For **schedule options 15 through 17**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
15	$10 Minimum-No Limit	$5-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$4	$0
		$505-$1,500	$7	$0
		$1,505+	$13	$0
16	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
17	$50 Minimum-No Limit	$50-$1,200	$5	$0
		$1,205-$3,600	$12	$0
		$3,605-$9,000	$24	$0
		$9,005-$24,000	$36	$0
		$24,005+	$50	$0

California Games Collection Rates

Pai Gow Poker (GEGA-001241)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and per player per wager. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit (per betting circle)	Betting Circles (per seat)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$10-$100	6	$1	$2
2	$25-$100	12	$1	$2
3	$50-$300	12	$2	$4
4	$100-$500	12	$3	$5

Pan 9 with Dragon 9 Bonus Bet (GEGA-003113), Super Pan 9 (GEGA-001251), Fast 9 (GEGA-001256)

For **schedule options 1 through 11**, a collection fee shall be taken per hand from the player-dealer and per player per wager. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$5-$50	$0.50	$1
2	$10-$100	$1	$2
3	$25-$100	$1	$2
4	$25-$200	$2	$3
5	$50-$300	$2	$4
6	$100-$500	$3	$5
7	$300-$500	$3	$5
8	$100-$1,000	$5	$10
9	$300-$1,000	$5	$10
10	$500-$1,000	$5	$10
11	$500-$2,000	$10	$15

For **schedule options 12 through 14**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
12	$10 Minimum-No Limit	$5-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0

13	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$500	$5	$0
		$505-$1,500	$8	$0
		$1,505-$5,000	$20	$0
		$5,005+	$35	$0
14	$300 Minimum-No Limit	$300-$1,200	$4	$0
		$1,205-$3,600	$15	$0
		$3,605-$7,200	$25	$0
		$7,205-$15,000	$45	$0
		$15,005+	$65	$0

Pan (GEGA-001223)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and per player per wager. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	**Limit** (per betting circle)	**Betting Circles** (per seat)	**Player Collection Fee** (per betting circle)	**Player-Dealer Collection Fee**
1	$10-$100	6	$1	$2
2	$25-$100	12	$1	$2
3	$50-$300	12	$2	$4
4	$100-$500	12	$3	$5

No Bust 21st Century Blackjack (GEGA-001255), No Bust 21st Century Blackjack-Second Chances (GEGA-001859), No Bust 21st Century Blackjack 4.0 (GEGA-000123), No Bust 21st Century Blackjack 5.0 (GEGA-000472)

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position and per player per wager. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	**Table Limit**	**Player Collection Fee**	**Player-Dealer Collection Fee**
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$50-$100	$2	$3
4	$10-$100	$1	$2
5	$25-$100	$1	$2
6	$25-$200	$2	$3

California Games Collection Rates

For **schedule options 7 through 9**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
7	$10 Minimum-No Limit	$5-$75	$1	$0
		$80-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
8	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
9	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6,005+	$30	$0

For **schedule option 10**, a collection fee shall be taken per hand from the player-dealer position and from each player based on the Player Wager. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Players Bet	Player Collection Fee	Player-Dealer Collection Fee
10	$1,000-$50,000	$1,000-$5,000	$10	$10
		$5,001-$10,000	$30	
		$10,001-$20,000	$50	
		$20,001-$50,000	$100	

21st Century Blackjack Switch (GEGA-003363)

For **schedule options 1 through 9**, a collection fee shall be taken per hand from the player-dealer position and per player per wager. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$5-$50	$0.50	$2
2	$10-$100	$1	$2
3	$25-$100	$0.50	$2
4	$25-$200	$1	$3
5	$50-$300	$1	$4

6	$100-$500	$1.50	$5
7	$200-$500	$1.50	$5
8	$300-$1,000	$2	$6
9	$500-$1,000	$2	$6

For **schedule options 10 through 12**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
10	$10 Minimum-No Limit	$5-$75	$1	$0
		$80-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
11	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
12	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6005+	$30	$0

No Bust 21st Century Blackjack 6.0 (GEGA-002505)

For **schedule options 1 through 16**, a collection fee shall be taken per hand from the player-dealer position and per player per wager. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$5-$50	$.50	$1
2	$10-$100	$1	$2
3	$25-$100	$1	$2
4	$25-$200	$2	$3
5	$50-$300	$2	$4
6	$100-$500	$3	$5
7	$100-$1,000	$5	$10
8	$300-$1,000	$5	$10
9	$500-$1,000	$5	$10
10	$500-$1,000	$1 per betting circle	$10
11	$500-$2,000	$10	$15
12	$25-$100 (12 bets per seat)	$1	$2

13	$100 per betting circle	$1	$2
14	$50-$100 (12 bets per seat)	$1	$3
15	$100 (20 betting circles per seat)	$1 per betting circle	$2
16	$50-$100 (20 betting circles per seat)	$1 per betting circle	$2

For **schedule options 17 through 19**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
17	$10 Minimum-No Limit	$5-$75	$1	$0
		$80-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
18	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$,3005+	$25	$0
18	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6,005+	$30	$0

No Bust 21st Century Blackjack (GEGA-001255)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on Limit per betting circle. A Player Collection fee will also be taken, per player based on the amount of Betting Circles they place a bet on. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit (per betting circle)	Betting Circles (per seat)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$5-$50	6	$0.50	$1
2	$10-$100	6	$1	$2
3	$25-$100	12	$1	$2
4	$50-$2,000	10	$2	$4
5	$500-$1,000	36	$1	$5

Reverse Bet Pai Gow Tiles (GEGA-000209)

For **schedule options 1 through 7**, a collection fee shall be taken from the player-dealer per hand and per player per wager. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$10-$100	$1 per betting circle	$2
2	$25-$100	$1 per betting circle	$2
3	$50-$100	$1 per betting circle	$3
4	$1,000-$2,000	$20 per betting circle	$25
5	$500-$1,000	$10 per betting circle	$15
6	$100 per betting circle 36 betting circles max.	$1 per betting circle	$4
7	$300 per betting circle 12 betting circles max.	$3 per betting circle	$4

