

Diamond Jim's Casino Rules.doc
Games Rules

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

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TEXAS HOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best high hand among competing players using the traditional ranking of poker hands.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards and the five communal cards, the active player with the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorperson will retrieve a card at random and it will become the burn card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play.

Betting for that round is completed, the next card is burned and the fifth card is put in the fourth card's place.

After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card.

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If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

Rules for No Limit Texas Hold'em

The game is played the same as all Texas Hold'em games, two personal down cards with five community cards. A player makes his best five-card poker hand with any combination of the seven cards.

No limit hold'em is played with designated blinds. A player may bet any amount on any betting round, from the minimum bet to all his chips. Table stakes rules apply, i.e., a player can only bet or call the amount of chips he has on the table at the time.

The current structure at Diamond Jim's Casino is \$3 and \$5 blinds, and an initial \$200 buy-in. The minimum bet is \$5. After the initial buy-in a player may buy again if he has \$100 or less in chips. He may at this time buy enough chips to bring his total up to a maximum of \$200. Buying additional chips that do not bring a player's total up to at least \$100 is considered a short buy.

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HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed high hand.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

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LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds and are dealt five cards face down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Active players may elect to discard any number of their original cards if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

In Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. An exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back. If the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.



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PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hole-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in Texas Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in turn.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

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SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

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If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.

2. If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

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SEVEN CARD STUD LOW (RAZZ)

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

Value of high hand in sequence;

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

The players can use the Ace to make both the high and low hands.

The qualifier for a low hand in 7-Card Stud Hi-Lo is eight or better (five cards eight or lower that are not paired.)*

In the event of 'ties' in poker games, the 'pot' is split amongst players who tie.**

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PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

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Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

Forcing Cards

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If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

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SUPER PAN 9

Super Pan 9, hereafter called Pan 9, is played with multiple decks (eight to twelve) with the sevens, eights, nines and tens removed. There is no Joker.

Players are each dealt three cards face-down, one at a time, in turn, in rotation, and have the option to draw an additional card.

Card have the following value:

Ace = 1
Deuce = 2
Trey = 3
Four = 4
Five = 5
Six = 6
Jack = 10 (0)
Queen = 10 (0)
King = 10 (0)

Examples of sum totals (numerical values):

6, 6, 5 = 17 or 7
A, A, Q, 5 = 7
5, 5, K, 6 = 17 or 6
2, 4, 2 = 8
6, 5, J, 3 = 14 or 4
K, K, Q, 6 = 6

Pan 9 is played on a poker-style table which is uniquely marked. Players are accommodated while seated at the table, or as backline bettors standing behind seated players. The table tops are marked identically in each seating section with betting squares for the wagers made by the seated players and backline bettors.

In addition, there are two rectangular boxes, one placed horizontally, the other vertically in relation to the player. The player places his/her cards in one of these boxes to indicate what action should occur. If the player elects not to draw an additional card, he/she places his/her original three cards in the vertical box, the one closer to the dealer. If the player wants to draw a card, he/she so indicates by placing his/her original three cards in the horizontal box, the one closer to him/her. In the latter case, this indicates that the dealer should subsequently deal the player a fourth card which is placed in the vertical box.

The Designated Player/Dealer's hand should not be exposed until the dealer sees that all vertical boxes contain either the three original cards, or an additional fourth, the draw card.

The object of the game is to get a card count of 9, or as close to 9 as possible. When the total is 10 or more, only the right-hand digit counts. (For example, a hand with two 6s and a 4 would total 16, but its card count would be 6. A hand of two 5s and a King would have a hand count of 0.)

In each round of play, the Designated Player/Dealer will select the position to be dealt to first by shaking the dice cup. The house dealer will place the action button at the position indicated by the dice count (counting from the designated player position). The cards are dealt from the shoe

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to each active player starting with the action button.

The Designated Player/Dealer is the last to play. Unlike the other seated players, the designated player may not touch or look at his cards. After all players have arranged the hands, the house dealer will turn up the designated Player/Dealer's cards.

The Designated Player/Dealer's three-card hand will be handled according to the following guidelines:

If the total is 0, 1, 2 or 3, the house dealer will automatically draw a card for Designated Player/Dealer.

A total of 4, 5 or 6 is an option for the Designated Player/Dealer to draw or stand.
A total of 7, 8 or 9 – there is no option, the Designated Player/Dealer MUST stand.

The Designated Player/Dealer's position cannot win or lose more than the original wager. There is no obligation to cover any other bets.

A round of play ends when all hands have been resolved starting from the ACTION position. ALL HANDS MUST BE OPENED, EVEN IF MONEY DOES NOT COVER.

In turn, each player has the option to retain the Designated Player/Dealer position for no more than two consecutive hands. Or he may pass the Designated Player/Dealer position to the next active player (that is, a player having bet in the next position on the previous hand).

AB 1416 Section 330.11

- 1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.**
- 2. There must be intervening player/dealer so that a single player cannot have repeated deals with in the meaning of (Oliver v. County of Los Angeles) (1998)66 Cal. App.4th 1397, 1408-09, in addition to, within the meaning of (AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code,) relation to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.**
- 3. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.**
- 4. Player/dealer are never required to cover all opposing players, wager**
- 5. The house never participates as a player/dealer**
- 6. The house never takes a percentage of the game**
- 7. There is no maximum amount on the player dealers wager.**

NO BUST

BLACKJACK

VALUES OF CARDS

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

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

Ranking Chart

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

PLAYERS

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

Rules for Players		
Must Stand on	Must Hit on	Have Option on
	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
<u>Soft&Hard 20</u>		<u>14</u>
<u>Soft&Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

PLAYER - DEALER & DEAL

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

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

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

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

There is no maximum on the player /dealer's wager.

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

Rules for Player / Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

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

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

GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**

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

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

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

ADDITIONAL GAME RULES

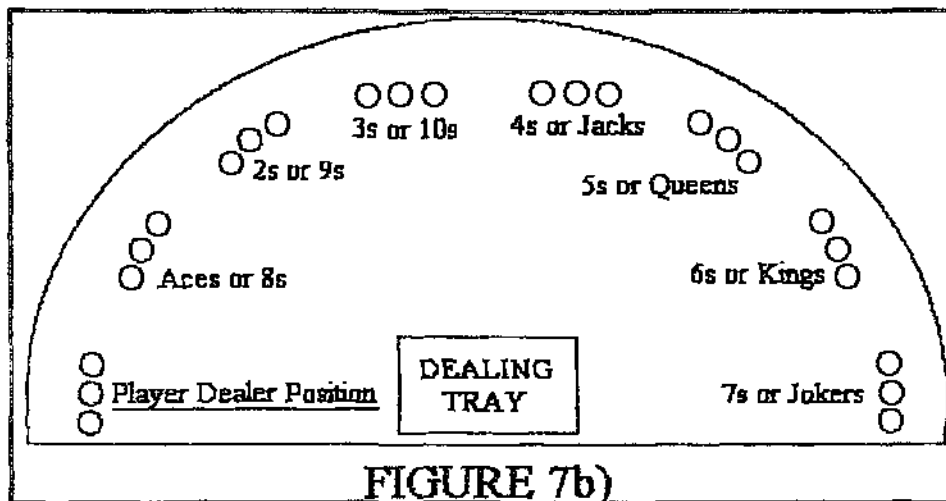
1. A hand with a Joker considered frozen, and cannot receive any further action.
2. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A joker with any card or cards is a hard 21.

4. Players with non-joker hands have the option to draw additional cards.
5. The game is played with a standard six decks of 52 cards with one joker per deck.
6. The game plays on a blackjack style 8 hands table.
7. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
8. Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
9. Backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
10. "Round of Play" .Players chooses their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players must post minimum wager or more in accordance with table limits. Cards are dealt clock wise starting from left of the player/dealer position.

11. PLAYER DEALERS' HAND AND DRAW CARDS:

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

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player/ dealers.

Diamond Jim's Casino Rules.doc
Games Rules

Caribbean Stud Poker is played with a standard deck of cards (52) all five cards are dealt face down.

Each player antes.

Each player must pay collection prior to receiving their hand

Each player makes his/her opening bet as in poker.

If player feels he/she has a hand which will beat the dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the dealer's hand, he/she may fold and surrender his/her original bet and ante.

Dealer must have an Ace/King or higher to continue. If the dealer cannot open with an Ace/King, the hand is over, and the dealer will collect the cards and pay ante only on players who stay in the hand.

Value of hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. No Pair High Card

No Bust 21st Century Blackjack[©]

Version 6.1

US Patent 6,845,981

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

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

*Additional pending patents

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

21st CENTURY NO BUST BLACKJACK[®] Version 6.1

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack[®] is for the Players and the designated Player/Dealer to obtain a “Natural” or “22”. A “Natural” beats all other hands.

Winning “Natural” hands are paid odds of 6 to 5.

VALUE OF CARDS

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

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

RANKING CHART

Card	Value
Ace Is Wild	a) 12 on first two cards when paired with another card with the value of 10. b) 1 or 11 on first two card when paired 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

No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Player/Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Player/Dealer sit or stands opposite of the players, and in the center of the table. The casino Player/Dealer's chip tray is set in front of him/her. The play starts from the left of the Player/Dealer and proceeds in a clockwise fashion.

