

Empire Sportsmen's Association
5801 North McHenry
Modesto, CA. 95356

Types of Cards Used:

- Double Hand Poker

Standard 52 card deck plus one joker (one deck)

- Texas Hold'em

Standard 52 card deck (one deck)

- Split Games

Tahoe Pineapple Hi Low Split
Standard 52 card deck (one deck)

Omaha Hi-Low Split
Standard 52 card deck (one deck)

- Low Ball Poker

Standard 52 card deck (one deck)

- 21st Century Black Jack

Six standard decks plus six jokers for a total of 318 cards

FEE COLLECTIONS:

- Double Hand Poker:

Limits: \$10.00 - \$200.00 per square

Collection Fees:

\$10.00 - \$100.00 - \$1.00
\$105.00 - \$200.00 - \$2.00

Maximum bet per square \$200.00. Maximum bet per seat \$2000.00. Fee collection is

taken before hands are pushed.

- Split Games:

- Tahoe Pineapple Hi Low Split

- Limits: \$3.00 - \$6.00

- Collection for split games is \$4.00 per hand. If five or fewer players are seated at table, collection is \$3.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

- Low Ball Poker:

- Limit: \$20.00

- Collection is \$3.00 per hand. If five or fewer players are seated at table, collection is \$2.00 per hand. Fee collections are taken from the middle blind before cards are dealt.

• Pai Gow Tiles:

Limits: \$10.00 - \$300.00 per spot

Collection is: \$10.00 - \$100.00 - \$1.00
\$105.00 - \$200.00 - \$2.00
\$205.00 - \$300.00 - \$3.00

Empire Sportsmen's Association

Poker Collection Rates Texas Holdem & Omaha Hi-Lo Split

(Modified 09/19/2007)

<u>Wagering Limits</u>	<u>Collection</u>	<u>Jackpot</u>
\$2/\$4	\$4	\$1
\$3/\$6	\$4	\$1
\$4/\$8	\$4	\$1
\$6/\$12	\$4	\$1
\$10/\$20	\$4	\$1
\$15/\$30	\$4	\$1
*N/L	\$4 (\$20 Buy-in)	\$1
*N/L	\$4 (\$40 Buy-in)	\$1
*N/L	\$4 (\$60 Buy-in)	\$1
*N/L	\$4 (\$80 Buy-in)	\$1
*N/L	\$4 (\$100 Buy-in)	\$1
*N/L	\$4 (\$200 Buy-in)	\$1
*N/L	\$4 (\$300 Buy-in)	\$1
*N/L	\$4 (\$400 Buy-in)	\$1
*N/L	\$4 (\$500 Buy-in)	\$1

*All No Limit wagering limits are added to the approved collection rates. All no limit is for the amount of chips a player has in front of them at the time of the game.

If five or fewer players are seated at the table, the collection is \$3.00 per hand.

Collection fees are taken from the blinds before the cards are dealt.

ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

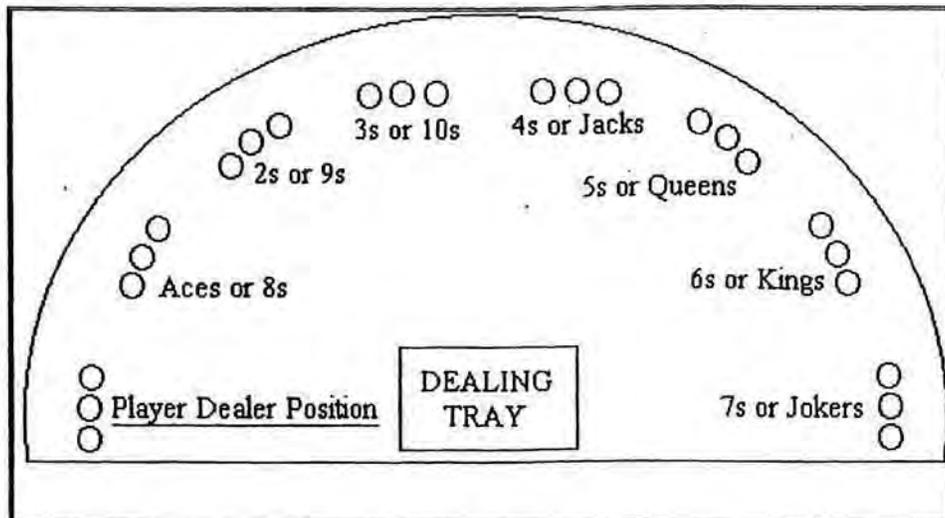
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