For **schedule options 8 through 10**, 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 for placing any wagers. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Limit	Player-Dealer Collection Fee	Player Collection Fee
8	$10 Minimum-No Limit	$5-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$4	$0
		$505-$1,500	$7	$0
		$1,505+	$13	$0
9	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
10	$50 Minimum-No Limit	$50-$1,200	$5	$0
		$1,205-$3,600	$12	$0
		$3,605-$9,000	$24	$0
		$9,005-$24,000	$36	$0
		$24,005+	$50	$0

California Games Collection Rates

Pai Gow Tiles (GEGA-001243), Bonanza Pai Gow Tiles (GEGA-003316)

For **schedule options 1 through 2**, a collection fee shall be taken from the player-dealer per hand and per player per wager. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Schedule Option	Limit (per betting circle)	Betting Circles (per seat)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$10-$100	36	$1	$2
2	$100	36	$1	$2

21st Century Baccarat 5.0 (GEGA-002101), 21st Century Baccarat 8.0 (GEGA-002529), 21st Century Baccarat 9.0 (GEGA-002581), No Commission Baccarat (GEGA-002829), No Commission Baccarat 1.0 (GEGA-002900)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position and per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit Max. 36 betting circles	Tie Bet Max	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$10-$100 (max. 10 betting circles)	$100	$1	$2
2	$25-$100 (max. 10 betting circles)	$100	$1	$2
3	$50-$100 (max. 20 betting circles)	$200	$1	$3
4	$100 per betting circle (max. 15 betting circles)	$300	$1	$3
5	$100 per betting circle (min. 2 betting circles) (max. 20 betting circles)	$300	$1	$5

For **schedule options 6 through 8**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit Max. 36 betting circles	Tie/Bonus Bet Max	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
6	$10-$100 (max. 10 betting circles)	$100	$10-$50	$1.00	$0
			$51-$200	$2.00	
			$201+	$3.00	

7	$25-$100 (max. 10 betting circles)	$100	$10-$50	$1.00	$0
			$51-$200	$2.00	
			$201+	$3.00	
8	$100 (max. 20 betting circles)	$300	$100	$1.00	$0
			$101-$500	$3.00	
			$501+	$5.00	

For **schedule options 9 through 13**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
9	$10 Minimum-No Limit	$10-$300	$2	$0
		$305-$500	$4	$0
		$505-$1,500	$7	$0
		$1,505+	$11	$0
10	$10 Minimum-No Limit	$5-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$4	$0
		$505-$1,500	$7	$0
		$1,505+	$11	$0
11	$25 Minimum-No Limit	$25-$300	$2	$0
		$305-$800	$6	$0
		$805-$1,500	$10	$0
		$1,505-$3,000	$12	$0
		$3,005+	$30	$0
12	$50 Minimum-No Limit	$50-$300	$4	$0
		$305-$1,000	$8	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$20	$0
		$5,000+	$50	$0
13	$300 Minimum-No Limit	$300-$1,200	$4	$0
		$1,205-$3,600	$15	$0
		$3,605-$7,200	$25	$0
		$7,205-$15,000	$45	$0
		$15,005+	$65	$0

California Games Collection Rates

For **schedule options 14 through 21**, 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 for placing any wagers with the exception of when players are playing a "free play" voucher (GEGA-003906) in which they will place a the appropriate fee in front of their bet. The collection fee and voucher fee shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Promo Chip/Voucher Fee (GEGA- 001233)
14	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$700	$4	$0	$1
		$701-$1,000	$8	$0	$1
15	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$500	$3	$0	$1
		$501-$1,000	$7	$0	$1
16	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$500	$2	$0	$1
		$501-$1,000	$5	$0	$1
		$801-$1,500	$8	$0	$1
17	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$3	$0	$1
		$301-$700	$6	$0	$1
		$701-$1,200	$10	$0	$1
18	$10 Minimum-No limit	$10-$200	$1	$0	$1
		$201-$600	$4	$0	$1
		$601-$1,200	$10	$0	$1
		$1,201-$2,000	$15	$0	$1
19	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$500	$4	$0	$1
		$505-$1,000	$7	$0	$1
		$1,005+	$11	$0	$1
20	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$4	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$12	$0	$1
21	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$5	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$15	$0	$1

California Games Collection Rates

For **schedule option 22 through 54**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
22	$25 Minimum-No limit	$25 -$100	$1	$0
		$105-$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005+	$12	$0
23	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$3	$0
		$505-$1,000	$7	$0
		$1,005+	$15	$0
24	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$500	$2	$0
		$505-$1,000	$5	$0
		$805-$1,500	$8	$0
		$1,505+	$15	$0
25	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$3	$0
		$305-$700	$6	$0
		$705-$1,200	$10	$0
		$1,205+	$20	$0
26	$25 Minimum-No limit	$25-$200	$1	$0
		$205-$600	$4	$0
		$605-$1,200	$10	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
27	$25 Minimum-No limit	$25 -$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$12	$0
		$3,005+	$20	$0
28	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$700	$5	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$15	$0
		$3,005+	$25	$0
29	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$800	$6	$0
		$805-$1,500	$10	$0
		$1,505-$3,000	$12	$0
		$3,005+	$30	$0

California Games Collection Rates

30	$50 Minimum-No limit	$50-$200	$1	$0
		$205-$600	$3	$0
		$605-$1,200	$8	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
31	$50 Minimum-No limit	$50-$300	$1	$0
		$305-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
32	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
33	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,,000	$25	$0
		$3005+	$40	$0
34	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
35	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0
36	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
37	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
38	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$40	$0
		$10,005-$20,000	$75	$0
		$20,005+	$150	$0

California Games Collection Rates

39	$100 Minimum-No limit	$100-$1,000	$5	$0
		$1,005-$3,000	$12	$0
		$3,005-$10,000	$25	$0
		$10,005-$15,000	$75	$0
		$15,005+	$125	$0
40	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005+	$150	$0
41	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$12	$0
		$4,005-$6,000	$40	$0
		$6,005-$10,000	$60	$0
		$10,005+	$80	$0
42	$300 Minimum-No limit	$300-$1,000	$3	$0
		$1,005-$4,000	$15	$0
		$4,005-$8,000	$30	$0
		$8,005-$20,000	$50	$0
		$20,005+	$100	$0
43	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
44	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0
45	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
46	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
47	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0

