

Capitol Casino No Bust 21st Blackjack Collection Fees

Option A:

<u>Table Limit</u>		<u>Player Fee</u>		<u>Player/Dealer Fee</u>
\$5 - \$500	\$5 - \$100	\$0.50	\$5 - \$50	\$0.50
	\$105 - \$300	\$1	\$55 - \$200	\$2
	\$305 - \$500	\$2	\$205+	\$3

Option B:

<u>Table Limit</u>	<u>Player Fee</u>		<u>Player/Dealer Fee</u>	
\$5 - \$500	\$5 - \$300	\$0.50	\$5 - \$50	\$0.50
	\$305 - \$500		\$1	\$55 - \$300
			\$305+	\$3

Option C (No Player Fee):

<u>Table Limit</u>	<u>Player Fee</u>	<u>Player/Dealer Fee</u>	
\$5 - \$500	None	\$5 - \$100	\$1
		\$105 - \$300	\$2
		\$305+	\$4

Option D (Higher Limit Blackjack):

<u>Table Limit</u>	<u>Player Fee</u>		<u>Player/Dealer Fee</u>	
\$50 - \$1,000	\$50 - \$400	\$0.50	\$50 - \$200	\$1
	\$405 - \$1,000		\$1	\$205 - \$400
				\$405+

Fast Nine

A fast pace variation of Super Pan 9

The Capitol Casino would operate the game and would settle the wagers but does not participate in the outcome. Players play against another player, the Player Dealer.

OBJECT OF THE GAME

Get 9 or as close to 9 as possible by adding the value of the cards. When the total is 10 or more, only the right-hand digit counts. Face cards counts as 0, aces as 1, and all other cards count as their face value.

RANK OF HANDS

9-8-7-6-5-4-3-2-1-0

RULES

The deck has 288 cards – eight poker decks with all Sevens, Eights, Nines and Tens removed.

Back line betting is allowed. A player does not have to be seated to play.

In turn, each seated player has the option to be the Player/Dealer for two consecutive hands, provided there was a bet in their spot the previous hand.

For each hand, the position of the action button is determined by the total of the dice shaken by the Player/Dealer.

The cards are dealt clockwise, starting with the action button position. Each position is dealt a hand of three cards, as long as there is a bet there.

If a player wants to stand, he/she places the card in the no hit box. A player draws a fourth card by placing the hand in the hit box. The player with the most money in action has the right to make hit/stand decision.

A player may play more than one hand. He/she plays each hand in turn. Once a player touches the next hand, he/she may not change a prior hand.

Only seated players may handle the cards. When a non-seated player controls a hand, he/she allows a seated player betting in the position to see it. Otherwise, the hand will be set House Way.

HOUSE WAY

HIT	STAND
0,1,2,3,4 or 5	6,7,8 or 9

The draw moves clockwise, starting with the first active position to the left of the Player/Dealer's position.

The Player/Dealer may not look at or even touch his/her cards. When the draw is concluded, the House Dealer turns the Player/Dealer's hand over.

When the Player/Dealer's first three cards total 0 (zero), the Player/Dealer does not hit and:

- Player wins with 7, 8, 9
- Player wins half the bet with 6
- Player pushes with other hands.

In order to win, a player's hand must beat the Player/Dealer's hand. Player/Dealer and player push on ties.

The settlement starts with the action button and moves clockwise. All hands will be exposed. No player may win or lose more money than was actually wagered.

Section III – Game Information/Specifics

- 1) Name of the controlled game: Spread-Limit Texas Holdem
- 2) Proposed promotions or advertisement literature: N/A
- 3) Detailed description of the rules of the controlled game:

The game of Spread-Limit Texas Holdem uses the same basic structure as Texas Holdem for a 9-10 handed/player poker game. A small flat disk, called a “dealer button” is used to indicate the dealer position. Prior to the cards being dealt, the first player to the left of the dealer position posts a “small blind” and the next player to the immediate left of the small blind posts the “big blind”. The big blind is usually the minimum amount of any bet in all betting rounds. The blinds are “live” bets, which signify two things:

- First, a blind is a “real” bet, and to enter the pot, a player in a blind position needs only to make up the difference, if any, between his blind and the current bet.
- Second, players in the blinds have the option of raising when it is their turn to act.

When each hand is completed, the dealer button is moved to the next active player/position to the left, and the procedure of posting blinds is repeated, so everyone pays the blinds to play a complete rotation/orbit.

To start the hand, the dealer uses a standard 52 card deck and passes two cards, one at a time, to each player face down starting with the small blind first in a clockwise direction ending with the player with the dealer button in seat 1. Then the dealer takes \$1 from the small blind and places it on the top of the dealer tray, and if there is no action the dollar chip will be placed in the drop box. If there is a “flop”, an additional \$4 will be taken from the pot, placed in the dealer tray and a “drop chip” is removed from the dealer tray and placed in the drop box.

Action is initiated on the first betting round by the player to the immediate left of the big blind, who has the options of “folding” (discarding his cards), calling the big blind or raising. The players may bet a discretionary amount from the amount of the big blind up to \$1000 and can raise himself up to 4 times. The action then moves clockwise in this manner until all players have exercised their options and all bets and raises have been called. On all subsequent betting rounds the first active player to the left of the dealer button starts the action.

The pre-flop action ends with all bets and raises being called or all hands are folded. If there is action (pre-flop betting other than the blinds) the dealer will gather all the bets from in front of the players and place them into the middle of the table.

After the first round of betting is completed, three cards (the "flop") are turned face up simultaneously in the center of the table, and another round of options (check, bet, raise, fold, etc.) occurs. The next card (the "turn" or "fourth street") is then dealt face up, and another round of options occurs. Finally the last card (the "river" or "fifth street") is then dealt face up, and the final round of options occurs. These 5 face up cards are "community cards" and are shared by all active players in the hand.

At the showdown, the player who makes the best 5 card poker hand, using any combination of the community cards and the cards in their hand, wins the pot. In Texas Holdem, more than one player may have the best hand. When this happens the pot is split with any odd amount going to the player or players closest to the left of the dealer button.

4) Describe a "round of play". Video not available.

The example hand starts with the dealer button in seat 1, the player in seat 2 posts the small blind of \$2 and the player in seat 3 posts the big blind of \$5. The player immediately to the left of the big blind ("under the gun" or "first position") in seat 4 is first to act and calls the big blind of \$5 and raises to \$40. The next player elects to call the \$40 bet and raise an additional \$200 to a total of \$240. The rest of the players fold and the original player in seat 4 calls the additional \$200.

The dealer collects the discards, the bets are gathered to the middle of the table and deals the "flop". Another round of betting ensues between the two remaining players. First to act, player in seat 4, bets \$300 and his opponent then calls the \$300, raises an additional \$1000 and re-raises himself 3 times at \$1000 per bet. The player in seat 4 calls the additional bets, the dealer collects the money to the middle of the table and deals the final "river" card. The winning hand is then turned face up and that player receives the pot. The dealer collects the cards, moves the dealer button to the next clockwise player, the blinds are again posted and a new hand begins.

5) Type of gaming table: Poker table

6) Other equipment: Shuffle Master (automated card shuffler)

Glossary of Poker Terms

ACTION: A fold, check, call, bet raise, or showdown.

All IN: When you have put all of your playable chips into the pot during the course of a hand, you are said to be all in.

BET: The act of placing a wager in turn into the pot on any betting round, or the chips put into the pot.

BIG BLIND: The largest blind in the game.

BLIND: A required bet made before any cards are dealt.

BLIND BET or BLIND RAISE: A wager made prior to looking at any of your cards.

BUFF: To be an inferior hand, attempting to eliminate all opponents.

BOARD: 1. The board on which a waiting list is kept for player wanting seats in specific games. 2. The five communal cards in hold-em format games.

BOARDCARDS: The community cards in the center of the table in Hold-em or Omaha. Also called board.

BOARDPERSON: A casino employee who puts names of players who are waiting for a game on the board.

BOXED CARD: A card that appears face up in the deck where all other cards are face down.

BROKEN GAME: A game no longer in action.

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 in the designated dealer position. See 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.

CARDS SPEAK: The face value of a hand in a showdown is the true value of the hand, regardless of a verbal announcement.

CAPPED: Describes the situation in limit poker in which the maximum number of raises on the betting round have 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-AND-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.

COLLECTION DROP: A fee charged for each hand dealt.

COLOR CHANGE: 1. A request to change the deck. 2. A request to change the chips from one denomination to another.

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form their 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.

CUT: To divide the deck into two sections in such a manner as to change the order of the cards.

CUT CARD: Another term for bottom card or security card.

DEAD CARD: A card that is not legally playable.

DEAD HAND: A hand that is not legally playable.

DEAL OFF: To take all the blinds and the button before changing seat or leaving the table. That is, participate through all the blind positions and the dealer position.

FACE CARD: A king, queen, or jack.

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.

FLASHED CARD: A card that is partially exposed.

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

FLOP: In hold-em or Omaha, the three community cards that are turned simultaneously after the first round of betting is complete.

FOURTH STREET: The second upcard in seven-card stud or the first board card after the flop in hold-em (also called the turn card).

FOULD HAND: A dead hand.

FLUSH: A poker hand consisting of five cards of the same suit.

FULL BUY: A buy-in equivalent to at least the minimum requirement for a particular game.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The cards dealt facedown to a player.

INSIDE STRAIGHT: A sequence of four cards that needs one card to fill a straight.

IN TURN: Describing when it is legally a player's turn to act.

KICKER: The highest unpaired card that helps determine the value of a five card poker hand.

MISDEAL: A mistake on the dealing of a hand which causes the cards to be reshuffled and a new hand to be dealt.

MISSED BLIND: A required bet that is not posted when it is your turn to do so.

MUCK: 1. Cards that players have discarded. 2. The unused portion of the deck and cards that players have discarded, gathered facedown in the center of the table by the dealer.

OPEN END: A sequence of four cards, "open" at both "ends," that needs either of two ranks to fill a straight.

OPTION: The choice to raise a bet given to a player with a blind.

PLAYER'S BANK: Money deposited in the cashier's cage into an account for a player.

PLAYING THE BOARD: Using all five community cards for your hand in hold-em.

PUSH: When a new dealer replaces an existing dealer at a particular table.

RABBIT HUNTING: Looking for or asking to see cards that are out of play in order to ascertain what hand you might have made.

RACK: 1. A container in which chips are stored while being transported. 2. A tray in front of the dealer, used to hold chips and cards.

RAISE: To call a previous bet while making an additional bet simultaneously.

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.

SCRAMBLE: A face down mixing of the cards.

SET: Three of a kind, also called trips.

SETUP: Two suited decks, each with different colored backs, to replace the current decks in a game.

SIDE POT: A separate pot formed when one or more players are all in.

SHORT BUY: A buy-in that is less than the required minimum buy-in.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed.

SHUFFLE: The act of randomly mixing the cards before a hand.

SMALL BLIND: In a game with multiple blind bets, the smallest blind.

STRAIGHT: Five consecutive ranks of any suit.

STUB: The portion of the deck which has not been dealt.

“TIME”: An expression used to stop the action on a hand.

TOURNAMENT: A competition for players to determine who is the best player.

TURN CARD: The fourth street card in hold-em or Omaha.

TRIPS: Three of a kind, also called a set.

NO BUST 21st CENTURY BLACKJACK

4.01

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Any use of the game, rules, and/or trademarks without written authorization from 21st Century Gaming Concepts Inc., is prohibited by law.