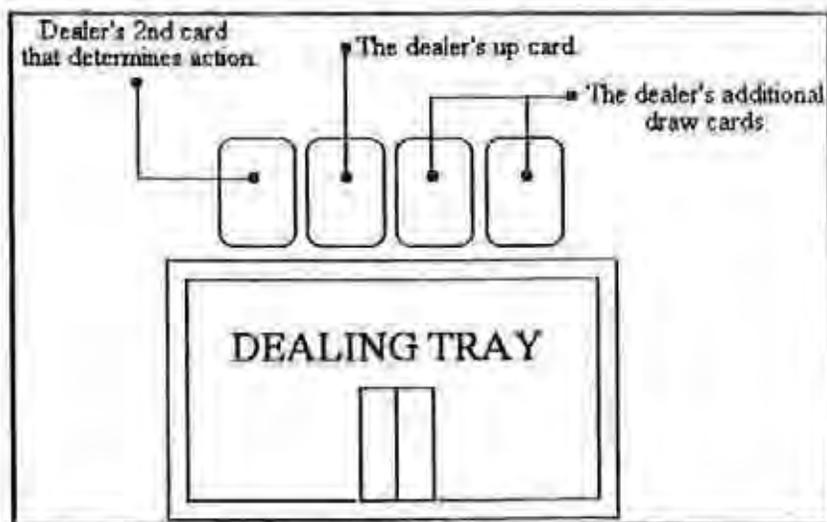
Rules for Players

Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</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>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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

Rules for Player/Dealer

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

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

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. 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.

Empire Sportsmen's Association

No Bust Blackjack Collection Rates
(Modified 10/01/2007)

Wagering Limit (per circle)	Total Action on Table	Player/Dealer Collection (taken per hand)	Player Collection
\$5 - \$400	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$400	\$2.00	
	\$401+	\$3.00	

- Collection fees are taken from the player/dealer per hand before the cards are dealt.
- No collection fee is taken from the player.

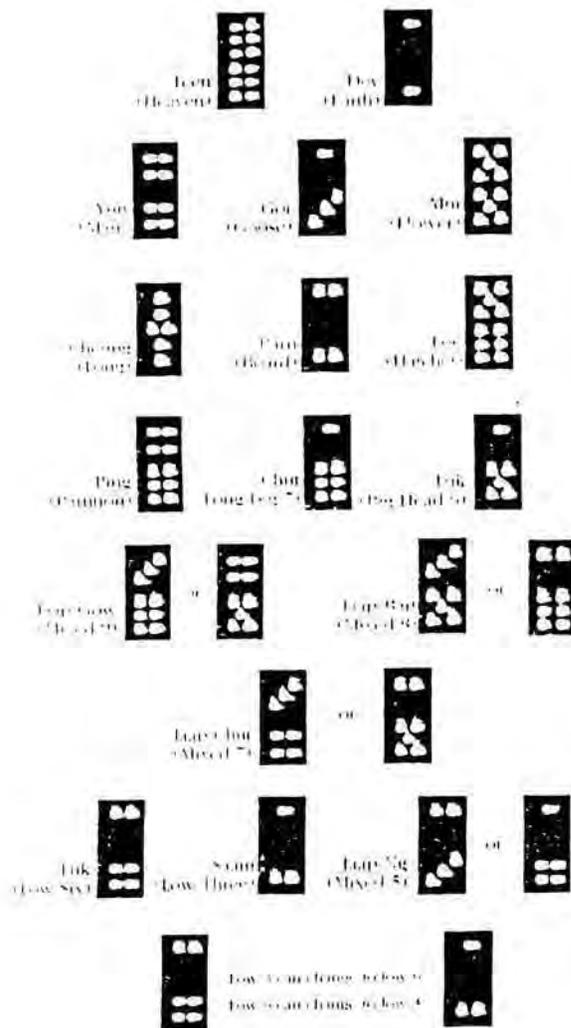
METHOD OF PLAY

- * Players make a bet.
- * The Dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each.
- * To insure the random distribution of the stacks of tiles, three dice are shaken. The total shown on the dice indicates to which seat the first stack of tiles is distributed.
- * Time collection is taken before play begins .
- * Each Player arranges his tiles to make the two highest combination of rankings. Assistance is available from the Dealer or Floor Supervisor in setting the tiles according to pre-established rankings, using centuries-old ranking charts.
- * When all players' tiles have been set, the Designated Player exposes his tiles, indicates to the Dealer how they should be set, and tells the Dealer to continue.
- * The Dealer then exposes each player's tiles, one player at a time, and compares their rankings with the Designated Player's ranking to determine the winner, as prescribed in the opening paragraphs above.

In order to win, a player must arrange his four tiles in two sets of two so that when compared to the Designated Player's two sets of two, they are both superior in ranking. If both sets are of lesser ranking, the player loses. If one set is superior and the other is not, it is a "push" and neither wins. Should the front and/or back set(s) be identical in copy), the Designated Player wins that set(s).

The accompanying "METHOD OF PLAY" briefly outlines the process of dealing and distributing the tiles. The ranking of the tiles is listed on the last pages of this booklet.