California Games Collection Rates

48	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
49	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$30	$0
		$10,005-$15,000	$75	$0
		$15,005-$20,000	$100	$0
		$20,005+	$150	$0
50	$500 Minimum-No limit	$500-$10,000	$7	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
51	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005+	$200	$0
52	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$50	$0
		$15,005-$20,000	$100	$0
		$20,005-$30,000	$150	$0
		$30,005+	$200	$0
53	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
54	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005-$30,000	$200	$0
		$30,005+	$300	$0

21st Century Baccarat Face-Up Version w/Early and Late Tie Bets (GEGA-001242)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position and per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted

Schedule Option	**Limit** (per betting circle)	**Betting Circles** (per seat)	**Player Collection Fee** (per betting circle)	**Player-Dealer Collection Fee**
1	$10-$100	6	$1	$1
2	$25-$100	10	$1	$2
3	$50-$100	20	$1	$3
4	$300	10	$3	$5

For **schedule options 5 through 12**, 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 for placing any wagers with the exception of when players are playing a "free play" voucher (GEGA-003906) in which they will place a the appropriate fee in front of their bet. The collection fee and voucher fee shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	**Table Limit**	**Total Table Action**	**Player-Dealer Collection Fee**	**Player Collection Fee**	**Promo Chip/Voucher Fee (GEGA-001233)**
5	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$700	$4	$0	$1
		$701-$1,000	$8	$0	$1
6	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$500	$3	$0	$1
		$501-$1,000	$7	$0	$1
7	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$500	$2	$0	$1
		$501-$1,000	$5	$0	$1
		$801-$1,500	$8	$0	$1
8	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$3	$0	$1
		$301-$700	$6	$0	$1
		$701-$1,200	$10	$0	$1
9	$10 Minimum-No limit	$10-$200	$1	$0	$1
		$201-$600	$4	$0	$1
		$601-$1,200	$10	$0	$1
		$1,201-$2,000	$15	$0	$1

California Games Collection Rates

10	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$500	$4	$0	$1
		$505-$1,000	$7	$0	$1
		$1,005+	$11	$0	$1
11	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$4	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$12	$0	$1
12	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$5	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$15	$0	$1

For **schedule option 13 through 45**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
13	$25 Minimum-No limit	$25 -$100	$1	$0
		$105-$300	$2	$0
		$305-$700	$4	$0
		$705-1,000	$8	$0
		$1,005+	$12	$0
14	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$3	$0
		$505-$1,000	$7	$0
		$1,005+	$15	$0
15	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$500	$2	$0
		$505-$1,000	$5	$0
		$805-$1,500	$8	$0
		$1,505+	$15	$0
16	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$3	$0
		$305-$700	$6	$0
		$705-$1,200	$10	$0
		$1,205+	$20	$0
17	$25 Minimum-No limit	$25-$200	$1	$0
		$205-$600	$4	$0
		$605-$1,200	$10	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0

California Games Collection Rates

18	$25 Minimum-No limit	$25 -$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$12	$0
		$3,005+	$20	$0
19	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$700	$5	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$15	$0
		$3,005+	$25	$0
20	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$800	$6	$0
		$805-$1,500	$10	$0
		$1,505-$3,000	$12	$0
		$3,005+	$30	$0
21	$50 Minimum-No limit	$50-$200	$1	$0
		$205-$600	$3	$0
		$605-$1,200	$8	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
22	$50 Minimum-No limit	$50-$300	$1	$0
		$305-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
23	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
24	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0
25	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
26	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0

California Games Collection Rates

27	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
28	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
29	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$40	$0
		$10,005-$20,000	$75	$0
		$20,005+	$150	$0
30	$100 Minimum-No limit	$100-$1,000	$5	$0
		$1,005-$3,000	$12	$0
		$3,005-$10,000	$25	$0
		$10,005-$15,000	$75	$0
		$15,005+	$125	$0
31	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005+	$150	$0
32	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$12	$0
		$4,005-$6,000	$40	$0
		$6,005-$10,000	$60	$0
		$10,005+	$80	$0
33	$300 Minimum-No limit	$300-$1,000	$3	$0
		$1,005-$4,000	$15	$0
		$4,005-$8,000	$30	$0
		$8,005-$20,000	$50	$0
		$20,005+	$100	$0
34	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
35	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0

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36	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
37	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
38	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0
39	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
40	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$30	$0
		$10,005-$15,000	$75	$0
		$15,005-$20,000	$100	$0
		$20,005+	$150	$0
41	$500 Minimum-No limit	$500-$10,000	$7	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
42	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005+	$200	$0
43	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$50	$0
		$15,005-$20,000	$100	$0
		$20,005-$30,000	$150	$0
		$30,005+	$200	$0
44	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0

45	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005-$30,000	$200	$0
		$30,005+	$300	$0

EZ Baccarat 1.0 (GEGA-003354), Dragon Bonus Baccarat Commission Free (GEGA-004140)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position and per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Tie Bet (max. per seat)	Player Collection Fee	Player-Dealer Collection Fee
1	$10-$600	$100	$1	$2
2	$25-$1,000	$100	$1	$2
3	$50-$2,000	$300	$1	$3
4	$100-$3,000	$300	$1	$5

For **schedule options 5 through 9**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
5	$10 Minimum-No Limit	$10-$300	$2	$0
		$305-$500	$4	
		$505-$1,500	$7	
		$1,505+	$11	
6	$10 Minimum-No Limit	$5-$100	$1	$0
		$105-$300	$2	
		$305-$500	$4	
		$505-$1,500	$7	
		$1,505+	$11	
7	$25 Minimum-No Limit	$25-$300	$2	$0
		$305-$800	$6	
		$805-$1,500	$10	
		$1,505-$3,000	$12	
		$3,005+	$30	
8	$50 Minimum-No Limit	$50-$300	$4	$0
		$305-$1,000	$8	
		$1,005-$2,000	$15	
		$2,005-$5,000	$20	
		$5,000+	$50	