The game utilizes a 52-card deck. Aces are wild and have three values:

- a. 12 on first two cards when paired with a card with the value of 10.
- b. 1 or 11 on first two card when paired with a card with value of 2-9.
- c. 1 or 11 in a hand with three or more cards.

All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.

A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the Table Fee collection fee in front of her betting circle.

Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted Table Fee and Jackpot (if applicable) collection for their wager(s) in any betting circle where they have money or "action".

Prior to the start of play, the casino dealer will gather the collection fees and place the chips in the appropriate collection box.

Play commences with the casino dealer distributing the cards to the Players and the Player/Dealer. The casino dealer delivers all cards face up. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino 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 delivers the first card to the Player seated to the left of casino dealer, in a clockwise fashion. Each Player is dealt one card face up. The Player/Dealer's first card is placed in front of the casino dealer.

The casino dealer will deal a second face up card to the players, again starting at the Player in the first seated position to the left of the casino dealer, in a clockwise fashion. The Player/Dealer will receive a face down card in front of the casino dealer.

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

After all Players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the Player/Dealer's hole (second) card.

Beginning with the player to the right of the casino dealer, the settling of the wagers is completed in a counterclockwise manner until all wagers have been resolved.

The Player/Dealer's cards are dealt and placed in front of the casino dealer's tray.

The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must adhere to the following hit rules:

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

Once the Player/Dealer's hand is set, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer's hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.

After all wagers are settled, the casino dealer collects all cards from the table and places them in the discard tray. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

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 clockwise to the next position on the table.

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
2. 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.
3. Winning "Natural" hands are paid odds of 6 to 5.
4. The Casino will prominently post the designated Natural hand in the Blackjack pit.
5. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is more than a "Natural" the Player wins the hand.
6. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
7. If a Player and the Player/Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
8. If a Player's and the Player/Dealer's hands both have a value of more than a "Natural", the following rules apply:
 - a. If the value of the Player/Dealer's hand is closer to a "Natural," the Player/Dealer wins the hand.
9. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit. The Player/Dealer wins all ties over a "Natural."
10. If the value of a player's hand is greater than a "Natural" and the Player/Dealer's hand has a value of less than a "natural," the Player/Dealer wins.
11. A two card "Natural" beats all other hands.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

14. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is allowed.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. All pay-offs are limited to the amount of the Player/Dealer's wager. The Player/Dealer may not win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Double-Down:

- a. Players can double-down on the first two-cards only, with the exception of a "Natural" hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Doubling down for less is not permitted. The Player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

Splits:

- a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split hand to form the best possible hand. Players may double-down after each split.
- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.
- c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.
- d. There is no extra collection fee taken by the casino on any split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

Insurance:

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

No Bust

BLACKJACK

6.1A

No Bust Blackjack 6.1A games are owned, patented and/or copyrighted by 21st Century Gaming Concepts. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

OBJECT OF THE GAME

The object of No Bust Blackjack 6.1A is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of “Natural” or “21 ½.” A “Natural” beats all other hands.
- The object of the game is not 21 and the game also offers element of no bust.
- The foundation of this game is based on three value card with specially marked aces. The game identify Aces with three value cards and designating others of the cards (K,Q,J,10) as pre-designated second cards, each specially marked “ Natural” cards aces worth a value less than its normal value when received in an initial two –card hand in combination a pre-designated second value to herby total a blackjack hand value that is not 21.
- If a player does not receive a “Natural”, three or more cards with the value of 21 are the best hands.
- Winning “Natural” hands are paid odds of 6 to 5.

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “Natural” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has three values of :
 - 11 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace With 3 Values	a) 11 ½. When paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
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 Blackjack 6.1A is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Natural" aces with three values. The ace have the value of:
 - a. 11 ½ on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt two cards face up. The Player/Dealer's first card will be placed in front of the casino dealer. The player/dealer will be dealt first card after all other players received their first card. The player/dealer will be dealt second card after all other players received their second card.

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>
“Naturals” Three cards 21 Soft & Hard 20	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

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

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

14. Once the Player/Dealer’s hand has been made, all winners and losers are determined by comparing the numerical value of the Player’s hands with the Player/Dealer’s hand. The Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. The game does not utilize an “action” button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the right of the house dealer and shall continue in a counter-clockwise manner around the table until all wagers have received action to the extent of the player-dealer’s wager. Furthermore, wagers shall be settled in the following order: all game wagers on the table from player to player and then all Buster Blackjack Bonus Bet wagers on the table from player to player.

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.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table.

GAME RULES

1. A “Natural” is an initial two card hand containing a specially marked “NATURAL” Ace and any card with a value of 10 and is the best possible hand.
 - a. If the Player and the Dealer’s hands are both a “Natural,” the hand is a push or tie, and no action is taken on the wager.

Winning” “Natural” hands will be paid 6 to 5

1-If the value of a Player’s hand is less than a “Natural” and the value of the Dealer’s hand is more than a “Natural” the Player wins the hand. The “Natural” hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10’s.

2-If the value of a Player’s hand is less than a “Natural” and the value of the Player/Dealer’s hand is less than a “Natural,” the hand closest to a “Natural” wins. The “Natural” hand consist of specially marked NATURAL ace with the value of 11 ½ on first two cards with all cards with the value of 10’s.

3-If a Player and the Dealer hands have the same value and it is less than a “Natural,” the hand is a push or tie, and no action is taken on the wager. The “Natural” hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10’s.

- 4- If a Player’s and the Dealer’s hands both have a value of more than a “Natural”, the following rules apply:
 - b. If the value of the Dealer’s hand is closer to a “Natural,” the Dealer wins the hand.
 - c. If the value of the Player’s hand is closer to a "Natural," the Player loses except when the Dealer has one of the following variations of hands occurs and then they will “PUSH”.

If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.

The “Natural” hand consist of specially marked NATURAL ace with the value of 11 ½ on first two cards with all cards with the value of 10’s.

- 5- The Player/Dealer wins all ties over a “Natural.”
- 6- If the value of a player’s hand is greater than a “Natural” and the Player/Dealer hand has a value of less than a “natural,” the Dealer wins.
- 7- A two card “Natural” beats all other hands.

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

8- Double-Down:

- a. Players can double-down on the first two-cards only, with the exception of all “Natural” hands. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- b. Player may not double down for less than his original wager.

9- Splits:

- a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
- b. Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A “Natural” cannot be attained in any hand follow the split of a ten-value card.
- c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a “Natural” hand after the split.
- d. Player may not split for less than his original wager.

10- Surrender:

Players can surrender at anytime if they do not exceed 20 regardless of number of cards. If they choose to surrender, half of their wager will be forfeited.

11- Insurance:

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

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

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

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

- 15- Backline betting is allowed.
- 16- Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
- 17- All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Buster Blackjack Bonus Bet

Buster Blackjack features an optional wager (Buster Blackjack Bonus Bet) attached to No Bust Blackjack 6.1A. It features a wager that allows the player to bet that the Player/Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

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

Rules of Play

- 1-Buster Blackjack Bonus Bet is an optional bet offered to all players who placed a No Bust Blackjack 6.1A wager.
- 2- A player must participate in the base game in order to make the additional side bet wager.
- 3- Buster Blackjack Bonus Bet must be placed prior to initial deal.
- 4- Backline bettors are eligible for the Buster Blackjack Bonus Bet.
- 5-The Buster Blackjack Bonus bet cannot exceed No Bust Blackjack 6.1A original wager.
6. If the Player-Dealer does not or cannot have a natural and the player has a natural the No Bust Blackjack 6.1A wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Natural.
- 7- Once all players have made the decisions concerning their hands according to the rules for No Bust Blackjack 6.1A, the Player/Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player/Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player/Dealer hand bust, all Buster Blackjack Bonus Bet will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack Bonus Bet will be collected in rotation to the extent of the player/dealer's money in action.
- 8- The Player/Dealer will pay all winning Buster Blackjack Bonus Bet and will collect all losing Buster Blackjack Bonus Bet.
- 9- In the event that the Player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: No Bust Blackjack 6.1A wager, Buster Blackjack Bonus Bet and Perfect Pairs Bonus Bet.

NOTE: If there are no No Bust Blackjack 6.1A wagers remaining simply because all players have received a Natural, as long as there is a Buster Blackjack Bonus Bet, the player/dealer must complete the hand, if not 17 or greater.