Existing issued patents

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

And additional pending patents

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

VALUE OF CARDS

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

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

RANKING CHART

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

ROUND OF PLAY

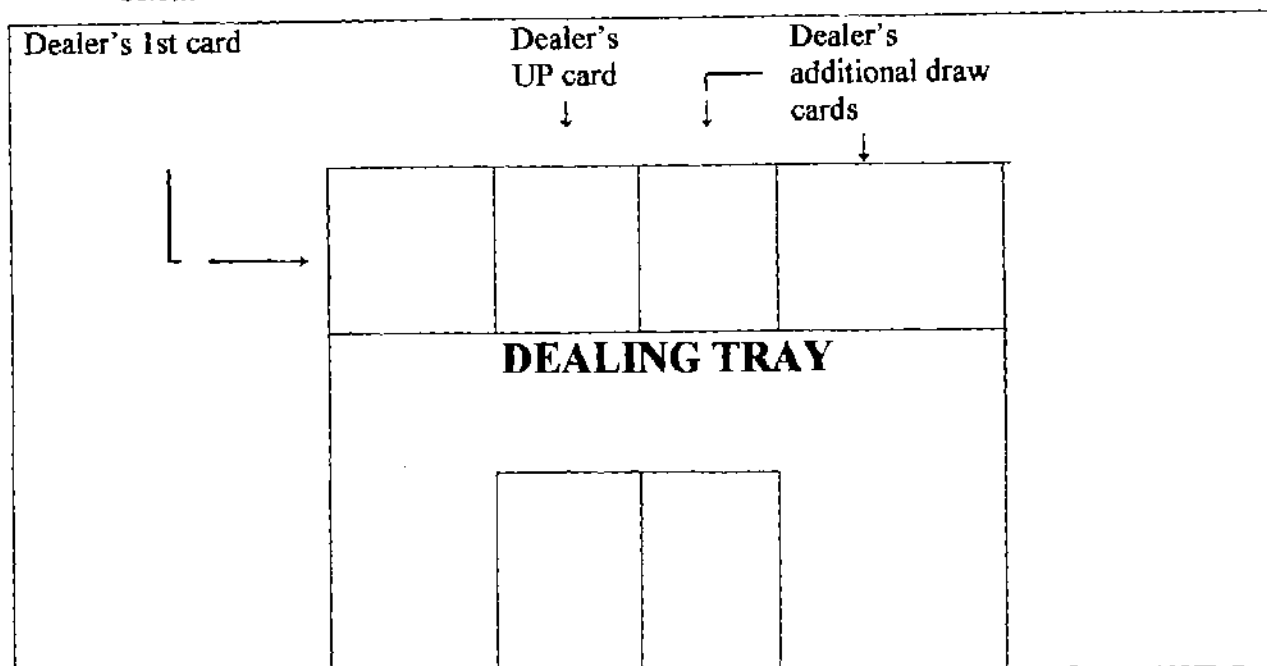
1. **No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino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

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

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

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

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



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

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

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

GAME RULES

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

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

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

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

CAPITOL CASINO

Pai Gow Tiles

Rules of Play

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

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

The goal is to make two hands that are both higher than the two hands made by the player/dealer, and as close to 9 as possible. All bets are against the player/dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower than the player/dealer's hands, the player loses to the player/dealer. The player/dealer wins all situations where both hands are identical to the player's hands. The player/dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Scoring:

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

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

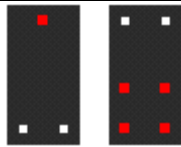
When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

How to Arrange the Tiles:

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

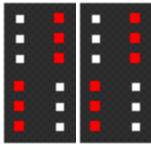
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

SUPREME PAIR

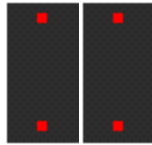


Jee Goon

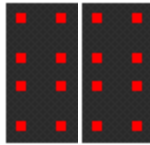
MATCHED PAIRS: Any matched pair.



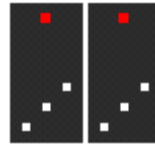
Heaven



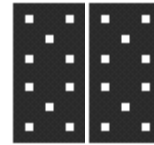
Earth



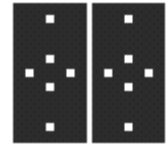
Man



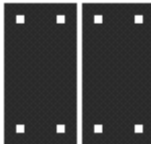
Goose



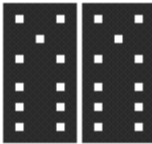
Flower



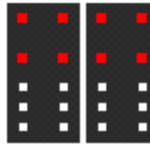
Long



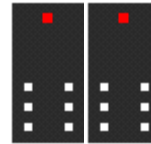
Board



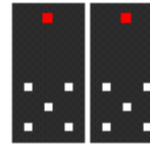
Hatchet



Partition

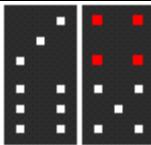


Long Leg 7

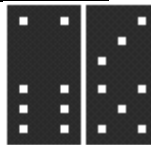


Big Head 6

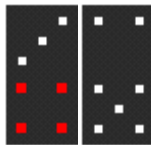
UNMATCHED PAIRS: Any of the below mixed pairs.



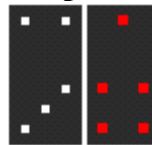
Mixed 9s



Mixed 8s

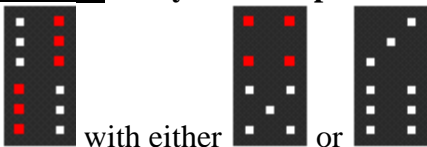


Mixed 7s

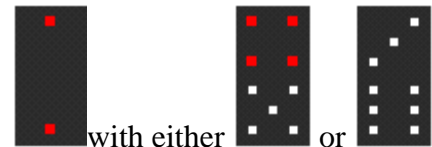


Mixed 5s

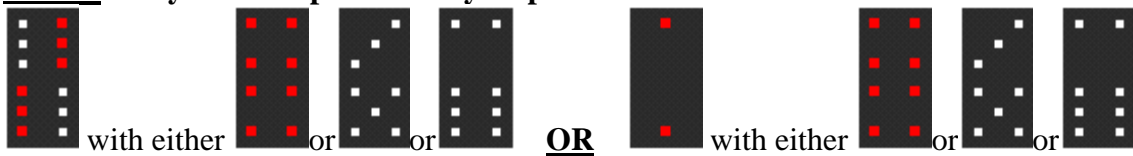
WONG: Any 2 or 12-spot tile and any 9-spot tile.



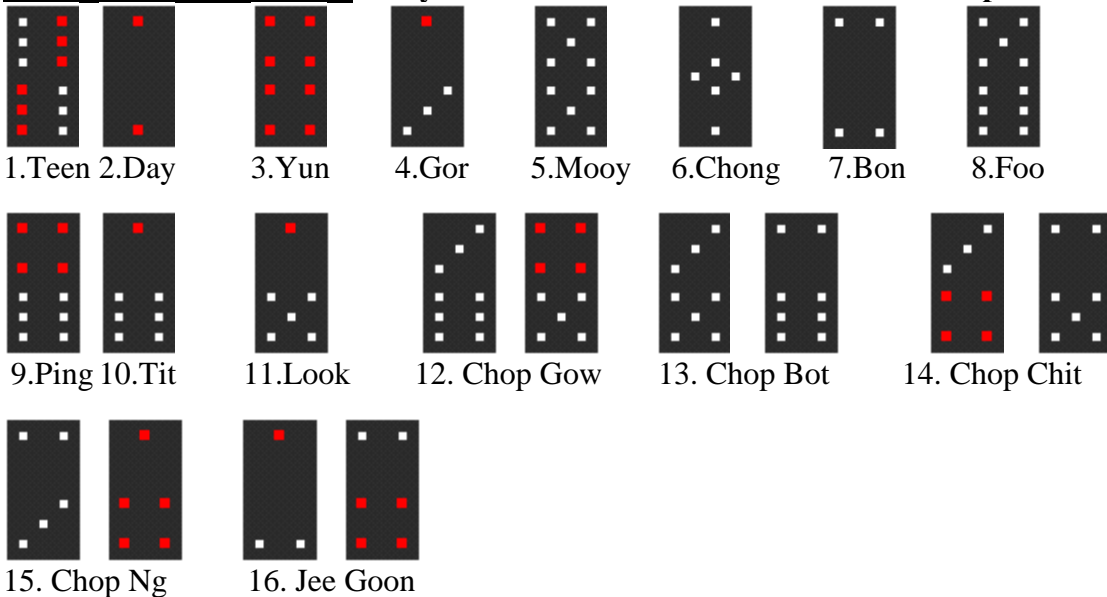
OR



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



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



House Way:

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

Collection Fees

There are two collection fees are taken. A) Per betting circle of each player, prior to the start of any play of hand or round. B.) Per hand from the player/dealer. There are 10 betting circles per seated position. The maximum wager per circle is \$600. The collections are not calculated as a portion of wagers made or winnings earned.

Table Limit	Total Player Wager	Player Fee	Player/Dealer Fee
\$10 - \$600 per circle	\$10 - \$200	\$1.00 / per circle	\$2.00 / per hand
	\$210 - \$400	\$2.00 / per circle	
	\$410 - \$600	\$3.00 / per circle	

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

Capitol Casino

Pure 21.5 Blackjack

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

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

RANKING CHART

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

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

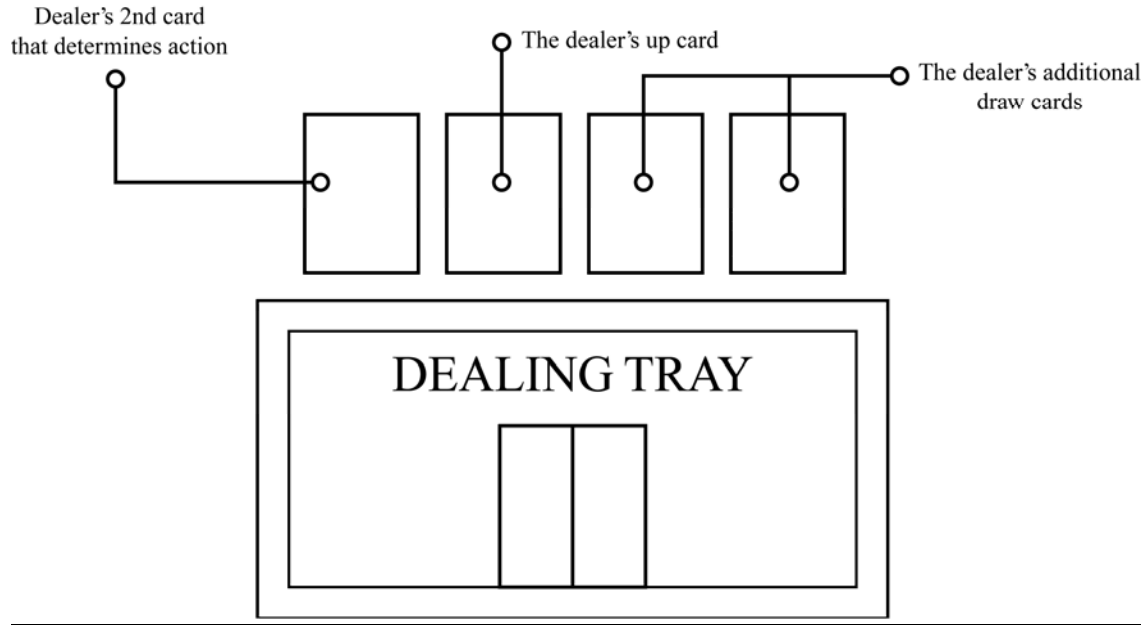
ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and player/dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a player/dealer is designated. The player/dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player/dealer, which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the player/dealer in the banking position. The player/dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the player/dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the player/dealer. All cards dealt throughout the game are face up, with the

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

8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)
9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the player/dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The player/dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player/dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the player/dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the player/dealer.
14. The player/dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the player/dealer's cards is standard in all games and is depicted below. See **Diagram #2**

DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and is offered after every two hands, and rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the player/dealer position twice) offer the player/dealer position clockwise to the next position on the table.

CHART 1A PLAYER OPTIONS

Must Stand on
Hard 19 or more

Must Hit on
Hard 11 or less

Have Option on
All other counts

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on
Hard 17 or more

Must Hit on
Soft 17 or less

Have Option on
None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the player/dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the player/dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player/dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the player/dealer's first or up card is an Ace or Bonus Card.
3. After all players have been given a chance to act on their hands, the player/dealers hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a "Pure 21.5 Blackjack" and the player/dealer's total is more than a "Pure 21.5 Blackjack", the player wins the hand.
5. If a player's total is more than a "Pure 21.5 Blackjack" and the player/dealer's total is less than a "Pure 21.5 Blackjack", the player loses the hand.
6. If a player and the player/dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player/dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the player/dealer's total and more than a "Pure 21.5 Blackjack", the following will apply:
 - a) If the player/dealer's hand is 888 (three eights) all players whose total is more than 21.5 push
 - b) If the player/dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose
9. The game is played on an industry standard blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will

not be based on any percentage.