9	$300 Minimum-No Limit	$300-$1,200	$4	$0
		$1,205-$3,600	$15	
		$3,605-$7,200	$25	
		$7,205-$15,000	$45	
		$15,005+	$65	

For **schedule options 10 through 14**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
10	$5–No Limit	$10-$100	$1	$0
		$105-$300	$2	
		$305-$700	$4	
		$705-$1,000	$8	
		$1,005+	$12	
11	$5–No Limit	$10-$100	$1	$0
		$105-$300	$2	
		$305-$500	$3	
		$505-$1,000	$7	
		$1,005+	$15	
12	$5–No Limit	$10-$100	$1	$0
		$105-$500	$2	
		$505-$1,000	$5	
		$805-$1,500	$8	
		$1,505+	$15	
13	$5–No Limit	$10-$100	$1	$0
		$105-$300	$3	
		$305-$700	$6	
		$705-$1,200	$10	
		$1,205+	$20	
14	$5–No Limit	$10-$200	$1	$0
		$205-$600	$4	
		$605-$1,200	$10	
		$1,205-$2,000	$15	
		$2,005+	$25	

California Games Collection Rates

For **schedule options 15 through 22**, 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 for placing any wagers with the exception of when players are playing a "free play" voucher (GEGA-003906) in which they will place a the appropriate fee in front of their bet. The collection fee and voucher fee shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Promo Chip/Voucher Fee (GEGA-001233)
15	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$700	$4	$0	$1
		$701-$1,000	$8	$0	$1
16	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$500	$3	$0	$1
		$501-$1,000	$7	$0	$1
17	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$500	$2	$0	$1
		$501-$1,000	$5	$0	$1
		$801-$1,500	$8	$0	$1
18	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$3	$0	$1
		$301-$700	$6	$0	$1
		$701-$1,200	$10	$0	$1
19	$10 Minimum-No limit	$10-$200	$1	$0	$1
		$201-$600	$4	$0	$1
		$601-$1,200	$10	$0	$1
		$1,201-$2,000	$15	$0	$1
20	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$500	$4	$0	$1
		$505-$1,000	$7	$0	$1
		$1,005+	$11	$0	$1
21	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$4	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$12	$0	$1
22	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$5	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$15	$0	$1

California Games Collection Rates

For **schedule option 23 through 55**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
23	$25 Minimum-No limit	$25 -$100	$1	$0
		$105-$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005+	$12	$0
24	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$3	$0
		$505-$1,000	$7	$0
		$1,005+	$15	$0
25	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$500	$2	$0
		$505-$1,000	$5	$0
		$805-$1,500	$8	$0
		$1,505+	$15	$0
26	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$3	$0
		$305-$700	$6	$0
		$705-$1,200	$10	$0
		$1,205+	$20	$0
27	$25 Minimum-No limit	$25-$200	$1	$0
		$205-$600	$4	$0
		$605-$1,200	$10	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
28	$25 Minimum-No limit	$25 -$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$12	$0
		$3,005+	$20	$0
29	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$700	$5	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$15	$0
		$3,005+	$25	$0
30	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$800	$6	$0
		$805-$1,500	$10	$0
		$1,505-$3,000	$12	$0
		$3,005+	$30	$0

California Games Collection Rates

31	$50 Minimum-No limit	$50-$200	$1	$0
		$205-$600	$3	$0
		$605-$1,200	$8	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
32	$50 Minimum-No limit	$50-$300	$1	$0
		$305-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
33	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
34	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0
35	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
36	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0
37	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
38	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
39	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$40	$0
		$10,005-$20,000	$75	$0
		$20,005+	$150	$0

California Games Collection Rates

40	$100 Minimum-No limit	$100-$1,000	$5	$0
		$1,005-$3,000	$12	$0
		$3,005-$10,000	$25	$0
		$10,005-$15,000	$75	$0
		$15,005+	$125	$0
41	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005+	$150	$0
42	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$12	$0
		$4,005-$6,000	$40	$0
		$6,005-$10,000	$60	$0
		$10,005+	$80	$0
43	$300 Minimum-No limit	$300-$1,000	$3	$0
		$1,005-$4,000	$15	$0
		$4,005-$8,000	$30	$0
		$8,005-$20,000	$50	$0
		$20,005+	$100	$0
44	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
45	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0
46	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
47	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
48	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0

California Games Collection Rates

49	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
50	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$30	$0
		$10,005-$15,000	$75	$0
		$15,005-$20,000	$100	$0
		$20,005+	$150	$0
51	$500 Minimum-No limit	$500-$10,000	$7	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
52	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005+	$200	$0
53	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$50	$0
		$15,005-$20,000	$100	$0
		$20,005-$30,000	$150	$0
		$30,005+	$200	$0
54	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
55	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005-$30,000	$200	$0
		$30,005+	$300	$0

California Games Collection Rates

EZ Baccarat (GEGA-002988), 21st Century Baccarat v 10.0 (GEGA-004428)

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position and per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Limit (per betting circle)	Betting Circles (per seat)	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$10-$100	6	$1.00	$2.00
2	$25-$100	10	$1.00	$2.00
3	$50	40	$1.00	$3.00
4	$100	30	$1.00	$3.00
5	$300	20	$3.00	$4.00
6	$500	18	$5.00	$6.00

For **schedule options 7 through 11**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
7	$5–No Limit	$10-$100	$1	$0
		$105-$300	$2	
		$305-$700	$4	
		$705-$1,000	$8	
		$1,005+	$12	
8	$5–No Limit	$10-$100	$1	$0
		$105-$300	$2	
		$305-$500	$3	
		$505-$1,000	$7	
		$1,005+	$15	
9	$5–No Limit	$10-$100	$1	$0
		$105-$500	$2	
		$505-$1,000	$5	
		$805-$1,500	$8	
		$1,505+	$15	
10	$5–No Limit	$10-$100	$1	$0
		$105-$300	$3	
		$305-$700	$6	
		$705-$1,200	$10	
		$1,205+	$20	
11	$5–No Limit	$10-$200	$1	$0
		$205-$600	$4	
		$605-$1,200	$10	
		$1,205-$2,000	$15	
		$2,005+	$25	