Buster Blackjack Pay Tables
(All payouts are “to 1”)

Number of Cards in Dealer’s Busted Hand	payout
3	2
4	2
5	4
6	15
7	50
8 or more	200

PLAYER-DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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

TABLE LIMITS & COLLECTION RATES (Same as previously approved for Diamond Jim’s Casino)

For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer if the total amount that all players have wagered on the game wager exceeds \$50, prior to cards being dealt or any round of play being conducted. A collection is also taken from each player based on the amount he/she has wagered on the game wager in each betting square. For **schedule options 2**

and 3, a collection fee shall be taken per hand from the player-dealer based on the total amount that all players have wagered on the game wager. A collection is also taken from each player per game wager placed. There shall be no additional collection fee taken when a player doubles-down, splits, surrenders, places an insurance wager, or places a Buster Blackjack Bonus Bet wager. The Buster Blackjack Bonus Bet wager must be within the wagering limit of \$1 to \$25. The collection fees shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Game Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5 - \$100	\$5 - \$50	\$0.50	\$5 - \$50	\$0.00
		\$51 - \$100	\$1.00	\$51+	\$2.00

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
2	\$25 - \$100	\$1.00	\$25 - \$50	\$0.00
			\$51+	\$2.00
3	\$100	\$1.00	\$100+	\$2.00



Fortune Pai Gow Poker

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 with Aces, 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. The Joker is fully wild. All suits shall be considered equal in rank.

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

<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>
<i>7 Card Straight Flush (With Joker)</i>	<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>



Fortune Pai Gow Poker

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>
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>



Fortune Pai Gow Poker

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.



Fortune Pai Gow Poker

Type of gaming table utilized for this game:

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

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when are house fees collected:

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

Betting scheme:

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

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

Round of Play

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.



Fortune Pai Gow Poker

- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown below.



Fortune Pai Gow Poker

PAI GOW POKER HOUSE WAY

HAND	HOW TO PLAY *	EXAMPLE
NO PAIR	Put 2nd and 3rd highest cards in front.	
ONE PAIR	Put pair in back, highest two other cards in front.	
TWO PAIR	If high pair is A's, K's, Q's - always split. If high pair is J's, 10's, 9's - split unless A in front. If high pair is 8's, 7's, 6's - split unless K in front. If high pair is 5's, 4's, 3's, 2's - split unless Q in front.	
THREE PAIRS	Put highest pair in front.	
THREE OF A KIND	If A's - always split. If K's and below - never split. If two sets of three of a kind - split highest set.	
STRAIGHT, FLUSH, STRAIGHT FLUSH	With no pair - always play the complete hand. With one pair - always play the complete hand. With two pairs - play according to two pairs strategy. With 3 of a kind - play complete hand in back, pair in front. If straight, flush, and/or straight flush - put the two highest cards in front that will leave any complete hand behind.	
FULL HOUSE	Put the highest permissible pair in front.	
FOUR OF A KIND	If A's, K's, Q's - always split. If J's, 10's, 9's - split unless K in front. If 8's, 7's, 6's - split unless Q in front. If 5's and below - never split. If 4 of a kind with a pair - play complete hand behind.	
FIVE ACES	Put pair of A's in front.	



Fortune Pai Gow Poker

- ❖ 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.



Fortune Pai Gow Poker

- 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.



Fortune Pai Gow Poker

- ❖ 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.



Fortune Pai Gow Poker

- ❖ 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.

Fortune Bonus Bet and Envy Bonus Paytable –FPG-09

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



Fortune Pai Gow Poker

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 player's hand is ranked equally to the Player-dealer's 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 to the paytable.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Push	When a player wins either the high or the low hand and the Player-dealer wins the other.

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 placed prior to cards being dealt. A collection fee shall also be taken from each player for each Fortune Pai Gow Poker game wager placed. There shall be no additional collection fee taken from players or the player-dealer for placing a Fortune Pai Gow Poker Bonus Bet wager. The collection fees shall be collected from each player and the player-dealer and dropped by the house dealer prior to the dice cup being opened.



Fortune Pai Gow Poker

Schedule Option	Table Limit	Player Wager	Player Fee Collection	Total Table Action	Player-Dealer Fee Collection
1	\$5 - \$200	\$5 - \$100	\$1.00	\$5 - \$50	N/A
		\$101 - \$200	\$2.00	\$51+	\$2.00



Fortune Pai Gow Poker

Joker Fully Wild

Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is fully wild.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker is fully wild. All suits shall be considered equal in rank.

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

Hand Dealt	Hand Requirements
7 Card Straight Flush (No Joker)	<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>
Royal Flush + Royal Match	<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>



Fortune Pai Gow Poker

Joker Fully Wild

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>
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>



Fortune Pai Gow Poker

Joker Fully Wild

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.



Fortune Pai Gow Poker

Joker Fully Wild

Type of gaming table utilized for this game:

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

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player/dealer position for a total of eight seated positions.

How and when are house fees collected:

- ❖ Backline betting is permitted on all wagers.

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

Betting scheme:

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

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

Round of Play

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.



Fortune Pai Gow Poker

Joker Fully Wild

- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown below.

HOUSE WAY CHART	
Hand Dealt	Set Hand Accordingly
No Pair	2nd and 3rd highest cards in front
NO PAIR PLUS THE JOKER	Put the second highest card plus the joker in the back, the highest & the third highest cards in front.
One Pair	Pair in back, highest two other cards in front.
TWO PAIRS	(One pair plus the joker - Use two pairs rule.)
High Pairs: A's, K's, Q's	Small pair in front.
High Pairs: J's, 10's, 9's	Two pairs in back with at least an Ace in front: otherwise split.
High Pairs: 8's, 7's, 6's	Two pairs behind if King or Higher in front: otherwise split.
Big Pair is 5's, 4's, 3's, 2's	Needs at least a QUEEN in front; otherwise split.
TWO PAIRS PLUS THE JOKER	Put the highest single card and the joker in front, unless either pair is larger than the single largest card, then place the largest pair in front.
Three Pair	Highest pair in front.
Three of a Kind—Aces	Ace + Highest card and pair Aces behind.



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Three of a Kind—Kings and Below	Never split. Highest card in front. Trips in the back.
Two Sets	Split the highest one
THREE OF A KIND PLUS THE JOKER	Always put a joker and the highest single card in front, three of a kind in the back. Exception: <i>Play the complete hand with a pair in front if it is possible.</i>
Straight, Flush, Straight Flush/ No Pair	Always play the complete hand (Straight or Flush).
Straight, Flush, Straight Flush/ One Pair	Always play the complete hand (Straight or Flush).
Straight, Flush, Straight Flush/ Two Pair	Use Two Pair Strategies.
Straight, Flush, or Straight-Flush	Play what ever gives you the highest front.
Full House	Put the pair in front, the three of a kind in the back.
Four of a Kind: A's, K's, Q's	Always Split.
Four of a Kind: J's, 10's, 9's	Needs at least a Ace in front , otherwise split.
Four of a Kind: 8's, 7's, 6's	Needs at least a King in front, otherwise split
Four of a Kind: 5's and Below	Needs at least a Queen in Front, otherwise split.
Four of a Kind + Joker	Put the Joker and the highest single card in Front, Four of a Kind in the back.

- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
 - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card



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- 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.



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- ❖ 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 is fully wild on the Fortune Bonus Bet.



Fortune Pai Gow Poker

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- ❖ 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.



Fortune Pai Gow Poker

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- ❖ The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- ❖ **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Fortune Bonus Bet and Envy Bonus Paytable –FPG-05

Hand Dealt	Fortune Bonus Bet	Envy Bonus
7 Card Straight Flush	5,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	1,000 to 1	\$500
5 Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
Four of a Kind	25 to 1	\$5
Full House	5 to 1	N/A
Flush	4 to 1	N/A
Three of a Kind	3 to 1	N/A
Straight	2 to 1	N/A

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- “Action” button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Copy** When a players hand is ranked equally to the Player-dealers hand.
- Envy Bonus** A payout that is made if a player wagers at least \$25 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.



Fortune Pai Gow Poker

Joker Fully Wild

- 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.

Schedule Option	Table Limit	Player Wager	Player Fee Collection	Total Table Action	Player-Dealer Fee Collection
1	\$5 - \$200	\$5 - \$100	\$1.00	\$5 - \$50	N/A
		\$101 - \$200	\$2.00	\$51+	\$2.00

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 placed prior to cards being dealt. A collection fee shall also be taken from each player for each Fortune Pai Gow Poker game wager placed. There shall be no additional collection fee taken from players or the player-dealer for placing a Fortune Pai Gow Poker Bonus Bet wager. The collection fees shall be collected from each player and the player-dealer and dropped by the house dealer prior to the dice cup being opened.



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Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player/dealer and an optional bonus bet.

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

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player/Dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips"; and
4. For play wagers on the word "Play."

Number of players in the game:

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



Type of card deck used:

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
 - c. 3 of a Kind 3 cards of the same value.
 - d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.
 - e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.



- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."

An ante wager and a blind wager are required to play the round.

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

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the casino dealer shall:
 - a. Call "No more bets"; and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:
 - a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by
 - b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by



- c. 5 community cards in the center of the table.
4. When an automatic shuffler is used the cards shall be dealt as follows:
 - a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by
 - b. 2 cards to the player/dealer; followed by
 - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player/dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.