12. Backline betting is allowed.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any two cards with the same value or rank originally dealt to them. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. Players may double-down or surrender after each split. When splitting two Aces, the player only receives one additional card per ace. Aces may only be split once. There is no splitting for less.
3. A maximum of three splits is allowed per hand.
4. 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 their desire to surrender before the player/dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the player/dealer's money covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Insurance- If the player/dealer's upcard is an ace, all players will have the option to place separate "insurance" wager. They are wagering that the player/dealer's undercard is a Bonus card giving the player/dealer a Pure 21.5 Blackjack. Winning insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.

Even Money- In conjunction with offering insurance, when the player/dealer's upcard is an ace, players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the player/dealer's undercard is checked for a Bonus Card. The player is actually making an insurance wager equal to ½ of the original wager. If the player/dealer has a Bonus card as the undercard (a Pure 21.5

Blackjack), the player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the player/dealer does not have a Bonus card as the undercard, the player will lose the insurance bet and is paid 6 to 5 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th1397, 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.

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Buster Blackjack



Rules of Play

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

The game can be played on a regular Blackjack or No Bust 21 table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

Betting and Collection Fee: In order to place a promotional bet, player must place an original wager according to the table limit. There will be not extra collection fee for this bet. Backline Betting is permitted.

- **Funding:** The player/dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. The Buster Blackjack Bonus Bet wager may be less than, equal to, or exceed the base game wager. However, the bonus bet wager may not exceed the table limit.

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

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

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

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout
3	1
4	3
5	6
6	25
7	100
8 or more	250

The Benefits of Buster Blackjack

- ❑ **Camaraderie**
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.
- ❑ **Suspense**
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.
- ❑ **High hit frequency**
The hit frequency is over 28%. The player will win once every 3.5 hands.
- ❑ **Easy to deal**
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.



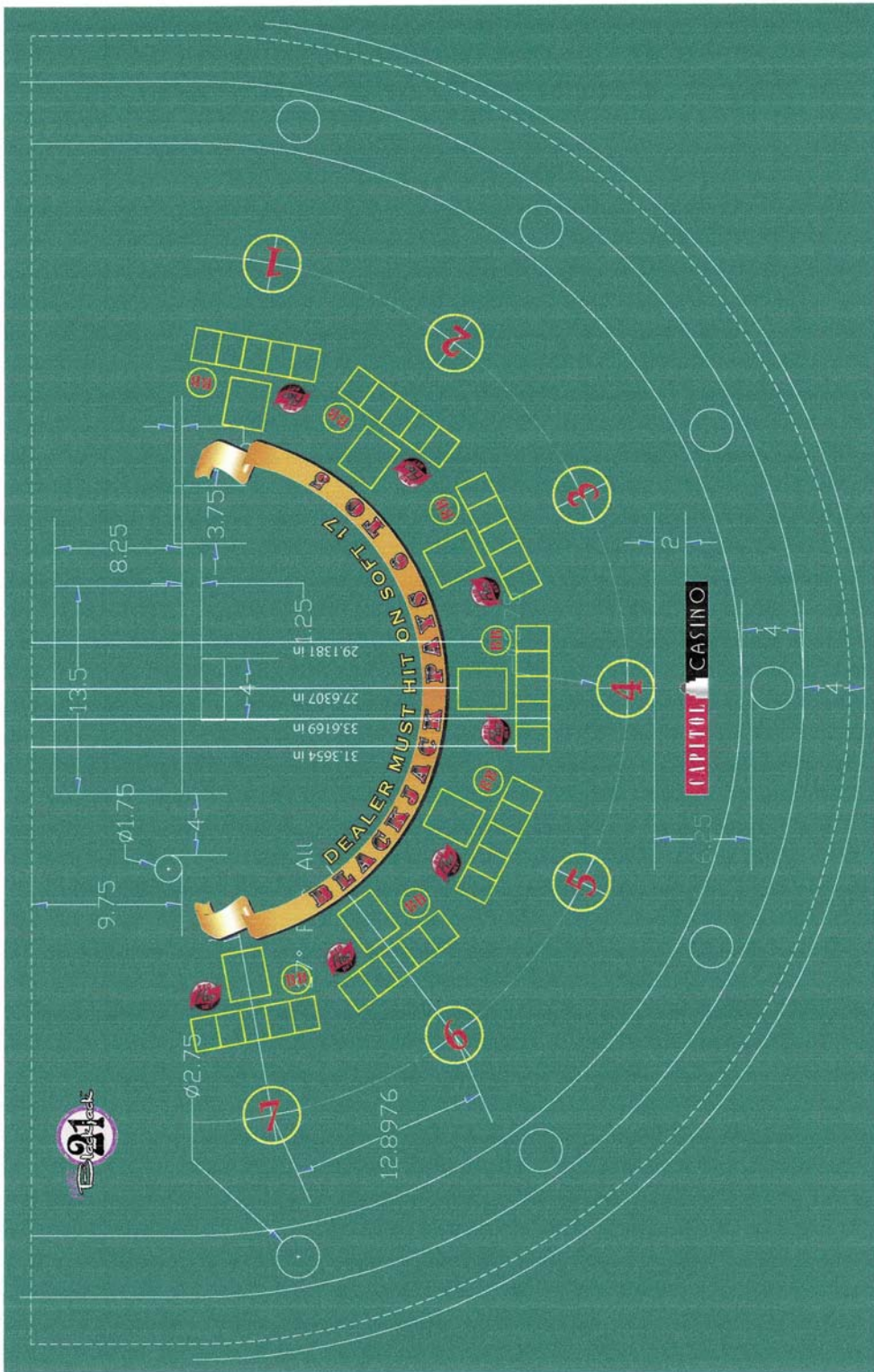
Red Flex Bet

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each player's position on the gaming felt layout. When the player/dealer's first two (top & hole) cards are "Red" the **RED FLEX BET™** is an automatic "**WINNER.**" The more consecutive "Red" cards by the player/dealer's hand the higher the **RED FLEX BET™** pay off.

The rules are as follows:

1. Players will be given the option to wager on the possibility/probability of the occurrence that the first two cards (top and hole cards) or more, of the player/dealer's hand, are consecutive cards of the same color.
2. Players making this optional bet will win if the player/dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the player/dealer's hand are also of the same Red color. The order of the cards is listed below.
 - a) Player/Dealer's first card (top).
 - b) Player/Dealer's (hole) second card.
 - c) Player/Dealer's first hit card.
 - d) Player/Dealer's second card.
 - e) Player/Dealer's third card.
 - f) Player/Dealer's fourth hit card and so on.
3. The amount of the winning payoff will be determined once the player/dealer's hand is complete or a black card is drawn.
4. The player/dealer's hand is played out in accordance with the approved rules for Pure 21.5 for each individual card room.
5. Players may make one bonus bet wager for each base game wager placed.
6. The Red Flex Bet may be less than, equal to, or may exceed the base game wager. However, the bonus bet may not exceed the table limit.
7. There is no additional collection fee for placing a Red Flex Bet.
8. The player/dealer will pay all winning Red Flex Bet wagers and will collect all losing Red Flex 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.
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.

Consecutive Red Cards in Player-Dealer's Hand	Pays
Two (2) Red Cards	2 to 1
Three (3) Red Cards	3 to 1
Four (4) Red Cards	8 to 1
Five (5) Red Cards	50 to 1
Six (6) Red Cards	100 to 1
Seven (7) Red Cards	250 to 1



Pure 21.5 Collection Rates

Schedule Option	Table Limit	Total Bet	Player Collection Rate	Player-dealer Collection Rate
1	\$5 - \$1,000	\$5 - \$50	\$0.00	\$0.50
		\$51 - \$100		\$1.00
		\$101 - \$300		\$2.00
		\$301 - \$500		\$5.00
		\$501 +		\$8.00
2	\$25 - \$1,000	\$25 - \$100	\$0.00	\$1.00
		\$101 - \$300		\$3.00
		\$301 - \$800		\$8.00
		\$801 - \$1,200		\$12.00
		\$1,205+		\$20.00



Standards of Play

The object of *Supreme Baccarat*™ is for players to choose and wager on which hand, player or banker, has the winning total:

- Two cards will be dealt to both the banker hand and player hand.
- The best possible point total is nine with eight being second best.
- An additional card may be drawn to the player and banker hand according to *Supreme Baccarat*™ rules.

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 or as close to it as possible. The player's hand is compared with the banker's hand. The hand closest to nine wins.

Type of gaming table utilized for this game

Supreme Baccarat™ shall be played on a standard blackjack, mini baccarat, or batwing table having four and up to fourteen places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each *Supreme Baccarat*™ table shall have a drop box attached to it.

The cloth covering a *Supreme Baccarat*™ table (the layout) shall have wagering areas for a minimum of four seated positions and up to a maximum of fourteen seated positions depending on the type of table used.

The wagering areas shall be designated as follows:

1. For wagers on the player the word "Player";
2. For wagers on the banker the word "Banker";
3. For Tie wagers, the word "Tie";
4. For Total Shot™ wagers, the words "Total Shot;"
5. For Banker's Hand Flex Action Bet wagers, six circles for the labeled "0," "1," "2," "3," "5," "6," "7."



Number of Players in the Game

There is a minimum of two and a maximum of fourteen players including the player-dealer position.



Type of Card Deck

Standard decks of 52 cards are utilized in a multiple deck shoe. A minimum of one deck totaling 52 cards and a maximum of eight decks totaling 424 cards may be used during the play of *Supreme Baccarat*[™]. There are no jokers.

Value of Cards

- An ace has a value of 1.
- All cards from 2-9 have their face value.
- Kings, queens, jacks, and tens have a value of ten.

Hand Rankings

The value of a hand is determined by adding the sum of the cards in the hand. A hand with cards whose sum is in double figures is ranked with the tens digit ignored. For example, an eight, and a nine, would have a (sum of 17) and value of seven also a nine, and a six would have a (sum of 15) and a value of five.

- 1) 9 – Sum total of cards equaling 9
- 2) 8 – Sum total of cards equaling 8
- 3) 7 – Sum total of cards equaling 7
- 4) 6 – Sum total of cards equaling 6
- 5) 5 – Sum total of cards equaling 5
- 6) 4 – Sum total of cards equaling 4
- 7) 3 – Sum total of cards equaling 3
- 8) 2 – Sum total of cards equaling 2
- 9) 1 – Sum total of cards equaling 1
- 10) 0 – Sum total of cards equaling 0

Betting Scheme 1B

1. All wagers in *Supreme 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 winning totals 1, 2, 3, 4, 5, 6, 7, 8, and 9 which pays 1 to 1.
 - b. Banker line winning totals 1, 2, 3, 4, 5, 7, 8, and 9 which pays 1 to 1.
 - c. Banker line winning total of 6 which pays 1 to 2.
 - d. Tie bet which pays 9 to 1.
 - e. Total Shot[™] bet which has various payouts (see payable).
 - f. Banker's Hand Flex Action Bet[™] which has various payouts (see payable).



Tie

The Tie bet pays 9 to 1 if the banker’s and player’s hands tie. A player may only place a Tie wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. In the event that the player’s hand and the banker’s hands are not of the same value, the player-dealer will win the Tie wager. If the Tie bet wins, Player line and Banker line wagers push. The Tie wager may be less than, equal to, or greater than the player or banker line wager. However, the Tie wager cannot exceed the maximum wager limit for the Tie, which is \$200.

The player-dealer will pay all winning Tie wagers and will collect all losing Tie 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. 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.

Total Shot™

A player may only place a Total Shot™ wager if they have also placed either a Player line wager or a Banker line wager prior to the initial deal. This bet allows players to wager on the combined total of the player and banker’s completed hands. For example, if the player’s completed hand is 7 and the banker’s completed hand is 8, then the total for the “TotalShot™” wager is 15. If the player’s completed hand is 1 and the banker’s completed hand is 2, then the total would be 3. “Total Shot™” wagers will have a result on every hand (i.e. win or lose). The Total Shot wager may be less than, equal to, or greater than the player or banker line wager. However, the Total Shot wager cannot exceed the maximum wager limit for the Total Shot, which is \$200.

The player-dealer will pay all winning Total Shot™ wagers and will collect all losing Total Shot™ 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. 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. The pay chart options for the Total Shot™ wager are below.