EZ Baccarat (GEGA-002988), 21st Century Baccarat 5.0 (GEGA-002101), 21st Century Baccarat 8.0 (GEGA-002529), 21st Century Baccarat 9.0 (GEGA-002581), No Commission Baccarat (GEGA-002829), No Commission Baccarat 1.0 (GEGA-002900), EZ Baccarat 1.0 (GEGA-003354), Dragon Bonus Baccarat Commission Free (GEGA-004140), 21st Century Bacccarat Face-Up Version w/Early and Late Tie Bets (GEGA-001242)

For **schedule options 1 through 8**, 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 for placing any wagers with the exception of when players are playing a "free play" voucher (GEGA-003906) in which they will place a the appropriate fee in front of their bet. The collection fee and voucher fee shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Promo Chip/Voucher Fee (GEGA-001233)
1	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$700	$4	$0	$1
		$701-$1,000	$8	$0	$1
2	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$2	$0	$1
		$301-$500	$3	$0	$1
		$501-$1,000	$7	$0	$1
3	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$500	$2	$0	$1
		$501-$1,000	$5	$0	$1
		$801-$1,500	$8	$0	$1
4	$10 Minimum-No limit	$10-$100	$1	$0	$1
		$101-$300	$3	$0	$1
		$301-$700	$6	$0	$1
		$701-$1,200	$10	$0	$1
5	$10 Minimum-No limit	$10-$200	$1	$0	$1
		$201-$600	$4	$0	$1
		$601-$1,200	$10	$0	$1
		$1,201-$2,000	$15	$0	$1
6	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$500	$4	$0	$1
		$505-$1,000	$7	$0	$1
		$1,005+	$11	$0	$1
7	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$4	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$12	$0	$1
8	$10 Minimum-No limit	$10-$300	$2	$0	$1
		$305-$700	$5	$0	$1
		$705-$1,000	$8	$0	$1
		$1,005+	$15	$0	$1

California Games Collection Rates

For **schedule option 9 through 41**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
9	$25 Minimum-No limit	$25 -$100	$1	$0
		$105-$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005+	$12	$0
10	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$2	$0
		$305-$500	$3	$0
		$505-$1,000	$7	$0
		$1,005+	$15	$0
11	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$500	$2	$0
		$505-$1,000	$5	$0
		$805-$1,500	$8	$0
		$1,505+	$15	$0
12	$25 Minimum-No limit	$25-$100	$1	$0
		$105-$300	$3	$0
		$305-$700	$6	$0
		$705-$1,200	$10	$0
		$1,205+	$20	$0
13	$25 Minimum-No limit	$25-$200	$1	$0
		$205-$600	$4	$0
		$605-$1,200	$10	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
14	$25 Minimum-No limit	$25 -$300	$2	$0
		$305-$700	$4	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$12	$0
		$3,005+	$20	$0
15	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$700	$5	$0
		$705-$1,000	$8	$0
		$1,005-$3,000	$15	$0
		$3,005+	$25	$0
16	$25 Minimum-No limit	$25-$300	$2	$0
		$305-$800	$6	$0
		$805-$1,500	$10	$0
		$1,505-$3,000	$12	$0
		$3,005+	$30	$0

California Games Collection Rates

17	$50 Minimum-No limit	$50-$200	$1	$0
		$205-$600	$3	$0
		$605-$1,200	$8	$0
		$1,205-$2,000	$15	$0
		$2,005+	$25	$0
18	$50 Minimum-No limit	$50-$300	$1	$0
		$305-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
19	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
20	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0
21	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
22	$50 Minimum-No limit	$50-$200	$2	$0
		$205-$600	$5	$0
		$605-$1,500	$10	$0
		$1,505-$3,000	$25	$0
		$3,005+	$40	$0
23	$50 Minimum-No limit	$50-$300	$2	$0
		$305-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$4,000	$25	$0
		$4,005+	$50	$0
24	$50 Minimum-No limit	$50-$500	$2	$0
		$505-$1,000	$7	$0
		$1,005-$2,000	$15	$0
		$2,005-$5,000	$25	$0
		$5,005+	$50	$0
25	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$40	$0
		$10,005-$20,000	$75	$0
		$20,005+	$150	$0

California Games Collection Rates

26	$100 Minimum-No limit	$100-$1,000	$5	$0
		$1,005-$3,000	$12	$0
		$3,005-$10,000	$25	$0
		$10,005-$15,000	$75	$0
		$15,005+	$125	$0
27	$100 Minimum-No limit	$100-$1,000	$3	$0
		$1,005-$5,000	$15	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005+	$150	$0
28	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$12	$0
		$4,005-$6,000	$40	$0
		$6,005-$10,000	$60	$0
		$10,005+	$80	$0
29	$300 Minimum-No limit	$300-$1,000	$3	$0
		$1,005-$4,000	$15	$0
		$4,005-$8,000	$30	$0
		$8,005-$20,000	$50	$0
		$20,005+	$100	$0
30	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
31	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0
32	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
33	$300 Minimum-No limit	$300-$1,200	$3	$0
		$1,205-$4,000	$15	$0
		$4,005-$8,000	$25	$0
		$8,005-$20,000	$50	$0
		$20,005+	$80	$0
34	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$15	$0
		$2,005-$6,000	$30	$0
		$6,005-$10,000	$70	$0
		$10,005+	$100	$0