8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player/dealer does not qualify:

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the player/dealer's left, the casino dealer shall:
 - a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;
 - b. Resolve the play, blind, and trips bonus bets normally (see below "When player/dealer qualifies"); and
 - c. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player/dealer qualifies:

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:
 - a. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
 - c. Compare the player's hand with that of the player/dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player/dealer's hand;
 - b. Lose if it has a lower poker value than that of the player/dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.
 - d. If a player wins with less than a straight, the blind bet pushes.
12. If a player's hand loses, the casino dealer shall:
 - a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;



- b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
 13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
 - a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager if the hand is a straight or better;
 - c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and
 - d. Collect, count and place the payer's cards in the discard holder.
 14. If a player's hand constitutes a push, the casino dealer shall:
 - a. Pay any trips bonus wager if the hand is a 3 of a kind or better;
 - b. Collect, count and place the player's cards in the discard holder.
 15. Winning ante wagers and play wagers shall be paid 1 to 1.
 16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
 17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
 18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
- NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.
19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
 20. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.



Ultimate Texas Hold'em Paytables

Hand	UTH-02	
	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	

Collection Rates

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Blind and Trips Bonus wagers that are initially placed on the table by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken per player based on the total amount the player has wagered on the Ante, Blind, and Trips Bonus. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedule for the game of Ultimate Texas Hold'em are as shown below:

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	\$2 - \$20	\$0.50	\$1.00
2	\$5 - \$50	\$1.00	\$2.00
3	\$10 - \$100	\$1.00	\$3.00
4	\$50 - \$300	\$3.00	\$3.00



Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.

Diamond Jim's Casino Poker Games Collection Rates

- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Diamond Jim's 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

Collection Schedules and Fees

No Bust 21st Century Blackjack (GEGA-001943), No Bust 21st Century Blackjack 6.1 (GEGA-002807), No Bust Blackjack 6.1A (GEGA-003477)

For **schedule option 1**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers placed prior to any cards being dealt. A collection fee shall be taken from each player based on the player's total base game wager. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Fee	Player Bet	Player Fee
1	\$2 - \$100	\$2 - \$50	\$0.00	\$2 - \$50	\$0.50
		\$51 +	\$2.00	\$51 - \$100	\$1.00

For **schedule options 2 and 3**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game wagers. A collection fee shall be taken from each player per controlled game wager placed. No collection fee shall be taken for placing a bonus bet, or on any double down, split, insurance or surrender. 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
2	\$25 - \$100	\$25 - \$50	\$0.00	\$1.00
		\$51+	\$2.00	\$1.00
3	\$100 – No Limit	\$100+	\$2.00	\$1.00

Super Pan 9 (GEGA-001935)

For **schedule option 1**, a collection fee shall be taken from the player-dealer per hand. A collection fee shall also be collected per player, based on the amount of the controlled game wager placed prior to any cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Wager	Player Fee
1	\$5 - \$100	\$2.00	\$5 - \$40	\$1.00
			\$41 - \$100	\$2.00

Pai Gow Poker (GEGA-001944), Fortune Pai Gow Poker (GEGA-002503), Fortune Pai Gow Poker Joker Fully Wild (GEGA-003449)

For **schedule options 1 and 2**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers (if applicable) placed prior to any cards being dealt. A collection fee shall be taken per player, per controlled game wager placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

California Games Collection Rates

Schedule Option	Table Limits	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$5 - \$50	\$0.00	\$1.00
		\$51 +	\$2.00	
2	\$10 - \$100	\$10 - \$50	\$0.00	\$1.00
		\$51 +	\$2.00	

Three Card Poker (GEGA-000467), Caribbean Stud (GEGA-001933)

For **schedule options 1 through 4**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers (if applicable) placed prior to any cards being dealt. A collection fee shall be taken per player, per controlled game wager placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$50	\$5 - \$50	\$0.00	\$1.00
		\$51 +	\$2.00	
2	\$5 - \$100	\$5 - \$50	\$0.00	\$1.00
		\$51 +	\$2.00	
3	\$10 - \$100	\$5 - \$50	\$0.00	\$1.00
		\$51 +	\$2.00	
4	\$50 - \$300	\$50 - \$100	\$2.00	\$2.00
		\$101 - \$500	\$3.00	
		\$501 +	\$5.00	

EZ Baccarat Panda 8 (GEGA-003717)

For **schedule options 1**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game wagers only. A collection fee shall also be taken per player, per controlled game wager placed. There shall be no additional collection fee taken from players for placing any bonus bet wager.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$50	\$5 - \$50	\$0.00	\$1.00
		\$51 - \$100	\$1.00	
		\$101 +	\$2.00	

For **schedule options 2 and 3**, a collection fee shall be taken from the player-dealer based on the total table action, which is the sum of all players' controlled game and bonus bet wagers placed prior to any cards being dealt. There shall be no collection fee taken from players. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

California Games Collection Rates

2	\$5 - \$300	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1500	\$8.00	
		\$1501 - \$2500	\$15.00	
		\$2501 +	\$25.00	
3	\$5 - \$100	\$5 - \$100	\$0.50	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$600	\$3.00	
		\$601 - \$1500	\$8.00	
		\$1501 +	\$15.00	

For **schedule options 5 through 9**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
5	\$10 Minimum- No Limit	\$10 - \$300	\$2	\$0
		\$305 - \$500	\$4	\$0
		\$505 - \$1500	\$7	\$0
		\$1505 +	\$11	\$0
6	\$10 Minimum- No Limit	\$5 - \$100	\$1	\$0
		\$105 - \$300	\$2	\$0
		\$305 - \$500	\$4	\$0
		\$505 - \$1500	\$7	\$0
		\$1505 +	\$11	\$0
7	\$25 Minimum- No Limit	\$25 - \$300	\$2	\$0
		\$305 - \$800	\$6	\$0
		\$805 - \$1500	\$10	\$0
		\$1505 - \$3000	\$12	\$0
		\$3005 +	\$30	\$0
8	\$50 Minimum- No Limit	\$50 - \$300	\$4	\$0
		\$305 - \$1000	\$8	\$0
		\$1005 - \$2000	\$15	\$0
		\$2005 - \$5000	\$20	\$0
		\$5000 +	\$50	\$0

California Games Collection Rates

9	\$300 Minimum- No Limit	\$300 - \$1200	\$4	\$0
		\$1205 - \$3600	\$15	\$0
		\$3605 - \$7200	\$25	\$0
		\$7205 - \$15000	\$45	\$0
		\$15005 +	\$65	\$0

For **schedule options 10 through 14**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee
10	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$300	\$2
		\$305-\$700	\$4
		\$705 - 1000	\$8
		\$1005 +	\$12
11	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$300	\$2
		\$305-\$500	\$3
		\$505 - \$1000	\$7
		\$1005 +	\$15
12	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$500	\$2
		\$505-\$1000	\$5
		\$805-\$1500	\$8
		\$1505+	\$15
13	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$300	\$3
		\$305-\$700	\$6
		\$705 - \$1200	\$10
		\$1205 +	\$20
14	\$5 – No Limit	\$10-\$200	\$1
		\$205-\$600	\$4
		\$605-\$1200	\$10
		\$1205-\$2000	\$15
		\$2005 +	\$25

For **schedule options 15 through 20**, a collection fee shall be taken per hand from the player-dealer position and per player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

California Games Collection Rates

Schedule Options	Limit (per betting circle)	Betting Circles (per seat)	Player Collection Fee (per betting circle)	Player/Dealer Collection Fee
15	\$10 - \$100	6	\$1.00	\$2.00
16	\$25 - \$100	10	\$1.00	\$2.00
17	\$50	40	\$1.00	\$3.00
18	\$100	30	\$1.00	\$3.00
19	\$300	20	\$3.00	\$4.00
20	\$500	18	\$5.00	\$6.00

For **schedule options 21 through 25**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee
21	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$300	\$2
		\$305-\$700	\$4
		\$705 - 1000	\$8
		\$1005 +	\$12
22	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$300	\$2
		\$305-\$500	\$3
		\$505 - \$1000	\$7
		\$1005 +	\$15
23	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$500	\$2
		\$505-\$1000	\$5
		\$805-\$1500	\$8
		\$1505+	\$15
24	\$5 – No Limit	\$10-\$100	\$1
		\$105-\$300	\$3
		\$305-\$700	\$6
		\$705 - \$1200	\$10
		\$1205 +	\$20
25	\$5 – No Limit	\$10-\$200	\$1
		\$205-\$600	\$4
		\$605-\$1200	\$10
		\$1205-\$2000	\$15
		\$2005 +	\$25

California Games Collection Rates

For **schedule options 26 through 30**, 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. There shall be a fee taken from each player for each promotional chip used during game play, according to the chart below. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee	Promo Chip/Voucher Fee
26	\$10 Minimum – No Limit	\$10-300	\$2	\$0	\$1
		\$305 - \$500	\$4	\$0	\$1
		\$505 - \$1000	\$7	\$0	\$1
		\$1005+	\$11	\$0	\$1
27	\$25 Minimum – No Limit	\$25 - \$300	\$2	\$0	\$1
		\$305 - \$700	\$4	\$0	\$1
		\$705 - \$1,000	\$8	\$0	\$1
		\$1,005+	\$12	\$0	\$1
28	\$50 Minimum – No Limit	\$50 - \$200	\$2	\$0	\$1
		\$205 - \$600	\$5	\$0	\$1
		\$605 - \$1,500	\$10	\$0	\$1
		\$1,505+	\$25	\$0	\$1
29	\$100 Minimum – No Limit	\$100 - \$1,000	\$3	\$0	\$1
		\$1,005 - \$5,000	\$15	\$0	\$1
		\$5,005 - \$10,000	\$40	\$0	\$1
		\$10,005+	\$75	\$0	\$1
30	\$300 Minimum – No Limit	\$300 - \$1,000	\$5	\$0	\$1
		\$1,005 - \$2,000	\$15	\$0	\$1
		\$2,005 - \$6,000	\$30	\$0	\$1
		\$6,005+	\$70	\$0	\$1