18	40 to 1
17	20 to 1
16,15,14,13,12,11,10,9,8,7,6,5,4,3,2,1,0	Loses – No Payout

Banker’s Hand Flex Action Bet™

Players are given the option of placing individual side wagers that the banker’s hand will total a certain number, before the banker hand has a total of 9. A player may place a Banker’s Hand Flex Action Bet whether or not they have placed a wager on the Player line or Banker line. These side wagers remain in action until either a winner or loser is determined or the player decides to their bet(s) down. If this wager does not win or lose after a round of play, the player has the option to remove their Banker’s Hand Flex Action Bet from the gaming table. A player may wager on more than one banker hand number. For example, a player may wager on Banker 5 and 3. A player may wager on all Banker’s Hand Flex Action Bet numbers for the banker if they choose. The Banker’s Hand Flex Action Bet wager may be less than, equal to, or greater than the Player or Banker line



wager. However, the Banker's Hand Flex Action Bet wager cannot exceed the maximum wager limit per Banker's Hand Flex Action Bet number, which is \$1,000.

Players may wager that the banker hand will total 0, 1, 2, 3, 5, 6, or 7 before the banker's hand total is 9. Each of the individual numbers from 0,1,2,3,5,6,7 represent individual wagers and will only have action when either the exact number is the total of the banker's hand or when the banker's hand totals 9. Any other values of the banker or player's hands have no bearing on the wager. For example, if a player wagered on Banker 5, the wager would be won when the banker's hand totaled 5, and would lose when the banker's hand totaled 9. Any total other than 5 or 9 for the banker's hand would result in no action taken on the wager. When the banker's hand totals 4 or 8 there will be no action on these hand totals.

The player-dealer will pay all winning Banker's Hand Flex Action wagers and will collect all losing Banker's Hand Flex Action 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. 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.

Payouts for Banker's Hand Flex Action Bet™:

Banker Hand Total	0	1	2	3	4	5	6	7	8	
Payout	1x1	1x1	1x1	1x1	No Action	1x1	1x1	1x1	No Action	Lose

Dealing Procedures

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 (within posted table limits) on the 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-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 player hand takes a hit card if necessary and then the Banker 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 or nine. 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 Rules

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 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 banker’s hand hits on a total of 5 or less.
- If the player does hit 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 unless the player’s third card was 0, 1, 2, 3, 8, or 9.
 - If the banker’s hand total is 6, then the banker stands unless the player’s third card was a 6 or 7.
- The banker’s hand must stand if their hand is valued at 7 through 9.

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 house 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 action button is placed based on the numerical value of the banker’s hand first down card. The player-dealer position is always zero. 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 and Banker line wager placed, then all Tie wagers, then all Total Shot™ wagers, and finally the Banker’s Hand Flex Action wagers.

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 or below and stands on six or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.

Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place



a button in front of the player-dealer, which designates that they are taking the “bank position” and further designate whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

2. Players at a table then place their wagers in the designated betting areas and place the appropriate collections fees out as well.
3. The house dealer will collect all of the collection fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
4. After the fees have been collected, the dealer will deal two cards face down to the Player box and two cards face down to the Banker box.
5. The dealer will turn the player hand face-up and turn the remaining two cards of the banker hand face-up. An additional card may be drawn to either or both hands in accordance with Supreme Baccarat™ rules.
6. After both the banker and player’s hands are completed, the winning wagers will be determined. See the “Betting Scheme” section for amounts paid to winning wagers.
 - A) If the player’s hand has a higher total than the banker’s hand (a total of 9 being best), the Player wagers win
 - B) If the banker’s has a higher total than the player’s hand (a total of 9 being best), the Banker wagers win
 - C) If both the banker and player’s hands have the same total, the Tie wagers win (all Banker and Player wagers – push)
7. The payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
8. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands; the player-dealer position is rotated in a clockwise fashion around the table.
9. The dealer (if applicable) records whether the preceding hand was won by the player, banker or was a tie on the affixed electronic reader board.



Equipment

1. Equipment and accessories options:

- a) Vegas style matrix tower – A matrix tower which lists the winner of the last ten to twenty hands : (player, banker, or tie) may be used by casinos
- b) Tracking sheets or scorecards – Scorecard style sheets may be provided by casinos to facilitate individual players in tracking the last few hands or wagers. These scorecards have columns marked “Player”, “Banker”, and “Tie”, under which players can track their wagers or winning hands.

Wagering Limits and Collection Fees

Fees may be charged for all base game wagers and bonus 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.

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, Total Shot circle, and the Banker’s Hand Flex Action’s six betting circles at the table, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee for placing a wager on the Player line, Banker line, Tie circle, the Total Shot circle, or the Banker’s Hand Flex Action’s six betting circles. The maximum amount a player may wager on the Total Shot and Tie is \$200. The maximum amount a player may wager on each of the Banker’s Hand Flex Action Bet circles is \$1,000. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Supreme Baccarat are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee
1	\$10 - \$3,000	\$10 - \$300	\$1
		\$301 - \$600	\$3
		\$601 - \$1,500	\$8
		\$1,501 - \$2,500	\$15
		\$2,501 +	\$25

Table Signage



The Baccarat score keeping system uses patterns derived from the Main Road. The pattern is the same for all roads however each road uses a different starting point to determine a match or no match. Most Baccarat players and enthusiasts know the method and will likely use the scoreboard as a reference on where to start their score keeping. The scoreboard shows the history of the game in progress. With multiple decks in a shoe, allows any player to get in the game at any point in time with little lag time to start playing.

TABLE LAYOUT



Commission-Free



Baccarat Dragon Bonus

Commission-Free Baccarat Dragon Bonus

Type of Game

The game of Commission Free Baccarat Dragon Bonus 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 Commission Free Baccarat Dragon Bonus 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 Commission Free Baccarat Dragon Bonus, 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, and the Banker Dragon Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards

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

Commission-Free Baccarat Dragon Bonus

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

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1 on all wins except 6, which shall pay 1 to 2;
- Place a wager on the Tie Bet which pays 9 to 1;
- If a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet and/or the Banker Dragon Bonus Bet, which pays according to the appropriate pay table below.

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

Commission-Free Baccarat Dragon Bonus

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 total of six, the wager shall only receive half pay (1 to 2).
- 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.
- Seated as well as back-line bettor may place a Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the banker's hand after each hand has been completed according to the rules above. In the event of a tie (0 - 9) between the player's hand and the banker's hand, the Tie Bet wager shall win. In the event that the player's hand and the banker's hand are different, the Tie Bet wager loses.
- Winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

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 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.
- Seated players as well as back-line bettors may place a Player Dragon Bonus Bet or 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

Commission-Free Baccarat Dragon Bonus

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 point difference	1 to 1
5 point difference	2 to 1
6 point difference	4 to 1
7 point difference	6 to 1
8 point difference	10 to 1
9 point difference	30 to 1

Commission-Free Baccarat Dragon Bonus

Wagering Limits and Collection Fees

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, tie bet, Player Dragon Bonus Bet, and Dealer Dragon Bonus Bet, prior to cards being dealt or any round of play being conducted. Players shall not be required to pay an additional collection fee for placing a wager on the player line, banker line, tie bet, the Player Dragon Bonus Bet, or the Dealer Dragon Bonus Bet. The maximum amount a player may wager on the tie bet, Player Dragon Bonus Bet and Dealer Dragon Bonus Bet is \$150. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. 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 permitted per table limit. The approved collection fees and schedules for the game of Commission Fee Baccarat are as shown below:

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee	Jackpot Fee
1	\$5 - \$1,000	\$0	\$5 - \$300	\$1	N/A
			\$305 - \$600	\$3	
			\$605 - \$1,500	\$8	
			\$1,505 - \$2,500	\$15	
			\$2,505 +	\$25	

OMAHA

Type of Game

The players of 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 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 five-card poker hand that ranks higher than the other players' five-card poker hand. 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 dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, to make the highest ranking 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.

Card Values and Hand Rankings

The rank of each card used in Omaha, 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 ranking of hands for Omaha, 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.
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.

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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.
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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 ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. 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.

Action and Distribution of Cards

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 game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, 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, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

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, by suit, shall receive the dealer button.

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 receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, 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 received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four hole cards, the first round of betting will occur. Players are given the

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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 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 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 that is equal to the amount of the big blind, referred to as a “call.”
- Place a wager that is 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, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

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. 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 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, which is 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, which are 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:

- 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 and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. 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 a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” 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:

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- 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 and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. 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 a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." 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:

- 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 The Pot Is Awarded

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 four 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 that more than one player has the highest ranking 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.

Collection Fee Schedule

For **schedule options 1 through 10**, the collection fee shall be taken from the pot after the flop. 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. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Omaha are as shown below:

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Type of Game

The players of Omaha High/Low Split 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 five-card poker hand that ranks higher than the other players five-card poker hand. 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 dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards, to make the highest and lowest ranking five-card poker hand, according to the rankings as shown below. When making a 5-card low poker hand and a 5-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

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

Five-Card High Card Values

The rank of each card used in Omaha High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

Five-Card Low Card Values

The rank of each card used in Omaha High/Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then Ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have an 8 high or better (lower), meaning that the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an Ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an Ace, even though the second hand has the lowest card.

The ranking of hands for Omaha High/Low Split, 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.

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. 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.

Action and Distribution of Cards

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 game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, 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,

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third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

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, by suit, shall receive the dealer button.

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 receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, 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 received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four 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 that received the big blind button and continuing clockwise around the table:

- Place their four 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 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 that is equal to the amount of the big blind, referred to as a "call. However, when a raise or re-raise occurs, calling is not permitted;"
- Place a wager that is 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, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

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. 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 a "burn." The house

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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." 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, which are 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:

- 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 and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. 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 a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." 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:

- 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 and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. 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 a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." 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:

- 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 The Pot Is Awarded

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

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and compare their hands. Players must use two of the four 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 and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall 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 shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. 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.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall 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 shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall 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 poker hand. 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.

Collection Fee Schedule

For **schedule options 1 through 10**, the collection fee shall be taken from the pot after the flop. 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. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Omaha High/Low Split are as shown below:



Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is used as an Ace, or to complete Straights and Flushes only.

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.

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

<i>Hand Dealt</i>	<i>Hand Requirements</i>
<i>7 Card Straight Flush (No Joker)</i>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.</i>
<i>Royal Flush + Royal Match</i>	<i>A hand that consists of ace, king, queen, jack, 10 and king, queen suited.</i>



7 Card Straight Flush (With Joker)	<i>A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.</i>
Five Aces	<i>A hand that consists of five cards containing all aces.</i>
Royal Flush	<i>A hand that consists of an ace, king, queen, jack and 10 of the same suit.</i>
Straight Flush	<i>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.</i>
Four of a Kind	<i>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.</i>
Full House	<i>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.</i>
Flush	<i>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.</i>
Straight	<i>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.</i>
Three of a Kind	<i>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.</i>
Two Pairs	<i>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.</i>
One Pair	<i>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.</i>
High Card	<i>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.</i>



Dealing procedures:

- ❖ The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
- ❖ Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
- ❖ To determine the placement of the "Action" button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The game will be played on a standard pai gow poker table.



Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including a player-dealer position. The game may also be played on a larger table with more seated positions, however; a maximum of seven positions will be active during each round of play.

How and when are house fees collected:

- ❖ Backline betting is permitted on all wagers.
- ❖ Fortune Pai Gow Poker utilizes a Player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the Player-dealer position is identified with a "Bank" tile and is placed in front of that player's seat position. The Player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Fortune Pai Gow Poker game wager and will then have the option to make a Fortune Bonus Bet wager as well. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the casino dealer must place an "Envy" button next to that player's Fortune Bonus Bet wager.

The Player-dealer may place a wager to cover some or all of the action on the table.

Round of Play

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand.



The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown in Attachment A.
- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
 - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
 - b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.
 - c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the player's other hand ranks lower than the Player-dealer's corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a "push" and is returned to the player.
 - d. If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy hands."
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.



- The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ The Player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
 - In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own hand or for the Player-dealer's hand.
- ❖ The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.
- ❖ The Player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the Player-dealer for more than two consecutive hands. The Player-dealer position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.



- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- ❖ The Joker can be used as an ace or to complete a straight or flush on the Fortune Bonus Bet.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Seated players as well as back-line bettors are eligible to receive an "Envy" button.



- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an “Envy” button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

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

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

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

Options that Capitol Submitted

Hand	Option 1 Pays
7 Card Straight Flush with or without Joker	500 to 1
5 Aces	250 to 1
Royal Flush with or without Joker	100 to 1
7 Card Straight Flush with or without Joker	50 to 1
4 of a Kind	20 to 1
Full House	5 to 1
Flush with or without Joker	4 to 1
3 of a Kind	3 to 1
Straight with or without Joker	2 to 1
Three Pair	Push



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 Copy** The player position where the settling of bets begins. When a players hand is ranked equally to the Player-dealers hand.
- Envy Bonus** A payout that is made if a player wagers at least \$25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the payable.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Push** When a player wins either the high or the low hand and the Player-dealer wins the other.



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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 on any wager.

Method used to Determine Action and Distribution of Cards

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

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 9 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

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

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

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

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

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

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

EZ BACCARAT

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.



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EZ BACCARAT

Table Layout



Equipment Used



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

Key Features

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

Three Card Poker 6 Card Bonus

Type of Game

The game of Three Card Poker 6 Card 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 a player to assemble a three-card hand that beats the player-dealer's three-card hand. With two optional bonus bets.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus will be dealt from a single deck automatic card shuffling device (shuffler) or cards can be manually shuffled, cut and dealt by the house dealer.

Physical Characteristics: Cards used to play Three Card Poker 6 Card Bonus will be in standard decks of 52 cards. No jokers will be utilized.

Number of Decks: Cards used to play Three Card Poker 6 Card Bonus will be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Card Values and Hand Rankings

The rank of each card used in Three Card Poker 6 Card Bonus when forming a three card 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 a Straight Flush.

Three Card Poker 6 Card Bonus Hand Rankings

Three-Card Hand	Hand Requirements
Mini Royal Flush	A hand comprised of an ace, king and queen of the same suit.
Straight Flush	A hand comprised of three cards of the same suit in consecutive ranking. A king, queen and jack is the highest ranked Straight Flush and an ace, 2 and 3 is the lowest ranked Straight Flush.
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.
Straight	A hand comprised of three cards in consecutive ranking, but not the same suit. An ace, king and queen is the highest ranked Straight and an ace, 2 and 3 is the lowest ranked Straight.

Three Card Poker 6 Card Bonus

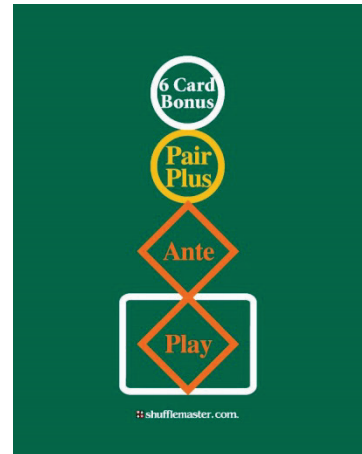
Flush	A hand comprised of three cards of the same suit, but not in consecutive ranking. An ace, king and jack is the highest ranked Flush and a 5, 3 and 2 is the lowest ranked Flush.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand comprised of three cards that do not make any of the hands listed above. An ace, king and jack of different suits is the highest ranked High Card hand and a 5, 3 and 2 of different suits is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

The wagering areas will be designated as follows:

- For the Ante wager, the word “Ante”; and
- For the Play wager, the word “Play”; and
- For the Pair Plus Bonus Bet, the word(s) “Bonus” or “Pair Plus”; and
- For the 6 Card Bonus Bet, the words “6 Card Bonus.”



Dealing Procedures and Round of Play

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

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place their wager in the betting circle in front of their seat. This wager will be used to pay the winners and will set the amount the player-dealer can collect from the losers. The house dealer will place a button in front of the player-dealer.
4. At the beginning of each round of play, each player will be required to place an Ante wager. Each player will have the option to place a Play wager after inspecting their hand. The Play wager must be equal to the Ante wager.
5. Each player who has placed the mandatory Ante wager, will also have the option to make an additional Pair Plus Bonus Bet and a 6 Card Bonus Bet.
6. The house dealer will wait for each player to place their Ante wager as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus or 6 Card Bonus Bets will be made, increased or withdrawn after the house dealer has announced, “no more bets.”
7. After all wagers have been placed, the house dealer will shuffle the cards by use of a shuffle machine or manually so the cards are randomly intermixed.
8. Upon completion of the shuffle, the device or house dealer will dispense cards in stacks of three starting with the player left of the player-dealer.

Three Card Poker 6 Card Bonus

9. After the stacks have been delivered face-down to each player, the player-dealer's bottom card will be turned face-up. The house dealer will unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. The 6 Card Bonus Bet 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. If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
 - a. 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 monies have been exhausted, the wagers not covered by the player-dealer will be returned to the players.
 - b. In the case that the player-dealer's monies do not cover all wagers at the table, the game will utilize an "action button" to determine which player receives first action on their wager. The player-dealer's third, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button will be placed. The seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face-up card, as shown below.

Player-Dealer's Face-Up Card	Card Value
Ace	1
2-10	Hold their face value
Jack	11
Queen	12
King	13

11. After the dealing procedures above have been completed, each player will examine his/her cards.
12. Each player who wagers in Three Card Poker 6 Card Bonus is 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 will be required to keep his/her three cards in full view of the house dealer at all times.
13. After examination of the cards, each player will have the option to either make a Play Bet in an amount **equal** to the player's Ante Bet or forfeit the Ante Bet and end his/her participation in the round of play. The house dealer will 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 Bonus Bet, but does not make a Play Bet, the player will forfeit the wager, as well as the Ante Bet.
 - b. If a player has placed a 6 Card Bonus Bet, the 6 Card Bonus Bet is still active.
14. After each player has either placed a wager on the table in the Play Bet area or forfeited his/her wager and hand, the house dealer will collect all forfeited wagers and associated cards, placing them in the discard rack except for players who have placed a 6 Card Bonus Bet. The house dealer will place the player's cards under the 6 Card Bonus Bet.

Three Card Poker 6 Card Bonus

15. The house dealer will 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**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify**.
 - a. The Play Bet receives no action. The house dealer will immediately refund these wagers to players.
 - b. The Ante Bet receives action. If the player did not fold their hand, the Ante Bet will be paid 1 to 1 (even money) regardless of whether the player's hand ranks higher than the player-dealer's hand.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer will immediately stack each player's Play Bet atop the Ante. The house dealer will then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position or the player with the action button.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play Bets.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play Bets.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play Bets will push and be returned to the player.
3. All cards collected by the house dealer will be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. 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 will not participate as the player-dealer. The house will not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus Bonus Bet

The Pair Plus Bonus Bet is an optional bonus bet for the Three Card Poker 6 Card Bonus. The rules are as follows:

- A player will only place a Pair Plus Bonus Bet if he/she has also placed an Ante wager prior to the initial deal. Pair Plus Bonus Bets must be placed prior to the initial deal.
- Pair Plus Bonus Bets only consider the three cards each player is dealt.
- The player-dealer will pay all winning Pair Plus Bonus Bets and will collect all losing Pair Plus Bonus Bets.
- The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet will be forfeited if the player folds their hand and does not place a Play wager.
- Winning Pair Plus Bonus Bets pay as follows:

Three Card Poker 6 Card Bonus

Pair Plus Bonus Bet Payout Table

Three-Card Hand	Payout
Mini Royal Flush	200 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
One Pair	1 to 1

6 Card Bonus Bet

The 6 Card Bonus Bet is an optional bonus bet for Three Card Poker 6 Card Bonus. The rules are as follows:

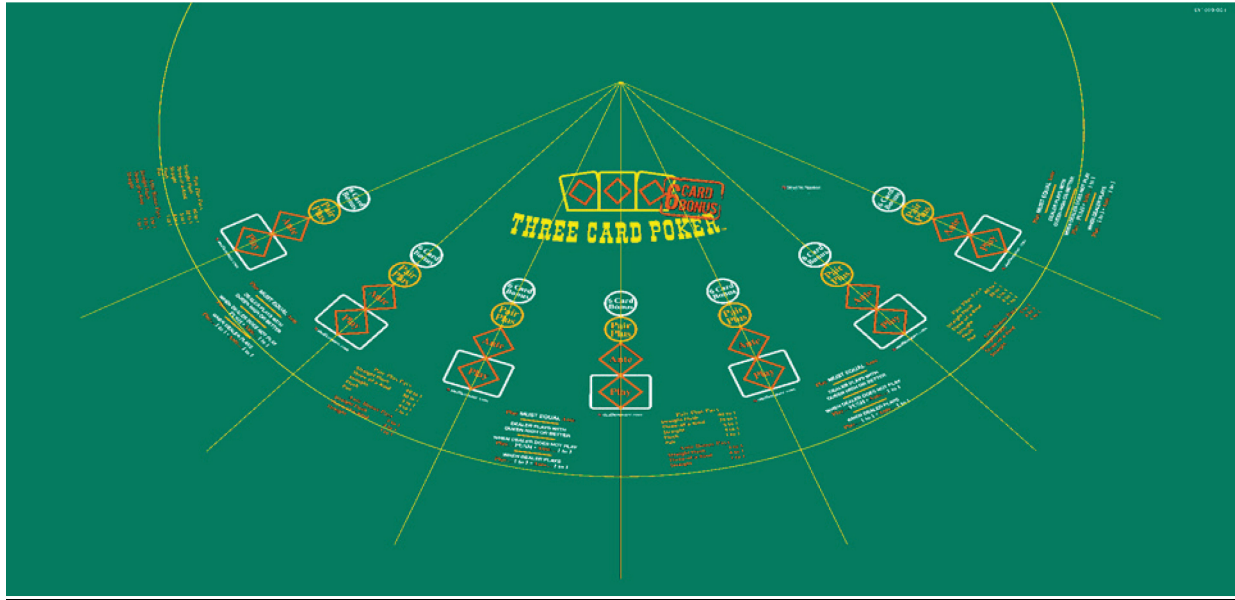
- A player will only place a 6 Card Bonus Bet if he/she has also placed an Ante wager prior to the initial deal. 6 Card Bonus Bets must be placed prior to the initial deal.
- 6 Card Bonus Bets consider the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.
- 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.
- The player-dealer will pay all winning 6 Card Bonus Bets and will collect all losing 6 Card Bonus Bets.
- The 6 Card Bonus Bet may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus Bet will not be forfeited if the player folds their hand and does not place a Play wager.
- Winning 6 Card Bonus Bets pay as follows:

6 Card Bonus Bet Payout Table

Five-Card Hand	Payout
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four of a Kind	100 to 1
Full House	20 to 1
Flush	15 to 1
Straight	10 to 1
Three of a Kind	7 to 1

Three Card Poker 6 Card Bonus

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Three Card Poker 6 Card Bonus, please refer to the California Games Collection Rates (GEGA-004700).

Dai Bacc

Type of Game

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

Object of the Game

The object of the game is to place a bet on either the player or banker hand that will have an accumulated point value closer to nine than the other hand. There are also three optional bonus bets players may wager on: Kill the Ox/Tiger, Tiger 7, and Ox 6 Bonus Bets.

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 a multiple deck "shoe" or an automated shuffling machine. A minimum of four decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

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

Dai Bacc Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard baccarat table that accommodates up to 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 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.

Dai Bacc

Dealing Procedures and Round of Play

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.

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all wagers.
3. Each player has the following options when placing their wager(s):
 - a. The Player line pays 1 to 1;
 - b. The Banker line: pays 1 to 1 on all wins except a three-card hand totaling seven, this will be a push;
 - c. 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: pays 30 to 1;
 - d. If a player placed a wager on the Player line or the Banker line, that player may also place a wager on the Tiger 7 Bonus Bet: pays 40 to 1.
 - e. If a player placed a wager on the Player line or the Banker line, that player may also place a wager on the Ox 6 Bonus Bet: pays 40 to 1.
4. The house dealer will shuffle/mix the cards either by hand or a shuffling machine. The first card dealt out of the shoe will be burned.
5. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until the Banker line hand and Player line hand 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 and belongs to those who placed a bet on the Banker line.
 - The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line.
6. The house dealer will then turn the Player line hand face-up and then the Banker line hand face-up.
7. The Player line hand is resolved first and then the Banker line hand is resolved.
8. After the house dealer turns the Player line hand and Banker line hand face-up, the following Baccarat rules are followed:
 - a. The player hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
 - b. If the player hand stands, then the banker hand hits on a total of 5 or less.
 - c. If the player hand hits for a complete hand then the banker hand hits using the following rules:
 - I. If the banker hand total is 3, then the banker hand is dealt a third card unless the third card dealt to the player hand was an 8.
 - II. If the banker hand total is 4, then the banker hand is dealt a third card unless the third card dealt to the player hand was a 0, 1, 8, or 9.
 - III. If the banker hand total is 5, then the banker hand is dealt a third card if the third card dealt to the player hand was 4, 5, 6, or 7.
 - IV. If the banker hand total is 6, then the banker hand is dealt a third card if the third card dealt to the player hand was a 6 or 7.