California Games Collection Rates

35	$300 Minimum-No limit	$300-$1,000	$5	$0
		$1,005-$2,000	$25	$0
		$2,005-$8,000	$50	$0
		$8,005-$20,000	$90	$0
		$20,005+	$150	$0
36	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$30	$0
		$10,005-$15,000	$75	$0
		$15,005-$20,000	$100	$0
		$20,005+	$150	$0
37	$500 Minimum-No limit	$500-$10,000	$7	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
38	$500 Minimum-No limit	$500-$5,000	$7	$0
		$5,005-$10,000	$50	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005+	$200	$0
39	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$50	$0
		$15,005-$20,000	$100	$0
		$20,005-$30,000	$150	$0
		$30,005+	$200	$0
40	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$20,000	$50	$0
		$20,005-$30,000	$100	$0
		$30,005-$40,000	$150	$0
		$40,005+	$200	$0
41	$1,000 Minimum-No limit	$1,000-$10,000	$10	$0
		$10,005-$15,000	$100	$0
		$15,005-$20,000	$150	$0
		$20,005-$30,000	$200	$0
		$30,005+	$300	$0

California Games Collection Rates

Caribbean Stud Poker (GEGA-001216), Caribbean Stud Poker Pair-Up (GEGA-002207), Caribbean Stud Poker w/ Insurance Bonus Bet (GEGA-002846), Mississippi Stud 3 Card Bonus (GEGA-003660)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There shall also be a collection taken from the players per base game wager placed. There shall be no collection taken from the player when placing any other wager.

Schedule Option	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
1	$5-$20	$2	$0.50
2	$5-$100	$2	$1
3	$10-$100	$2	$1
4	$25-$100	$3	$1

For **schedule options 5 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bets. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
5	$10 Minimum-No Limit	$5-$75	$1	$0
		$76-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
6	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
7	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6,005+	$30	$0

California Games Collection Rates

Casino War (GEGA-003471)

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken from the players for each Casino War wager. There shall be no collection taken from the player when placing a Tie Wager.

Schedule Option	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
1	$5-$20	$2	$0.50
2	$10-$100	$2	$1

For **schedule options 3 through 5**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
3	$10 Minimum-No Limit	$5-$75	$1	$0
		$76-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
4	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
5	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0
		$6,005+	$30	$0

California Games Collection Rates

Let it Ride Bonus 1.0 (GEGA-002506)

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken from the players for each game wager and bonus bet wagered placed. There shall be no collection taken from the player when placing a bonus wager.

Schedule Option	Table Limit	Player-Dealer Collection Fee	Player Collection Fee
1	$5-$50	$2	$0.50
2	$10-$100	$2	$1
3	$25-$100	$3	$1

For **schedule options 4 through 6**, 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 for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
4	$10 Minimum-No Limit	$5-$75	$1	$0
		$76-$200	$2	$0
		$205-$500	$4	$0
		$505-$1,500	$5	$0
		$1,505+	$10	$0
5	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	$0
		$405-$1,000	$7	$0
		$1,005-$3,000	$18	$0
		$3,005+	$25	$0
6	$50 Minimum-No Limit	$50-$600	$4	$0
		$605-$1,500	$9	$0
		$1,505-$3,000	$15	$0
		$3,005-$6,000	$20	$0

Dai Bacc (GEGA-004639)

For **schedule option 1**, 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 for placing any wagers unless the player is playing with a promotional chip or voucher. If a player is playing with a promotional chip or voucher, a $1 collection fee shall be taken. The Kill the Ox/Tiger, Tiger 7, and Ox 6 wager may be less than, equal to, or greater than the Player line or Banker line wager. The Kill the Ox/Tiger, Tiger 7, and Ox 6 wager must be within the designated minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

California Games Collection Rates

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	$10 Min	$10-$300	$2	$1 per Promo Chip/Voucher
		$301-$500	$4	
		$501-$1,000	$7	
		$1,001+	$11	

For **schedule options 2 through 6**, 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 for placing any wagers. The Kill the Ox/Tiger, Tiger 7, and Ox 6 wager may be less than, equal to, or greater than the Player line or Banker line wager. The Kill the Ox/Tiger, Tiger 7, and Ox 6 wager must be within the designated minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
2	$25 Min	$25-$300	$2	$0
		$305-$700	$4	
		$705-$1,000	$8	
		$1,005-$3,000	$12	
		$3,005+	$20	
3	$50 Min	$50-$200	$2	$0
		$205-$600	$5	
		$605-$1,500	$10	
		$1,505-$3,000	$25	
		$3,005+	$40	
4	$100 Min	$100-$1,000	$3	$0
		$1,005-$5,000	$15	
		$5,005-$10,000	$40	
		$10,005-$20,000	$75	
		$20,005+	$150	
5	$300 Min	$300-$1,000	$5	$0
		$1,005-$2,000	$15	
		$2,005-$6,000	$30	
		$6,005-$10,000	$70	
		$10,005+	$100	
6	$500 Min-No Limit	$500-$5,000	$7	$0
		$5,005-$10,000	$30	
		$10,005-$15,000	$75	
		$15,005-$20,000	$100	
		$20,005+	$150	

California Games Collection Rates

21st Century Free Bet Blackjack (GEGA-004659)

For **schedule options 1 through 6**, 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 wagers. A collection fee shall also be taken from each player per controlled game wager placed. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table. The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$2-$10	$0.50	$0.25
2	$5-$50	$1	$0.50
3	$10-$100	$2	$1
4	$25-$100	$2	$1
5	$25-$200	$3	$2
6	$50-$300	$4	$2

Super Pan 9 Super Tie Bonus (GEGA-003966)

For **schedule options 1 through 10**, a collection fee will be taken from each player and backline bettor each hand, per base game wager. A collection fee will also be taken per hand from the player-dealer position. There will be no additional collection fee required from a player when placing a Super Tie Bonus bet. The Super Tie Bonus bet may be less than or equal to the game wager, but must be made in an amount ranging between a minimum of $1 and a maximum of $100. The collection fees are collected prior to opening of the player dealer's hand and are dropped by the house dealer after all wagers are paid or collected. The approved collection fees and schedules for the game of Super Pan 9 with Bonus Tie are as shown below:

Schedule Options	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$50	$0.50	$1
2	$10-$100	$1	$2
3	$25-$100	$1	$2
4	$25-$200	$2	$3
5	$50-$300	$2	$4
6	$100-$500	$3	$5
7	$200-$500	$3	$5
8	$300-$500	$3	$5
9	$300-$1,000	$4	$6
10	$500-$1,000	$4	$6

California Games Collection Rates

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

Face Up Pai Gow Poker

Type of Game

The game of Face Up Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. 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 of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is exposed first. If the player-dealer has an ace-high or king-high hand, "Pai Gow", then all player's hands will push (tie).