Ultimate Texas Hold'em (GEGA-003735)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Blind and Trips Bonus wagers that are initially placed on the table by players prior to cards being dealt, referred to as total table action. A collection fee shall also be taken per player based on the total amount the player has wagered on the Ante, Blind, and Trips Bonus. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	\$5 - \$50	\$0.50	\$1.00
2	\$10 - \$100	\$1.00	\$2.00
3	\$10 - \$100	\$1.00	\$3.00
4	\$50 - \$300	\$3.00	\$3.00

California Games Collection Rates

Collection Procedures

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

EZ BACCARAT™ PANDA 8



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Diamond Jim's Casino

EZ BACCARAT PANDA 8

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted on any wager.

Method used to Determine Action and Distribution of Cards

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

Diamond Jim's Casino EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

Diamond Jim's Casino EZ BACCARAT PANDA 8

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 not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet wager. A player may only place a Dragon 7 Bonus Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is not 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.

Diamond Jim's Casino EZ BACCARAT PANDA 8

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 not 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.

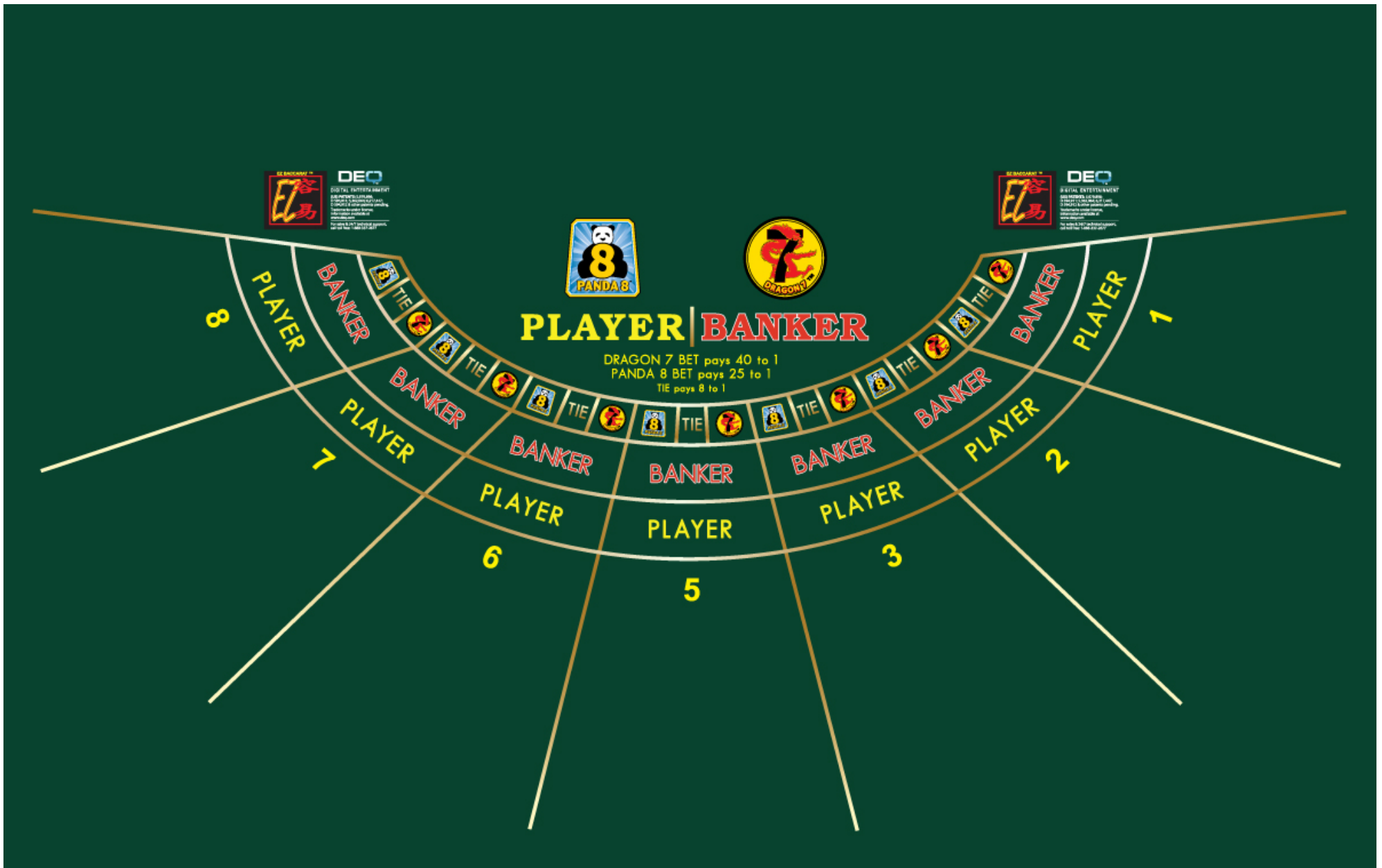
Equipment Used



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.



Mexican Stud Poker

Type of Game

The players of Mexican Stud Poker 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, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using a standard deck of cards stripped to 40 cards (the 8s, 9s, and 10s are removed and one joker is added for a total of 41 cards).

Card Values and Hand Rankings

The rank of each card used in Mexican Stud Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

A joker shall rank according to whether it is dealt face up or face down. If a player is dealt a joker face up during any round, the joker will be considered "partially wild" may be used as an ace or to complete a straight or flush. If a player is dealt a joker face down it will be considered "wild" and the joker is wild and may be used as any card. If the player with the joker later turns it face up, the joker will remain "wild". The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The highest ranked five card hand for Mexican Stud Poker, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a wild joker. Four aces and a wild joker is the highest ranked five of a kind and four 2's and a wild joker is the lowest ranked five of a kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 7 and 6 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush. Other acceptable straight flush hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K of the same suit.
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.
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 6 is the highest ranked flush and a 7, 5, 4, 3, 2 is the lowest ranked flush.
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.

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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 7 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight. Other acceptable straight hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K.
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 Pair	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 6 is the highest ranked high card hand and 7, 5, 4, 3, 2 is 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 also utilizes a flat disk called a "dealer button" to visually designate which player is in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The dealer button is the last to receive cards on the initial deal, but does not determine where action begins. The player with the highest card clockwise of the dealer button will make a mandatory opening bet (the bring in). When two cards of equal value are present, the first player to receive their card will open the betting. (when the joker is dealt face up on the initial round it will be considered an Ace for the purpose of determining the bring in) The opening better has the option of opening at either the lower or upper limit in limit games, or opening for at least the minimum in no-limit games.

Dealing Procedures and Round of Play

When first opening a game, all players are dealt one card. The player with the highest ranked card, by suit, shall receive the dealer button. Once the dealer button has been established, the cards are collected and each player shall be required to place an "ante." Antes are used to initiate action and are posted before players receive any cards. All antes shall be placed in the center of the table, which is known as "the pot." Once the antes have been posted, the card room dealer shall deal one card face up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have one face up card. The card room dealer shall then deal one face down to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of two cards; one face up and one face down. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player that that has been

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dealt the highest face up card, clockwise of the dealer button, according to card rank and suit, shall be required to place a bet equal to the amount of the lower table limit, referred to as the "bring in." Players are then given the following options, starting with the player to the left of the player that placed the bring in, and then continuing clockwise around the table:

- Call the bring in by placing a wager equal to the bring in;
- Raise the pot by placing a wager equal to the bring in as well as an amount equal to the lower table limit. In no-limit games the amount of the raise must be equal to or larger than the amount of the bring in and may be up to the entire amount of chips that player has on the table. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. In no limit games the player must re-raise the pot for amount equal to or greater than the amount of the previous raise. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. In no limit games there is no limit to the number of raises, regardless of the number of players remaining in the pot. When a raise or re-raise occurs, checking is not permitted;
- Fold their hand, which shall be collected by the card room dealer;

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face down. If they do not choose to expose their down card, the next card will be dealt face up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face up or face down, depending on the player's decision to expose their already dealt face down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of three cards; two face up cards and one face down card. The face up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their third card, 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 player that has the highest ranked face up card(s):

- 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 card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face down. If they do not choose to expose their down card, the next card will be dealt face up. The card room dealer shall then take the top card of the deck and place it in the discard pile

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without exposing it. The card room dealer shall then deal one card face up or face down, depending on the player's decision to expose their already dealt face down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of four cards; three face up cards and one face down card. The face up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fourth card, the third round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face up cards:

- 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 card room dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face down. If they do not choose to expose their down card, the next card will be dealt face up. The card room dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The card room dealer shall then deal one card face up or face down, depending on the player's decision to expose their already dealt face down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of five cards; four face up cards and one face down card. The face up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fifth card, which is final card dealt to each active player, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face up cards:

- 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. 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;

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- 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. For the purpose of determining a winner, suit will not be used to determine the ranking of tied hands.