Dai Bacc

9. The following chart shows when the Banker line hand 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 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 Kill the Ox/Tiger Bonus Bets, all Tiger 7 Bonus Bets, and all Ox 6 Bonus Bets. 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 following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand. If the Banker line hand wins with a three card total of seven, the wager shall push.
- The player-dealer shall collect all losing Player line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- If the first two cards dealt to the Player line hand equal a Natural 8 or Natural 9, the Banker line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a Natural 8 or a Natural 9, the Player line hand shall not be allowed to draw any additional cards and the hands shall be settled as-is.

Bonus Bets

A player may place an optional Kill the Ox/Tiger Bonus Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. To place an optional wager on the Ox 6 or Tiger 7 Bonus Bets, that player must place a wager on the Player line, Banker line, or both. A player may place an optional Tiger 7 Bonus Bet, Ox 6 Bonus Bet, and Kill the Ox/Tiger bonus bet in the same hand if they choose.

Dai Bacc

Kill the Ox/Tiger

The Kill the Ox/Tiger Bonus Bet is an optional bonus bet. The bonus bet will pay out when the player has placed the Kill the Ox/Tiger Bonus Bet, and the Player line hand contains a three card six but does not beat the Banker line hand. Furthermore, the bonus bet pays out when the Banker line hand contains a three card seven but does not beat the Player line hand.

- 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 even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- 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.
- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Player line hand contains a three card six but does not beat the Banker line hand.
- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the Banker line hand contains a three-card seven but does not beat the Player line hand.
- The player-dealer shall collect all losing Kill the Ox/Tiger Bonus Bets in any other circumstance.
- All winning Kill the Ox/Tiger Bonus Bets shall be paid 30 to 1.

Tiger 7 Bonus Bet

The Tiger 7 Bonus Bet is an optional bonus bet and takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The bonus bet pays out when the player places the Tiger 7 Bonus Bet, the Banker line hand beats the Player line hand, and the Banker line hand totals seven with three cards.

- A player may place a Tiger 7 Bonus Bet only if he/she has also placed a wager on either the Player line, Banker line, or both prior to the initial deal.
- For each seated position, there shall be one separate and specifically designated area for the placement of a 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 player-dealer shall pay all winning Tiger 7 Bonus Bets when the Banker line hand beats the Player line hand and the Banker line hand totals seven with three cards.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets when the Banker line hand does not beat the Player line hand with a three card hand totaling seven.
- All winning Tiger 7 Bonus Bets shall be paid 40 to 1.

Ox 6 Bonus Bet

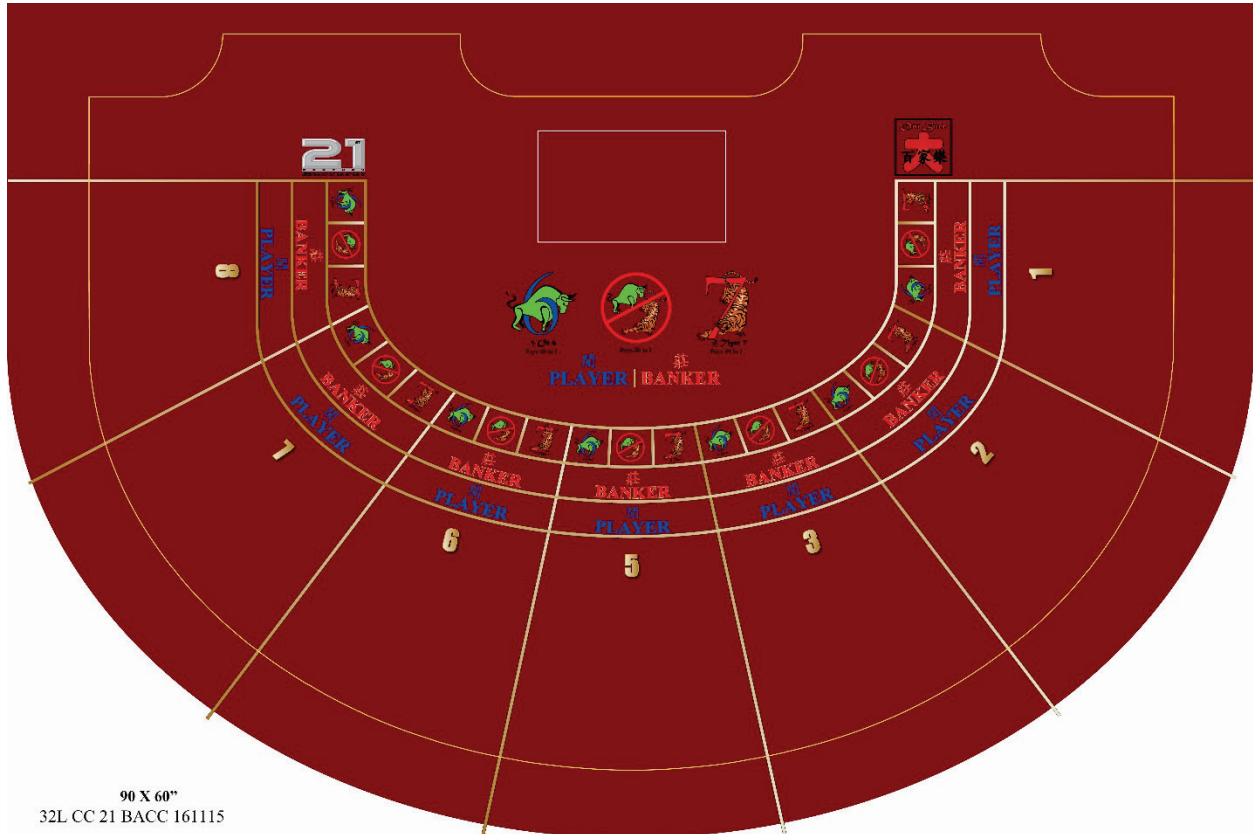
The Ox 6 Bonus Bet is an optional bonus bet and takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The bonus bet pays out when the player places the Ox 6 Bonus Bet, the Player line hand beats the Banker line hand, and the Player line hand totals six with three cards.

- 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 only if he/she has also placed a wager on the Player line, Banker line, or both prior to the initial deal.
- The Ox 6 Bonus Bet takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above.

Dai Bacc

- See the collection rate schedule for restrictions on the amount that may be wagered on the Ox 6 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Ox 6 Bonus Bets when the Player line hand beats the Banker line hand and the Player line hand totals six with three cards.
- The player-dealer shall collect all losing Ox 6 Bonus Bets when the Player line hand does not beat the Banker line hand with a three-card hand totaling six.
- All winning Ox 6 Bonus Bets shall be paid 40 to 1.

Table Layout



Dai Bacc

Collection Fee Schedule

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 voucher collection shall be taken. The Kill the Ox/Tiger, Tiger 7 Bonus, and Ox 6 Bonus Bets may be less than, equal to, or greater than the Player line and Banker line wagers, however they must be within \$1 and \$100. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit (Per Wager)	Total Table Action	Player-Dealer Fee	Player Fee	Voucher Collection
1	\$5-\$1,000	\$5-\$300	\$1	\$0	\$1
		\$301-\$600	\$3	\$0	
		\$601-\$1,500	\$8	\$0	
		\$1,501 +	\$15	\$0	

For **schedule options 2 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. There shall also be no collection fee taken from any players for player with a promotional chip or a voucher. The Kill the Ox/Tiger, Tiger 7 Bonus, and Ox 6 Bonus Bets may be less than, equal to, or greater than the Player line and Banker line wagers, however they must be within \$1 and \$100. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit (Per Wager)	Total Table Action	Player-Dealer Fee	Player Fee	Voucher Collection
2	\$5-\$1,000	\$5-\$100	\$1	\$0	\$0
		\$101-\$400	\$2	\$0	
		\$401-\$1,000	\$6	\$0	
		\$1,001-\$1,500	\$10	\$0	
		\$1,501+	\$20	\$0	
3	\$5-\$1,000	\$5-\$200	\$1	\$0	\$0
		\$201-\$500	\$3	\$0	
		\$501-\$1,000	\$7	\$0	
		\$1,001-\$2,000	\$10	\$0	
4	\$5-\$1,000	\$2,001+	\$25	\$0	\$0
		\$100-\$500	\$3	\$0	
		\$501-\$1,000	\$6	\$0	
		\$1,001-\$2,000	\$12	\$0	
		\$2,001-\$3,000	\$22	\$0	
5	\$5-\$1,000	\$3,001+	\$35	\$0	\$0
		\$100-\$500	\$3	\$0	
		\$501-\$1,000	\$6	\$0	
		\$1,001-\$2,000	\$12	\$0	
		\$2,001-\$3,500	\$25	\$0	
		\$3,501+	\$40	\$0	

Dai Bacc

Collection Rates for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- 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.
- Capitol 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.

California Games Collection Rates

No Bust 21st Century Blackjack 4.01 (GEGA-000158)

For **schedule options 1 through 3**, a collection fee will be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not include any additional wagers placed by players after cards are dealt, such as when a player elects to double-down, split cards, or surrender. A collection fee will also be taken from each player based on the amount of each base wager they place. There is no additional collection fee taken from the player or player-dealer position for placing a Buster Blackjack Bonus Bet (GEGA-002309). The Buster Blackjack Bonus Bet may be less than, equal to, or greater than the base game wager, and may be between \$1-\$50. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$50

Maximum Table Limit \$500-\$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Wager	Player Fee
1	\$5 - \$50	\$0.50	\$5 - \$100	\$0.50
	\$51 - \$200	\$2.00	\$105 - \$300	\$1.00
	\$201 +	\$3.00	\$305 - \$500	\$2.00
2	\$5 - \$50	\$0.50	\$5 - \$300	\$0.50
	\$51 - \$300	\$2.00	\$305 - \$500	\$1.00
	\$301 +	\$3.00		
3	\$50 - \$200	\$1.00	\$50 - \$400	\$0.50
	\$201 +	\$2.00	\$405 - \$1,000	\$1.00

For **schedule options 4 through 9**, a collection fee will be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not include any additional wagers placed by players after cards are dealt, such as when a player elects to double-down, split cards, or surrender. No collection shall be taken from any player for placing a base game wager or a bonus bet. There is no collection fee taken from the player-dealer position for any players placing a Buster Blackjack Bonus Bet (GEGA-002309). The Buster Blackjack Bonus Bet may be less than, equal to, or greater than the base game wager, and may be between \$1-\$50. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$25

Maximum Table Limit \$500-\$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
4	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$2.00	
	\$301 +	\$4.00	
5	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$2.00	
	\$301 - \$500	\$5.00	
	\$501 +	\$8.00	

California Games Collection Rates

6	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501 +	\$8.00	
7	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501 - \$800	\$8.00	
	\$801 +	\$12.00	
8	\$25 - \$100	\$2.00	\$0.00
	\$101 - \$300	\$4.00	
	\$301 - \$600	\$8.00	
	\$601 - \$1,000	\$10.00	
	\$1,001 +	\$15.00	
9	\$25 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$800	\$8.00	
	\$801 - \$1,200	\$12.00	
	\$1,201 +	\$20.00	

Fortune Pai Gow Poker (GEGA-000793)

For **schedule option 1**, a collection shall be taken per circle from each player based on the total amount the player has wagered on the base game and Fortune Bonus Bet. A collection fee shall also be taken per hand from the player-dealer position per round of play. The Fortune Bonus bet may be less than, equal to, or greater than the base game wager, and may be between \$1-\$50. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit / Circle	Player Wager	Player Fee/Circle	Player-Dealer Fee
1	\$10 - \$300	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	