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker can only be used as an ace or to complete any Straight or Straight Flush. All suits will be considered equal in rank.

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

Face up Pai Gow Poker Hand Rankings

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 2s 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 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s 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 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be two separate betting areas representing each players' base game wager and the Fortune 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

All wagers in Face Up Pai Gow Poker will be made by placing casino chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. Before the start of each hand the player and the player-dealer make their bets. Players also have the option of placing a Fortune Bonus Bet at this time as well.
5. Once all wagers have been placed, the house dealer will complete the deal of seven piles of cards face-down in front of the house dealer.
    a. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt.
    b. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
6. Should there be the need to deal the game manually (due to machine malfunction, etc.), the following procedure will be followed:
    a. When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
    b. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.

c. The remaining four cards shall be placed in the discard pile.
d. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
e. The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it side ways.

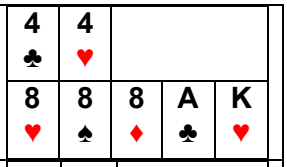
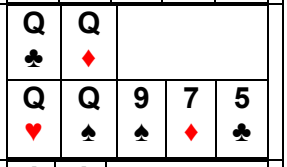
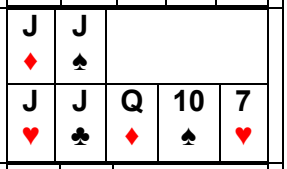
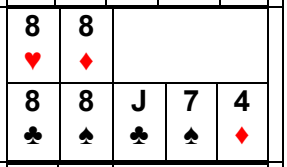
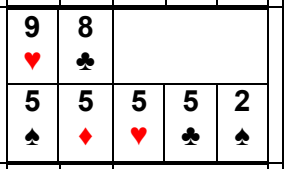
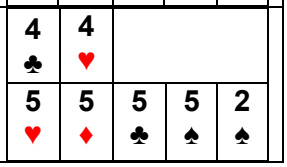
7. To determine the placement of the action button, the player-dealer shakes a dice cup containing three standard dice.
    a. The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
    b. If the numerical total of the dice represents a seat/spot without any wagers placed, the action button will be placed at the first active seat/spot clockwise from the original seat/spot.
8. Once the action button position has been determined, the house dealer shall distribute the seven piles of cards, starting with the pile that has the action button and continuing clockwise around the table.
    a. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
9. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
10. The player-dealer's hand will then be exposed and set according to the house way chart below, before the player's sent their hands.
    a. If the player-dealer has an ace-high or king-high seven card Pai Gow hand, all player's wagers shall push and the bonus wagers will be settled.
    b. If the player-dealer's hand don't not contain an ace-high or king-high seven-card Pai Gow hand, each player shall then set their hand by arranging the seven cards is not a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand.
        i. The five card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.

Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example
High Card	Put 2nd and 3rd highest cards in front.	K♦ J♣ / A♥ 10♣ 7♠ 5♥ 3♦
One Pair	Put Pair in back, highest two cards in front.	A♣ Q♦ / 3♠ 3♣ J♥ 8♦ 4♣
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	3♦ 3♠ / K♥ K♠ 7♥ 6♣ 2♦

Face Up Pai Gow Poker

Two Pair: **High Pair is Js, 10s, or 9s**	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	A ♣ 7 ♥ J ♦ J ♠ 8 ♣ 8 ♥ 4 ♠
Two Pair: **High Pair is 8s, 7s, or 6s**	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	K ♠ 9 ♠ 8 ♣ 8 ♦ 4 ♦ 4 ♥ 7 ♣
Two Pair: **High Pair is 5s, 4s, or 3s**	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	Q ♥ 8 ♣ 5 ♥ 5 ♠ 4 ♥ 4 ♣ 2 ♠
Three Pair: **With or without a Straight, Flush, or Straight Flush**	Put highest Pair in front.	9 ♣ 9 ♠ 7 ♦ 7 ♣ 5 ♥ 5 ♠ A ♣
Three of a Kind: **Aces**	Put an ace and highest single card in front.	A ♣ 8 ♦ A ♦ A ♠ 5 ♦ 4 ♣ 2 ♠
Three of a Kind: **Kings and below**	Put two highest single cards in front.	J ♥ 10 ♣ K ♥ K ♦ K ♣ 7 ♠ 5 ♥
Two Three of a Kinds	Put highest Pair possible in front.	J ♣ J ♦ 5 ♠ 5 ♥ 5 ♣ J ♠ A ♦
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	A ♠ 9 ♠ 6 ♠ 5 ♠ 4 ♣ 3 ♦ 2 ♠
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	J ♥ 8 ♦ 9 ♠ 8 ♥  6 ♠ 5 ♦
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	7 ♦ 7 ♣ 9 ♥ 9 ♦ Q ♦ J ♦ 4 ♦
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	5 ♣ 5 ♥ 7 ♦ 6 ♠ 5 ♦ 4 ♠ 3 ♥

Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	
Four of a Kind: 5s or below	Always play Four of Kind behind.	
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	

11. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
12. All wagers will be settled from seat to seat in the following order: the base game wager, then the Fortune Bonus Bet, and the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, each player's hand shall be compared against the player-dealer's hand. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a "push."

- The Face Up Pai Gow Poker base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand. Winning base game wagers are paid 1 to 1.
- The Face Up Pai Gow Poker base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.

- The Face Up Pai Gow Poker base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
- If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
- When the player-dealer's hand is an ace-high or king-high seven-card Pai Gow hand, all player's hands shall push and their wagers shall be returned.
- Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The player-dealer shall pay all winning Fortune Bonus Bets made by players when a player has one of the qualifying hands listed below.
- The player-dealer shall collect all losing Fortune Bonus Bets made by players when a player does not have one of the qualifying hands listed below.
- A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least $5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Straight Flush with a joker or higher, excluding the player-dealer and their own hand.