Collection Fee Schedule

For **schedule options 1 through 7**, the collection fee shall be taken by the house dealer from the pot after the second face-up card has been dealt. However, a designated table fee of \$1.00 shall be taken if the hand ends prior to the second face-up card being dealt. The appropriate fees are dependent on the number of players as shown above. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Mexican Poker are as shown below:

Schedule Options	Table Limit	Ante	6-7 players	5 players	4 players or less	Designated Table Fee
1	\$1-2	\$0.50	\$2.00	\$1.50	\$1.00	\$1.00
2	\$2-4	\$0.50	\$2.50	\$2.00	\$1.50	\$1.00
3	\$3-6	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00
4	\$4-8	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00
5	\$6-12	\$1.00	\$4.00	\$2.00	\$2.00	\$1.00
6	No Limit	\$5.00	\$4.00	\$2.00	\$2.00	\$1.00
7	No Limit	\$10.00	\$6.00	\$2.00	\$2.00	\$1.00

Pot Collection Procedures for Mexican Poker

1. All Table Fees shall be determined prior to the start of play of any hand or round.
2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.
3. Different collection rates may be assessed on each hand, but no more than three (3) collection rates may be established per table. The three (3) established collection rates for Diamond Jim's Casino are as follows:
 - a. Regular Table Fee,
 - b. Designated Table Fee and

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- c. Jackpot Fee, if applicable.
4. A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. To determine the collection fee amount, please refer to the Collection Rate Table located in the rules for the particular Jackpot promotion that is being played.
5. The Regular Table Fee will be collected for all hands that reach the Opening Round. In Mexican Poker, the hand is deemed to have reached the Opening Round when the second upcard is delivered. To determine the Regular Table Fee for Mexican Poker, please refer to the Collection Rate Table for Regular Table Fees posted at the Mexican Poker tables.
6. The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., in Mexican Poker, where the hand concludes prior to the second upcard being delivered). The Designated Table Fee will be \$1.00 per hand for all limits.
7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.
8. The collection of the Table Fees may occur before the start of play or after any round of play.

Poker Games Collection Rates

Texas Hold'em (GEGA-001942), Hold'em High-Low Split (GEGA-001954), Omaha (GEGA-001940), Omaha High-Low (GEGA-001941)

For **schedule options 1 through 7**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$2 - \$30 Min Wagering Limit

\$4 - \$60 Max Wagering Limit

Schedule Options	Number of Players	Player Fee	Modified Fee	River Collection
1	7 or more	\$5	\$1	\$1
2	7 or more	\$4	\$1	\$1
3	7 or more	\$3	\$1	\$1
4	5-6	\$3	\$1	\$1
5	5-6	\$2	\$1	\$1
6	4 or less	\$1	\$1	\$1
7	4 or less	\$2	\$1	\$1

For **schedule options 8 through 15**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$2 - \$30 Min Wagering Limit

\$4 - \$60 Max Wagering Limit

Schedule Options	Number of Players	Player Fee	River Collection
8	7 or more	\$5	\$1
9	7 or more	\$4	\$1
10	7 or more	\$3	\$1
11	6 or less	\$4	\$1
12	6 or less	\$3	\$1
13	5-6	\$3	\$1
14	5-6	\$2	\$1
15	4 or less	\$1	\$1

Poker Games Collection Rates

For **schedule options 16 and 17**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$40 Buy-In Pot Limit

Schedule Options	Number of Players	Player Fee	Modified Fee	River Collection
16	7 or more	\$4	\$1	\$1
17	6 or less	\$3	\$1	\$1

For **schedule options 18 and 19**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$40 Buy-In Pot Limit

Schedule Options	Number of Players	Player Fee	River Collection
18	7 or more	\$4	\$1
19	6 or less	\$3	\$1

Texas Hold'em (GEGA-001942), Hold'em High-Low Split (GEGA-001954)

For **schedule options 1 through 5**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$40 Buy-In No Limit

Schedule Options	Number of Players	Player Fee	Modified Fee	River Collection
1	7 or more	\$5	\$1	\$1
2	7 or more	\$4	\$1	\$1
3	5-6	\$3	\$1	\$1
4	5-6	\$2	\$1	\$1
5	4 or less	\$1	\$1	\$1

Poker Games Collection Rates

For **schedule options 6 through 13**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$40 - \$500 Min/Max Buy-In No Limit

Schedule Options	Number of Players	Player Fee	River Collection
6	7 or more	\$5	\$1
7	7 or more	\$4	\$1
8	6 or less	\$4	\$1
9	6 or less	\$3	\$1
10	5-6	\$3	\$1
11	5-6	\$2	\$1
12	4 or less	\$1	\$1

\$500 - \$2,000 Min Buy-In No Limit

\$1,000 - \$5,000 Max Buy In No Limit

Schedule Options	Number of Players	Player Fee	River Collection
13	Any	\$6	\$1

Limit Crazy Pineapple (GEGA-001952), Pineapple Hi (GEGA-001953)

For **schedule options 1 through 4**, the collection fee shall be taken by the house dealer from the pot after the flop. If the pot has not yet reached \$12 after the flop, the modified fee shall be taken. The remaining collection fee shall be taken by the house dealer from the pot if and when the pot reaches \$12 or more. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$2 - \$4 Min Wagering Limit

\$4 - \$8 Max Wagering Limit

Schedule Options	Number of Players	Player Fee	Modified Fee	River Collection
1	7 or more	\$4	\$1	\$1
2	7 or more	\$3	\$1	\$1
3	5-6	\$2	\$1	\$1
4	4 or less	\$1	\$1	\$1

Poker Games Collection Rates

For **schedule options 5 through 10**, the collection fee shall be taken by the house dealer from the pot after the flop. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$2 - \$4 Min Wagering Limit

\$4 - \$8 Max Wagering Limit

Schedule Options	Number of Players	Player Fee	River Collection
5	7 or more	\$4	\$1
6	7 or more	\$3	\$1
7	6 or less	\$3	\$1
8	6 or less	\$2	\$1
9	5-6	\$2	\$1
10	4 or less	\$1	\$1

Lowball (GEGA-001934)

For **schedule options 1 through 6**, the collection fee shall be taken by the house dealer from the pot after the first betting round. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$2 - \$3 Min Wagering Limit

\$4 - \$6 Max Wagering Limit

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

\$50 Min Buy-In No Limit

Schedule Options	Number of Players	Player Fee	River Collection
5	6 or more	\$5	\$1
6	5 or less	\$4	\$1

Poker Games Collection Rates

7 Card Stud (GEGA-001937), 7 Card Stud High-Low (GEGA-001938), 7 Card Stud Razz (GEGA-001939)

For **schedule options 1 through 12**, the collection fee shall be taken by the house dealer from the pot after the first betting round. The appropriate fees are dependent on the number of players as shown above. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$2 - \$20 Min Wagering Limit

\$4 - \$40 Max Wagering Limit

Schedule Options	Number of Players	Player Fee	River Collection
1	7 or more	\$7	\$1
2	7 or more	\$5	\$1
3	7 or more	\$4	\$1
4	6 or more	\$5	\$1
5	6 or more	\$4	\$1
6	6 or more	\$3	\$1
7	6 or less	\$6	\$1
8	6 or less	\$4	\$1
9	6 or less	\$3	\$1
10	5 or less	\$2	\$1

\$50 Min Buy-In No Limit

Schedule Options	Number of Players	Player Fee	River Collection
11	7 or more	\$7	\$1
12	6 or less	\$6	\$1

Pan (GEGA-001936)

For **schedule options 1 through 4**, a collection fee is taken from the ante, with any remaining excess staying in the center of the table to be collected by the winner. If the hand reaches the river a \$1 collection will be taken; however, if the hand ends before the flop, no collection fee shall taken.

\$1 Min Condition – \$5 Max Condition

Schedule Options	Number of Players	Player Fee	River Collection
1	5 or more	\$5	\$1
2	5 or more	\$4	\$1
3	4 or less	\$4	\$1
4	4 or less	\$3	\$1

Poker Games Collection Rates

Mexican Poker (GEGA-003543)

For **schedule options 1 through 7**, the collection fee shall be taken by the house dealer from the pot after the second face-up card has been dealt. However, a designated table fee of \$1.00 shall be taken if the hand ends prior to the second face-up card being dealt. The appropriate fees are dependent on the number of players as shown above. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Mexican Poker are as shown below:

Schedule Options	Table Limit	Ante	6-7 players	5 players	4 players or less	Designated Table Fee
1	\$1-2	\$0.50	\$2	\$1.50	\$1	\$1
2	\$2-4	\$0.50	\$2.50	\$2	\$1.50	\$1
3	\$3-6	\$1	\$4	\$3	\$2	\$1
4	\$4-8	\$1	\$4	\$3	\$2	\$1
5	\$6-12	\$1	\$4	\$2	\$2	\$1
6	No Limit	\$5	\$4	\$2	\$2	\$1
7	No Limit	\$10	\$6	\$2	\$2	\$1

Collection Fees for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Diamond Jim's 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.