California Games Collection Rates

Pure 21.5 Blackjack (GEGA-002286)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to cards being dealt, referred to as Total Table Action. No collection fee will be assessed to players when placing a wager on the base game, the Buster Blackjack Bonus Bet, the Red Flex Bet, or when doubling down, splitting, surrendering, or placing an even money wager. Furthermore, the Buster Blackjack Bonus Bet and the Red Flex Bet wager(s) may be less than, equal to, or greater than the base game wager, and may be between \$1-\$50. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$25

Maximum Table Limit \$500-\$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$2.00	
	\$301 - \$500	\$5.00	
	\$501 +	\$8.00	
2	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501 +	\$8.00	
3	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501 - \$800	\$9.00	
	\$801 +	\$10.00	
4	\$25 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$800	\$8.00	
	\$801 - \$1,200	\$12.00	
	\$1,201 +	\$20.00	
5	\$25 - \$100	\$2.00	\$0.00
	\$101 - \$300	\$4.00	
	\$301 - \$600	\$8.00	
	\$601 - \$1,000	\$10.00	
	\$1,001 +	\$15.00	

California Games Collection Rates

Pai Gow Tiles (GEGA-002310)

For **schedule option 1**, a collection fee shall be taken from each player based on the Total Player Wager. A collection fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Schedule Option	Table Limit / Circle	Total Player Wager	Player Fee	Player-Dealer Fee
1	\$10 - \$600	\$10 - \$200	\$1.00	\$2.00
		\$201 - \$400	\$2.00	
		\$401 - \$600	\$3.00	

Three Card Poker (GEGA-003152)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of all wagers placed by players before cards are dealt, which includes the Ante wager and bonus bets, known as Total Table Action. There shall be no collection fee taken from any player when placing an Ante wager, Play wager, or any bonus bets. The bonus bets may be less than, equal to, or greater than the base game wager so long as they are within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Table Limit \$5-\$50

Maximum Table Limit \$600-\$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501 - \$800	\$8.00	
	\$801 +	\$12.00	
2	\$5 - \$75	\$1.00	\$0.00
	\$76 - \$150	\$2.00	
	\$151 - \$250	\$4.00	
	\$251 - \$400	\$8.00	
	\$401 +	\$15.00	
3	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$200	\$3.00	
	\$201 - \$300	\$4.00	
	\$301 - \$400	\$5.00	
	\$401 +	\$8.00	
4	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501 - \$800	\$8.00	
	\$801 +	\$15.00	

California Games Collection Rates

5	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301 - \$800	\$8.00	
	\$801 - \$1,200	\$12.00	
	\$1,201 +	\$20.00	

Supreme Baccarat (GEGA-003153)

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie circle, Total Shot circle, and the Banker's Hand Flex Action's six betting circles at the table, referred to as the Total Table Action. Players shall not be required to pay a collection fee for placing any base game wager or bonus bet. The maximum amount a player may wager on the Total Shot and Tie is \$200. The maximum amount a player may wager on each of the Banker's Hand Flex Action Bet circles is \$1,000. The bonus bets may be less than, equal to, or greater than the base game wager so long as they are within the limits provided. 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 Fee
1	\$5 - \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,500	\$8.00	
		\$1,501 - \$2,500	\$15.00	
		\$2,501 +	\$25.00	

Commission Free Baccarat Dragon Bonus (GEGA-003284)

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie Bet, Player Dragon Bonus Bet, and Dealer Dragon Bonus Bet, referred to as Total Table Action. Players shall not be required to pay a collection fee for placing any base game wager or bonus bet. The maximum amount a player may wager on the Tie Bet, Player Dragon Bonus Bet and Dealer Dragon Bonus Bet is \$150. The bonus bets may be less than, equal to, or greater than the base game wager so long as they are within the limits provided. 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 Fee	Player Fee
1	\$5 - \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,500	\$8.00	
		\$1,501 - \$2,500	\$15.00	
		\$2,501 +	\$25.00	

California Games Collection Rates

EZ Baccarat (GEGA-003530), Fast Nine (GEGA-000794), Dai Bacc (GEGR-001948)

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie wagers, Dragon 7 bonus bet, and Panda 8 bonus bet, referred to as Total Table Action. There shall be no collection fee taken from players for placing any base game wager or bonus bet. The amount wagered on the Dragon 7 and Panda 8 bonus bets may be between \$1-\$100. The Tie Bet may be between \$1-\$200. The bonus bets may be less than, equal to, or greater than the base game wager so long as they are within the limits provided. 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 Fee	Player Fee
1	\$5 - \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,500	\$8.00	
		\$1,501 - \$2,500	\$15.00	
		\$2,501 +	\$25.00	
2	\$5 - \$1,000	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$500	\$3.00	
		\$501 - \$1,200	\$8.00	
		\$1,201 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
3	\$5 - \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$3.00	
		\$501 - \$1,200	\$9.00	
		\$1,201 - \$2,000	\$15.00	
		\$2,001 +	\$20.00	
4	\$5 - \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,500	\$8.00	
		\$1,501 - \$2,500	\$15.00	
		\$2,501 +	\$25.00	
5	\$5 - \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$4.00	
		\$601 - \$1,500	\$9.00	
		\$1,501 - \$2,500	\$15.00	
		\$2,501 +	\$20.00	

California Games Collection Rates

Collection Fees for California Games

- California games utilize a player-dealer position. The position must 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 players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- 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.
- Capitol 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 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 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:

Hand Rankings Chart

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

Face Up Pai Gow Poker

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 including the player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting areas representing each players' base game wager, the Fortune Bonus Bet and the Ace-High 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. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. 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.
3. Backline betting is permitted on all wagers.
4. Before the start of each hand, the player and the player-dealer place their wagers. Players also have the option of placing a Fortune Bonus Bet or an Ace-High 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 place them 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.

Face Up Pai Gow Poker

- 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 sideways.
7. To determine the placement of the first pile of cards, 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 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.
9. 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 seven-card hand, all player's base game wagers shall push and any Ace-High Bonus Bets will win.
 - b. If the player-dealer's hand does not contain a seven-card ace-high, each player shall then set their hand 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.
 - i. The five card hand must rank higher than the two-card hand, according to the hand rankings as shown above.
 - c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.


Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example				
High Card	Put 2 nd and 3 rd 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 ♦
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 ♠

Face Up Pai Gow Poker

<p style="text-align: center;">Two Pair: High Pair is 8s, 7s, or 6s</p>	<p>Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">K ♠</td> <td style="width: 10%;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td>8 ♣</td> <td>8 ♦</td> <td>4 ♦</td> <td>4 ♥</td> <td>7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								
<p style="text-align: center;">Two Pair: High Pair is 5s, 4s, or 3s</p>	<p>Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">Q ♥</td> <td style="width: 10%;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td>5 ♥</td> <td>5 ♠</td> <td>4 ♥</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								
<p style="text-align: center;">Three Pair: With or without a Straight, Flush, or Straight Flush</p>	<p>Put highest Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">9 ♣</td> <td style="width: 10%;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td>7 ♦</td> <td>7 ♣</td> <td>5 ♥</td> <td>5 ♠</td> <td>A ♣</td> </tr> </table>	9 ♣	9 ♠				7 ♦	7 ♣	5 ♥	5 ♠	A ♣
9 ♣	9 ♠											
7 ♦	7 ♣	5 ♥	5 ♠	A ♣								
<p style="text-align: center;">Three of a Kind: Aces</p>	<p>Put an ace and highest single card in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">A ♣</td> <td style="width: 10%;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td>A ♦</td> <td>A ♠</td> <td>5 ♦</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	A ♣	8 ♦				A ♦	A ♠	5 ♦	4 ♣	2 ♠
A ♣	8 ♦											
A ♦	A ♠	5 ♦	4 ♣	2 ♠								
<p style="text-align: center;">Three of a Kind: Kings and below</p>	<p>Put two highest single cards in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">J ♥</td> <td style="width: 10%;">10 ♣</td> <td colspan="3"></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> </tr> </table>	J ♥	10 ♣				K ♥	K ♦	K ♣	7 ♠	5 ♥
J ♥	10 ♣											
K ♥	K ♦	K ♣	7 ♠	5 ♥								
<p style="text-align: center;">Two Three of a Kinds</p>	<p>Put highest Pair possible in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">J ♣</td> <td style="width: 10%;">J ♦</td> <td colspan="3"></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> </tr> </table>	J ♣	J ♦				5 ♠	5 ♥	5 ♣	J ♠	A ♦
J ♣	J ♦											
5 ♠	5 ♥	5 ♣	J ♠	A ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with no Pair</p>	<p>Put the highest possible two cards in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">A ♠</td> <td style="width: 10%;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> </tr> </table>	A ♠	9 ♠				6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
A ♠	9 ♠											
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠								
<p style="text-align: center;">Straight, Flush, or Straight Flush with one Pair</p>	<p>Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">J ♥</td> <td style="width: 10%;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> </tr> </table>	J ♥	8 ♦				9 ♠	8 ♥		6 ♠	5 ♦
J ♥	8 ♦											
9 ♠	8 ♥		6 ♠	5 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with two Pair</p>	<p>Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">7 ♦</td> <td style="width: 10%;">7 ♣</td> <td colspan="3"></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> </tr> </table>	7 ♦	7 ♣				9 ♥	9 ♦	Q ♦	J ♦	4 ♦
7 ♦	7 ♣											
9 ♥	9 ♦	Q ♦	J ♦	4 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with Three of a Kind</p>	<p>Put Pair or ace in front with complete hand behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">5 ♣</td> <td style="width: 10%;">5 ♥</td> <td colspan="3"></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> </tr> </table>	5 ♣	5 ♥				7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
5 ♣	5 ♥											
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥								
<p style="text-align: center;">Full House with or without a Straight, Flush, or Straight Flush (Three of a Kind and a Pair)</p>	<p>Put the highest Pair in front while keeping at least Three of a Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td style="width: 10%;">4 ♣</td> <td style="width: 10%;">4 ♥</td> <td colspan="3"></td> </tr> <tr> <td>8 ♥</td> <td>8 ♠</td> <td>8 ♦</td> <td>A ♣</td> <td>K ♥</td> </tr> </table>	4 ♣	4 ♥				8 ♥	8 ♠	8 ♦	A ♣	K ♥
4 ♣	4 ♥											
8 ♥	8 ♠	8 ♦	A ♣	K ♥								

Face Up Pai Gow Poker

Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
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.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥
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.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5s or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five Aces	Play a Pair of aces in front.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

10. Once the player-dealer's hand is set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hand to determine the winners, losers, or push hands.
 - a. 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.
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, including backline bettors, in the following order: the base game wager, then the Fortune Bonus Bet, Envy Bonus and then the Ace-High 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 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.

Face Up Pai Gow Poker

- 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 base game 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 seven-card hand, all player's hands shall push and the base game 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 described 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 Four of a Kind or higher, excluding the player-dealer hand or their own hand.
- The player-dealer shall pay all winning Ace-High Bonus Bets made by players when the player-dealer's or the player-dealer and player's hand is an ace-high seven-card hand.
- The player-dealer shall collect all losing Ace-High Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card 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 all seven cards dealt to a player.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet forms a designated qualifying hand, as shown below, the Fortune Bonus Bet shall win.
- 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.

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- 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 predetermined 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 predetermined 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.
- 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

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	5,000 to 1	\$1,000
Royal Flush+ Royal Match	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	1,000 to 1	\$250
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	750 to 1	\$100
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$25
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$10
Four of a Kind	A hand that consists of four cards of the same rank.	20 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	

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Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists	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	
Three Pair	A hand that consists of three Pair	Push	

Ace-High Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of an Ace-High Bonus Bet.