Bonus Bets

Fortune Bonus Bet

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

- The Fortune Bonus Bet takes into account the seven cards dealt as a player's hand.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet shall win and shall be paid according to the pay table below.
- If the player's hand does not contain one of the qualifying hands listed below, that player's Fortune Bonus Bet shall lose.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The Fortune Bonus Bet remains in action regardless of whether the player's Face Up Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus Bet and any collections fees that may be taken.

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

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, only the highest-ranking hand is awarded the payout.

EXAMPLE: *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*

- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown below.

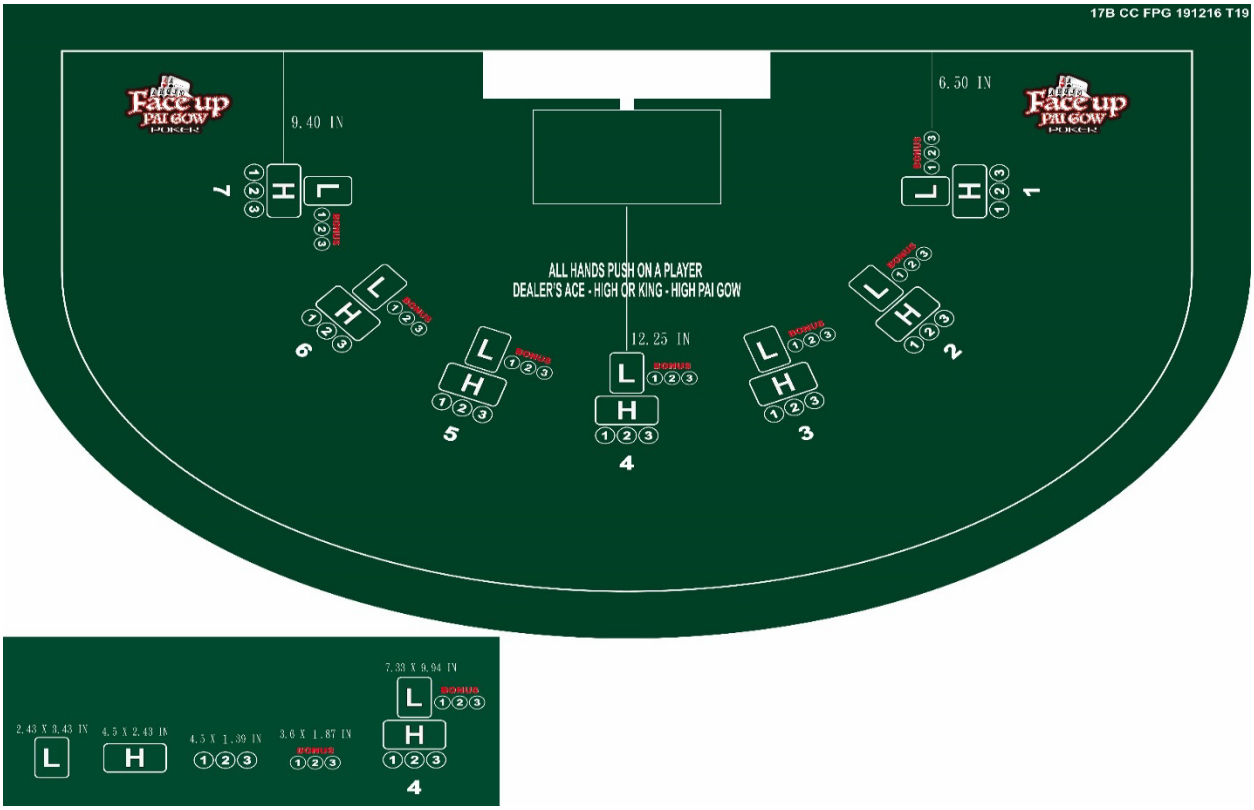
Fortune Bonus Bet & Envy Bonus Pay Table Options

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
Five Aces	A hand that consists of four aces and a joker.	500 to 1	$200
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	$25
Straight Flush with Joker	A hand that consists of five cards, including the joker, of the same suit in consecutive ranking.	30 to 1	$10
Four of a Kind	A hand that consists of four cards of the same rank.	10 to 1	
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	

Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	[redacted]

Face Up Pai Gow Poker

Table Layout



Collection Rates Schedule

For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer and per player per bet. There shall be no fee taken from a player for placing a bonus bet. The bonus bets may be less than or equal to, but cannot exceed the base game wager. All wagering must be in $5 increments. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. *Maximum 36 betting circles per seat, a table without 36 betting circles will be restricted to maximum of 10 betting circles.*

Schedule Option	Table Limit	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$25-$200	$2	$3
4	$50-$300	$2	$4
5	$100-$500	$3	$5
6	$100-$700	$5	$6
7	$100-$1,000	$5	$10
8	$200-$1,000	$5	$10
9	$300-$1,000	$5	$10
10	$300-$2,000	$10	$15
11	$500-$2,000	$10	$15
12	$50-$100	$1	$4
13	$100 per betting circle	$1	$5
14	$200 per betting circle	$2	$10

For **schedule options 15 through 17,** a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The bonus bets may be less than or equal to, but cannot exceed the base game wager. All wagering must be in $5 increments. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
15	$10 Minimum-No Limit	$10-$100	$1	$0
		$105-$300	$2	
		$305-$500	$4	
		$505-$1,500	$7	
		$1,505+	$13	
16	$25 Minimum-No Limit	$25-$100	$1	$0
		$105-$400	$3	
		$405-$1,000	$7	
		$1,005-$3,000	$18	
		$3,005+	$25	

17	$50 Minimum-No Limit	$50-$1,200	$5	$0
		$1,205-$3,600	$12	
		$3,605-$9,000	$24	
		$9,005-$24,000	$36	
		$24,005+	$50	

Collection 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 base game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Bicycle Hotel & Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.