Type of Game

Pursuant to the letter issued February 19, 2016, the Bureau is in the process of establishing options that will be deemed in compliance with Penal Code section 330.11, related to the rotation of the player-dealer position in California Games. Although the Bureau has approved these rules, the Bureau is reviewing the lawfulness of the gambling enterprise's player-dealer rotation practices. If the Bureau determines the practices to be unlawful, the Bureau will require the gambling enterprise to modify its rules, may require the gambling enterprise to cease offering Pure 21.5 Blackjack, and take action against the gambling enterprise if it declines to abide by the Bureau's notification.

The game of Pure 21.5 Blackjack utilizes a player-dealer position and is a California game. Although these rules have been updated and revised to reflect the gambling establishments request for a modification, the rules regarding the player-dealer rotation have not been reviewed or modified. The Stars Casino's existing rules regarding the player-dealer position are as follows:

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

The player-dealer 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.

Object of the Game

The object of the game is to assemble a three card hand that beats the player-dealer's three card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').

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

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

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

Card Values and Hand Rankings

Three Card Poker 6 Card Bonus Card Values-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, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank.



Three Card Poker 6 Card Bonus Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

- a. For Ante wagers the word "Ante";
- b. For Play wagers the word "Play";
- c. For the Bonus wager the word(s) "Bonus" or "Pair Plus."
- d. For 6 Card Bonus wagers on the words "6 Card Bonus."

Dealing Procedures and Round of Play

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Back-line betting is permitted on the base game wager, the Pair Plus Wager, and the 6 Card Bonus.
3. At the beginning of each round of play, each player may place an Ante, Pair Plus or 6 Card Bonus wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.



4. Each player at a Three Card Poker 6 Card Bonus table that places a Pair Plus or 6 Card Bonus wager is awarded a bonus payout for poker hands consisting of certain hand combinations as listed in the Bonus Bet Payout Table(s).
5. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has placed their wagers, the house dealer will announce, “no more bets.” No Ante or Pair Plus wagers shall be made, increased, or withdrawn after the house dealer has announced, “no more bets.”
6. After each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
7. Prior to the commencement of play, the house dealer will determine where the action will begin on the table, as noted below:

No Action Button Utilized – Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.
8. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, “no more bets.”
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
9. After the stacks have been delivered to each player, face-down. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. After the dealing procedures above have been completed, each player shall examine his/ her cards.
11. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.



12. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - If a player has placed a Pair Plus wager, but does not make an Ante or Play wager, the player shall still be eligible for the Pair Plus payout
 - If a player has placed a 6 Card Bonus wager, but does not make an Ante or Play wager, the players shall still be eligible for the 6 Card Bonus payout.
13. After each player has either placed a wager on the table in the Play wager area or forfeited his/her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
14. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

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



Bonus Bets

Pair Plus Wager:

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

- A player has the option to place a Pair Plus wager without placing an Ante wager prior to the initial deal.
- Pair Plus wagers must be placed prior to the initial deal.
- The Pair Plus wager only considers the three cards each player receives.
- If the player’s hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player’s hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- The Pair Plus wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the Pair Plus Wager.
- Winning Bonus/Pair Plus wagers pay as follows:

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

6 Card Bonus

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

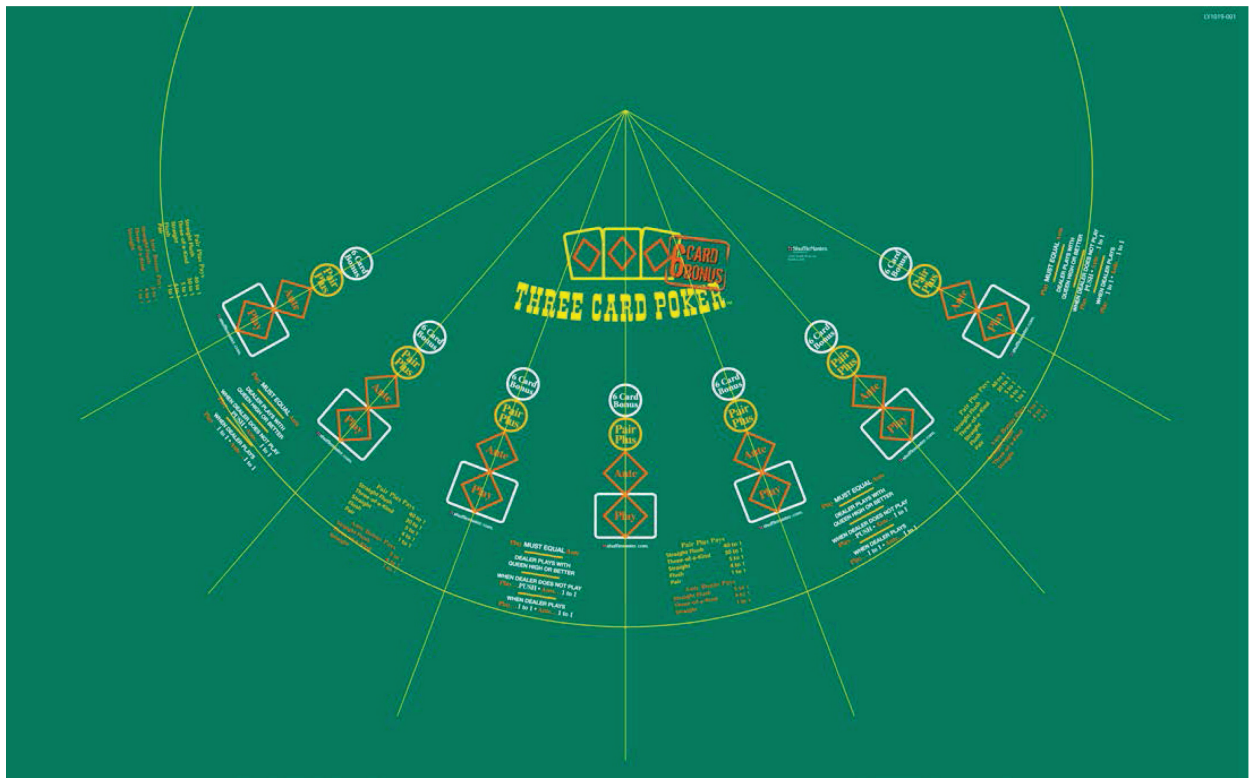
- A player has the option to place a 6 Card Bonus wager without placing an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- The 6 Card Bonus wager considers the three cards dealt to the player’s hand and the three cards dealt to the player-dealer’s hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer’s hand, to make the best possible five card poker hand.
- If the player’s hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player’s hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager.
- Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the 6 Card Bonus wager.



- Winning 6 Card Bonus wagers pay as follows:

	TCB-6B3
Royal Flush	1000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Table Layout



Collection Rates Schedule

For table limits and collection rate schedules for the game of Three Card Poker 6 Card Bonus please refer to California Collection Rates (**GEGA-004117**).

Diamond Jim's Pai Gow Poker

Type of Game

The game of Diamond Jim's 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 Diamond Jim's Pai Gow Poker is to make a five-card and a two-card hand that ranks higher than the player-dealer's five-card and two-card hands. The two-card hand must be lower in ranking than the five-card hand, according to standard poker rankings, as shown below.

Diamond Jim's Pai Gow Poker adds an optional bonus bet element to the traditional game of Pai Gow Poker. In Diamond Jim's Pai Gow Poker, a player can place an optional Diamond Bonus.

Description of the Deck and Number of Decks Used

Diamond Jim's Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards. The cards shall be shuffled by hand.

Card Values and Hand Rankings

The rank of each card used in Diamond Jim's Pai Gow Poker, in order of highest to lowest rank, shall be as follows: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. The joker is fully wild and may be used as any card. The ace would be considered low any time the ace begins a Straight or a Straight Flush. All suits shall be considered equal in rank.

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

Diamond Jim's Pai Gow Poker Hand Ranking Chart

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of Four of a Kind and a joker. Five aces is the highest ranked Five of a Kind and five 2s is the lowest ranked Five of a Kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.

Diamond Jim's Pai Gow Poker

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 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Diamond Jim's Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. The game may be played on a larger table that seats more than seven players; however, a maximum of seven players may be active in the game during each round of play. The table felt will be marked with the game name and a betting area for each seated player. Within each betting area for each seated player there shall be two segregated betting spaces: one for the base game wager and the other for the Diamond Bonus.