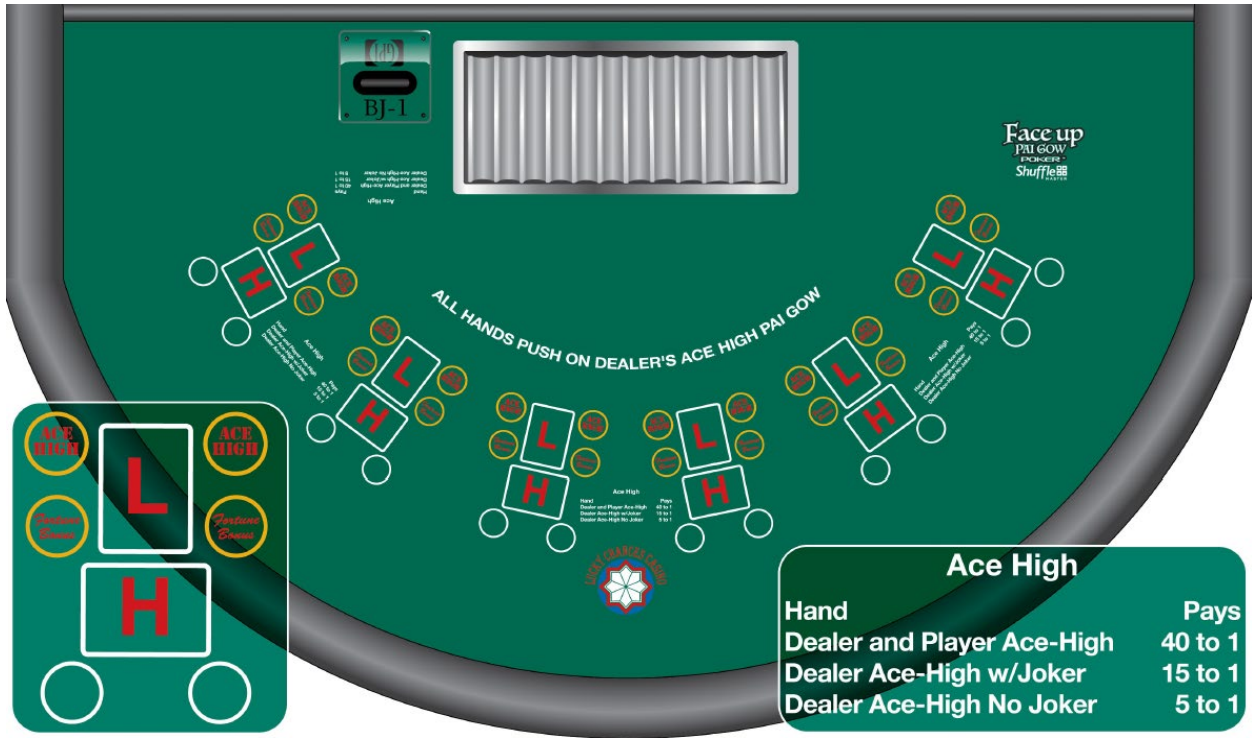
- A player may only place an Ace-High Bonus Bet if they have also placed a base game wager prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ace-High Bonus Bet and any collection fees that may be taken.
- If the player-dealer's or the player-dealer and the player's hand contains a seven-card ace-high hand, the Ace-High Bonus Bet wins.
- The Ace-High Bonus bet shall lose on all other outcomes.
- The player-dealer shall pay all winning Ace-High Bonus Bet and shall collect all losing Ace-High Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Ace-High Bonus Bets shall be paid according to the pay table, as shown below:

Ace-High Bonus Bet Pay Table

Hand	Payout
Player-Dealer and Player Ace-High	40 to 1
Player-Dealer Ace-High w/Joker	15 to 1
Player-Dealer Ace-High No Joker	5 to 1

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Table Layout



Face Up Pai Gow Poker

Collection Rates Schedule

For **schedule options 1 through 17**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to cards being dealt, referred to as Total Table Action. There shall be no collection taken from the player for any wager placed. Collection fees shall be collected after all bets have been placed and before cards have been dealt. The bonus bet limits shall range from \$5 to \$75.

Minimum wagering limits shall be between \$5 and \$100

Maximum wagering limits shall be between \$50 and \$2,000

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$100	\$2	\$0
	\$101-\$200	\$6	
	\$201-\$300	\$9	
	\$301-\$400	\$9	
	\$401+	\$12	
2	\$5-\$100	\$3	\$0
	\$101-\$200	\$5	
	\$201-\$300	\$7	
	\$301-\$400	\$9	
	\$401+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$4	
	\$301-\$500	\$6	
	\$501+	\$10	
4	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$500	\$8	
	\$501+	\$15	
5	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$300	\$5	
	\$301-\$500	\$6	
	\$501+	\$10	
6	\$5-\$100	\$2	\$0
	\$101-\$200	\$6	
	\$201-\$400	\$8	
	\$401-\$600	\$10	
	\$601+	\$15	
7	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$400	\$5	
	\$401-\$700	\$7	
	\$701+	\$10	

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8	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$400	\$6	
	\$401-\$700	\$7	
	\$701+	\$10	
9	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801+	\$15	
10	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801+	\$17	
11	\$5-\$100	\$1	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$8	
	\$501-\$1,000	\$7	
	\$1,001+	\$12	
12	\$5-\$100	\$3	\$0
	\$101-\$300	\$6	
	\$301-\$500	\$10	
	\$501-\$1,000	\$16	
	\$1,001+	\$12	
13	\$5-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$20	
14	\$5-\$100	\$1	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$20	
15	\$25-\$300	\$2	\$0
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801-\$1,500	\$17	
	\$1,501+	\$25	
16	\$25-\$300	\$2	\$0
	\$301-\$500	\$7	
	\$501-\$800	\$12	
	\$801-\$1,500	\$17	
	\$1,501+	\$25	

Face Up Pai Gow Poker

17	\$25-\$300	\$2	\$0
	\$301-\$500	\$6	
	\$501-\$800	\$10	
	\$801-\$1,500	\$16	
	\$1,501+	\$25	

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 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.

Poker Games Collection Rates

Big O High/Low Split (GEGR-001940)

For **schedule options 1 through 4**, a Collection Fee will be taken from the pot after the flop. If the hand does not reach the flop the Collection Fee will not be taken.

Limit Games

Minimum of a \$3-\$6 Limit Game

Maximum of a \$8-\$16 Limit Game

Schedule Option	Number of Players	Collection Fee
1	4 or less	\$2
2	5	\$3
3	6 or more	\$4
4	6 or more	\$6

For **schedule options 5 through 8**, a Collection Fee will be taken from the pot after the flop. If the hand does not reach the flop the Collection Fee will not be taken.

Spread Limit Games

Minimum Buy-In is \$60

Maximum Buy-In is \$500

Schedule Option	Number of Players	Collection Fee
5	4 or less	\$2
6	5	\$3
7	6 or more	\$4
8	6 or more	\$6

Low-Ball (GEGR-000581)

For **schedule options 1**, 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.

All Games

Wagering Limit \$3-\$40

Schedule Option	Collection Fee
1	\$15

Poker Games Collection Rates

Omaha (GEGR-000582), Omaha High-Low Split (GEGR-000583)

For **schedule options 1 through 3**, a Collection Fee will be taken from the pot after the flop. If the hand does not reach the flop the Collection Fee will not be taken.

Limit Games

Minimum of a \$1-\$2 Limit Game

Maximum of a \$25-\$50 Limit Game

Schedule Option	Number of Players	Collection Fee
1	4 or less	\$2
2	5-6	\$5
3	7-10	\$6

No Limit Games

Minimum Buy-In is between \$20 and \$200

Maximum Buy-In is Unlimited

Schedule Option	Number of Players	Collection Fee
1	4 or less	\$2
2	5-6	\$5
3	7-10	\$6

Texas Hold'em (GEGR-000584)

For **schedule options 1 through 3**, a Collection Fee will be taken from the pot after the flop. If the hand does not reach the flop the Collection Fee will not be taken.

Limit Games

Minimum of a \$2-\$4 Limit Game

Maximum of a \$20-\$40 Limit Game

Schedule Option	Number of Players	Collection Fee
1	4 or less	\$2
2	5	\$5
3	6 or more	\$6

For **schedule options 4 through 6**, a Collection Fee will be taken from the pot after the flop. If the hand does not reach the flop the Collection Fee will not be taken.

Spread Limit Games

Minimum Buy-In is between \$60 and \$3,000

Maximum Buy-In is between \$200 and \$10,000

Schedule Option	Number of Players	Collection Fee
4	4 or less	\$2
5	5	\$5
6	6 or more	\$6

Poker Games Collection Rates

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.
- Capitol Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Big O High/Low Split

Type of Game

The players of Big O High/Low Split 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 or lower than the other player’s five-card poker hand. Each player must use two out of the five cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. Cards used to play Big O High/Low Split will be dealt from a single deck automatic card shuffling device, cut and then manually dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values- The rank of each card used in Big O High/Low Split 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 a straight flush.

High hand ranking, from highest to lowest, is as follows:

Big O High/Low Split High 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 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 Pair	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair.

Big O High/Low Split

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.

Five-Card Low Card Values- The rank of each card used 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.

Five-Card Low Hand Rankings- To make a qualifying five-card low hand, a player must have an 8 or lower, meaning the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not count against the player's hand if all other requirements are met. An ace is always used as a 1 when determining a low hand.
- If the player has a pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; (called a Wheel).
- 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.

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 eight seated positions for patrons.

Dealing Procedures and Round of Play

1. The game will utilize a flat disc/button with the word "dealer" on it 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 will have the right of last action.
 - c. The small blind and the big blind are used to initiate action and are positioned immediately clockwise of the dealer button and posted before the house dealer deals cards.
 - d. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player clockwise from the dealer button.
 - e. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
2. At the opening of a game, the 52-card deck will be fanned out in front of the players. They will each pick a card and the highest ranking card will receive the dealer button. If an ace is drawn it ends there, there is no need for other players to continue drawing.
3. Once the dealer button has been distributed by the house dealer, the player immediately clockwise of the player with the dealer button will post the required small blind amount. Additionally, the player to the immediate left of the player who received the small blind button will post the big blind amount.

Big O High/Low Split

- a. Both blinds are predetermined based on the posted table limit, are mandatory and are used to initiate action.
- b. Both blind wagers will be placed in the designated wagering area, directly in front of each player.
4. Once the blinds have been posted, the house dealer will deal one card face-down to each player, starting with the player clockwise of the dealer button, (small blind), and continue clockwise around the table until all players have five cards face-down.
 - a. These initial five cards are referred to as "hole cards."
5. Once each player has received their five hole cards, the first round of betting will occur. Starting with the player to the left of the player who posted the big blind and continuing clockwise around the table, players are given the following options:
 - a. Place a wager that is equal to the amount of the big blind. This is referred to as "calling" a wager, (or to "call") meaning to match the amount wagered by another player; or,
 - b. Place the five hole 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 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 within the posted table limit or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating in the hand at the beginning of a betting round. In this case, there is no limit to the number of raises; or,
 - e. If no player has yet raised on this round of betting, the player in the big blind position may "check," meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager within the posted table limit.
6. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player's bets into the pot.
7. 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."
8. The house dealer will 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.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. 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. Do not make a wager, called a "check," with the option to call or raise a wager by another player.
11. If at least one player makes a wager on this betting round, then each player in turn from the player who made the wager (clockwise) will have the following options:
 - a. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - b. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - c. 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 will move all players' bets into the pot.

Big O High/Low Split

13. The house dealer will then burn the top card of the deck.
14. The house dealer will then take one card from the top of the deck and place it face-up on the table; there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn card.”
 - b. This card will also become a community card and shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
16. 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. Do not make a wager (check), with the option to call or raise a wager by another player.
17. If at least one player makes a wager on this betting round, then each player in turn from the player who made the wager (clockwise) will have the following options:
 - a. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - b. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - c. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all the players’ wagers into the pot.
19. The house dealer will then burn the top card of the deck.
20. The house dealer will then take one card from the top of the deck and place it face-up on the table; there are now a total of five community cards face-up on the table.
 - a. This is referred to as “the river card.”
 - b. This card will also become a community card and is shared by all players.
21. Once the fifth community card has been placed face-up on the table, this is the final community card, the fourth and final round of betting will occur.
22. All active players that 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. Do not make a wager (check), with the option to call or raise a wager by another player.
23. If at least one player makes a wager on this betting round, then each player in turn from the player who made the wager (clockwise) will have the following options:
 - a. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - b. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - c. Raise the pot according to the rules and guidelines used in the previous round of play.
24. After the fourth and final round of betting has been completed, the house dealer will move all players’ wagers into the pot.
25. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

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

Big O High/Low Split

highest ranking five-card poker hand. The following will apply for determining the player(s) who wins the pot:

- 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 hand, according to the hand and card rankings shown above. All other players will lose.
- If there is one or more qualifying 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 poker hand and the other half of the pot being awarded to the players with the lowest qualifying five-card hand, as previously described.
- 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.
- In the event that 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 immediately clockwise of the dealer button.
- In the event that more than one player has the highest ranking 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 immediately clockwise of the dealer button.