Dealing Procedures and Round of Play

1. At the start of a game, a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. The house dealer will shuffle, cut, and complete the deal of seven piles of seven cards face-down in front of them. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right. 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. The remaining four cards shall be placed in the discard pile. The player-dealer then selects one of the seven piles.
5. Once cards have been stacked by the house dealer, the player-dealer selects which pile will receive the "Action" button. The house dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it sideways.
6. To determine the placement of the pile with the Action button, the player-dealer shakes a dice cup containing three standard dice.
 - a. Before revealing the value of the dice, all players post wagers in the betting circles in front of their position before the dice cup is opened.
7. The value of the three dice indicates which seat the first pile of seven cards will be distributed to. The player-dealer's position is always one, eight, and fifteen. Other seats,

Diamond Jim's Pai Gow Poker




in clockwise rotation, respectively represent the other numbers. Unoccupied seats are counted in the rotation. However, if the Action button lands on an unoccupied seat, it will go to the next occupied spot.

8. If the total of the three dice is 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.
9. The house dealer shall then distribute the seven hands in order to each seat, starting with the hand that has the Action button and continuing clockwise around the table. All seven hands 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.
10. Once all cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them face-down in the discard pile.
11. Each player shall then set their hands by arranging the seven cards into a two-card hand which is placed in front, and a five-card hand which is placed in the back. The five-card hand must rank higher than the two-card hand according to the Hand Ranking Chart as shown above.
12. When all players have set their hands, the house dealer exposes the player-dealer's hand and sets it according to the House Way chart below.
13. Once the player-dealer's hand has been set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine if the hand wins, loses, or pushes.







Diamond Jim's Pai Gow Poker House Way Chart

Hand Dealt	House Way	Example										
High Card	Put 2 nd and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♦</td> <td style="padding: 2px;">J ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">10 ♣</td> <td style="padding: 2px;">7 ♠</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">3 ♦</td> </tr> </table>	K ♦	J ♣				A ♥	10 ♣	7 ♠	5 ♥	3 ♦
K ♦	J ♣											
A ♥	10 ♣	7 ♠	5 ♥	3 ♦								
No Pairs Plus the Joker	Put the 2 nd highest card plus the joker in back, the highest and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> </tr> </table>	K ♠	Q ♦				A ♣		J ♥	8 ♦	4 ♣
K ♠	Q ♦											
A ♣		J ♥	8 ♦	4 ♣								
One Pair	Put Pair in back, highest two cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">3 ♠</td> <td style="padding: 2px;">3 ♣</td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> </tr> </table>	A ♣	Q ♦				3 ♠	3 ♣	J ♥	8 ♦	4 ♣
A ♣	Q ♦											
3 ♠	3 ♣	J ♥	8 ♦	4 ♣								
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">3 ♦</td> <td style="padding: 2px;">3 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">K ♥</td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">7 ♥</td> <td style="padding: 2px;">6 ♣</td> <td style="padding: 2px;">2 ♦</td> </tr> </table>	3 ♦	3 ♠				K ♥	K ♠	7 ♥	6 ♣	2 ♦
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.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">7 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♥</td> <td style="padding: 2px;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								

Diamond Jim's 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>K ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></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>Q ♥</td> <td>8 ♣</td> <td></td> <td></td> <td></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>9 ♣</td> <td>9 ♠</td> <td></td> <td></td> <td></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>A ♣</td> <td>8 ♦</td> <td></td> <td></td> <td></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>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></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>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></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>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></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>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></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>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></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>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></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 ♥								

Diamond Jim's Pai Gow Poker

<p>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>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></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 ♥								
<p>Four of a Kind As, Ks, or Qs</p>	<p>Split to Pair-Pair.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♣</td> <td>Q ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Q ♥</td> <td>Q ♠</td> <td>9 ♠</td> <td>7 ♦</td> <td>5 ♣</td> </tr> </table>	Q ♣	Q ♦				Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Q ♣	Q ♦											
Q ♥	Q ♠	9 ♠	7 ♦	5 ♣								
<p>Four of a Kind: Js, 10s, or 9s</p>	<p>Play Four of a Kind in back if at least a king can be played up front, otherwise split.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♦</td> <td>J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>Q ♦</td> <td>10 ♠</td> <td>7 ♥</td> </tr> </table>	J ♦	J ♠				J ♥	J ♣	Q ♦	10 ♠	7 ♥
J ♦	J ♠											
J ♥	J ♣	Q ♦	10 ♠	7 ♥								
<p>Four of a Kind: 8s, 7s, or 6s</p>	<p>Play Four of a Kind in back if at least a queen can be played up front, otherwise split.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>8 ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♣</td> <td>8 ♠</td> <td>J ♣</td> <td>7 ♠</td> <td>4 ♦</td> </tr> </table>	8 ♥	8 ♦				8 ♣	8 ♠	J ♣	7 ♠	4 ♦
8 ♥	8 ♦											
8 ♣	8 ♠	J ♣	7 ♠	4 ♦								
<p>Four of a Kind: 5s or below</p>	<p>Always play Four of Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>9 ♥</td> <td>8 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♦</td> <td>5 ♥</td> <td>5 ♣</td> <td>2 ♠</td> </tr> </table>	9 ♥	8 ♣				5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
9 ♥	8 ♣											
5 ♠	5 ♦	5 ♥	5 ♣	2 ♠								
<p>Four of a Kind with a Pair</p>	<p>Play the Pair in front and play Four of a Kind in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♥</td> <td>5 ♦</td> <td>5 ♣</td> <td>5 ♠</td> <td>2 ♠</td> </tr> </table>	4 ♣	4 ♥				5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
4 ♣	4 ♥											
5 ♥	5 ♦	5 ♣	5 ♠	2 ♠								
<p>Five of a Kind (2 through king)</p>	<p>Play the Five of a Kind in the back hand.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♦</td> <td>10 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>J ♦</td> <td>J ♠</td> <td></td> </tr> </table>	Q ♦	10 ♠				J ♥	J ♣	J ♦	J ♠	
Q ♦	10 ♠											
J ♥	J ♣	J ♦	J ♠									
<p>Five Aces</p>	<p>Play a Pair of aces in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♣</td> <td>A ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>A ♥</td> <td>A ♦</td> <td></td> <td>K ♠</td> <td>5 ♣</td> </tr> </table>	A ♣	A ♠				A ♥	A ♦		K ♠	5 ♣
A ♣	A ♠											
A ♥	A ♦		K ♠	5 ♣								

How Winners are Determined and Paid

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The settling of wagers will start with the player with the Action Button and continue in a clockwise manner, in the following order: the base game wager and then the Diamond Bonus. Backline bettors are paid immediately after the seated player. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a push:

Diamond Jim's Pai Gow Poker

1. The Diamond Jim's 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 the five-card hand. Winning Diamond Jim's Pai Gow Poker game wagers are paid 1 to 1.
2. The Diamond Jim's 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 the five-card hand.
3. The Diamond Jim's 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.
4. 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.
5. The house dealer will then determine if the players' hand's qualifies for the Diamond Bonus. The Diamond Bonus considers the best hand possible among all seven of the player's cards, regardless of how they are set between the five-card and two-card hands.
6. The player-dealer collects losing wagers and pays winning wagers to the extent of the player-dealer's wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
7. After wagers are settled, the cards are collected, and a new round begins.

Bonus Bets

Diamond Bonus

The Diamond Bonus is an optional bonus bet that complements the game of Diamond Jim's Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a predetermined and designated qualifying hand, as described below. For each seated position, there shall be one separate and specifically designated area for the placement of a Diamond Bonus.

- A player may only place a Diamond Bonus wager if they have also placed a Diamond Jim's Pai Gow Poker base game wager prior to the initial deal.
- Backline betting is permitted on the Diamond Bonus.
- The Diamond Bonus takes into account all seven cards dealt as a player's hand.
- In the event the seven cards dealt to a player that placed a Diamond Bonus make a predetermined and designated qualifying hand, as shown below, the Diamond Bonus shall win.
- The player shall then receive a monetary payout based on the bonus hand that the player has received, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
- There is no opportunity for the Diamond Bonus to push as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The Diamond Bonus remains in action regardless of whether the player's Diamond Jim's Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer shall pay all qualifying Diamond Bonus and shall collect all losing Diamond Bonus.
- Diamond Bonus may be less than, equal to, or greater than the base game wager, but may not exceed the table limits.

Diamond Jim's Pai Gow Poker

- Diamond Bonus shall be paid according to the pay table as shown below.

Diamond Bonus Pay Table

Hand Dealt	Hand Requirements	Payout
7 Card Straight Flush	A hand that consists of seven cards of the same suit in consecutive ranking, with or without a joker.	500 to 1
Five Aces	A hand that consists of four aces and a joker.	250 to 1
Five of a Kind	A hand that consists of a Four of a Kind and a joker.	200 to 1
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	3 to 1
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1

Diamond Jim's Pai Gow Poker

Collection Rates Schedule

For **schedule options 1 and 2**, a collection fee shall be taken from the player-dealer based on the Total Table Action, which is the sum of all players' controlled game and bonus bets. A collection fee shall also be taken per hand from each player. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$10

Maximum wagering limits shall be \$100

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$50	\$0	\$1
	\$51+	\$2	
2	\$10-\$50	\$0	\$1
	\$51+	\$2	

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.
- Diamond Jim's 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.