RANKED SINGLES



ADDITIONAL PROCEDURES AND RULES

GENERAL

1. Each qualified Player has the option to be the Designated Player once, twice, or not at all.
2. No bettor can win or lose more than he has bet in a given hand.
3. Players place their bets before the dice cup is opened. No change in bets can occur after that point.
4. Each player is responsible for the chips he places on the table.
5. Players must bet within the table limits.
6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by Cardroom Ordinance.
7. Time collection is taken in advance for each bet. Each player must have a full minimum bet after paying collection.
8. Each table has either a fixed amount for betting, or a spread limit defining minimum and maximum amounts that may be wagered in each betting square.
9. Players must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
10. Any amounts over the maximum table limit will receive no action.
11. "Kum-Kum" bets will be paid off and/or collected as one bet.
12. Players who bet "Kum-Kum" must *each* wager at least the table minimum.
13. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
14. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand. Selection of action stack, shaking of dice, and giving an opinion on the setting of tiles are examples of INFLUENCE. The Dealer or Floor Supervisor is allowed to set the tiles "House Way" when requested.
15. The Dealer is not allowed to pay collection for any player.
16. Players must put the entire wager in the betting square before the dice cup is opened by the Dealer. Only chips placed in the betting square play. Stating "money covers" (or other call bets) is NOT acceptable.

17. No side bets or proposition bets are allowed.
18. Any player wagering on a betting square on the previous hand has the option of being the Designated Player on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that betting position.
19. The Designated Player chooses the style of tile distribution. The Dealer arranges the eight stacks of four tiles according to the style of distribution decided by the Designated Player.

DICE SHAKE AND DEALING THE TILES

After all bets have been made, the Designated Player shakes the dice cup. The Dealer exposes the dice and distributes the tiles according to the dice total.

20. The Designated Player may allow anyone to shake the dice, except a employee on duty.

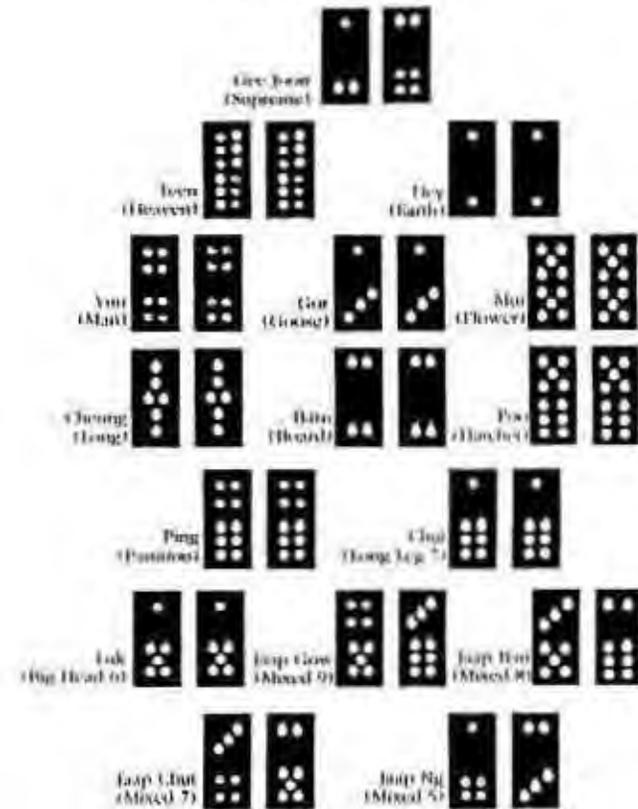
Beginning with the Designated Player as number 1, and continuing counter clockwise, the Dealer counts around the table up to the total of the dice. The player in the position corresponding to the total of the dice receives the first stack of tiles, and his is the first bet to subsequently be resolved. The player to his right receives the second stack, and his is the second bet to be resolved, and so on around the table.

To determine which seat receives the first set of tiles, the Designated Player indicates which set of four tiles will be distributed first and the Dealer then indicates which is the "ACTION" stack.

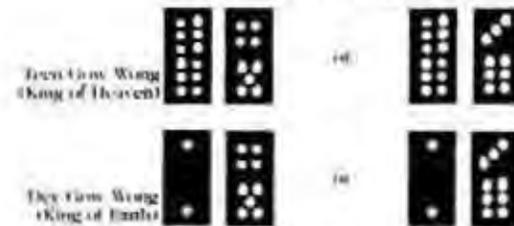
The Designated Player then shakes a dice cup containing three dice, the sum of which indicates the seat to receive the "ACTION" set of tiles. Distribution continues in a counter clockwise direction.

21. Any tiles dealt to a seat without a bet are subsequently retrieved by the Dealer. The unplayed tiles should not be exposed at this time.

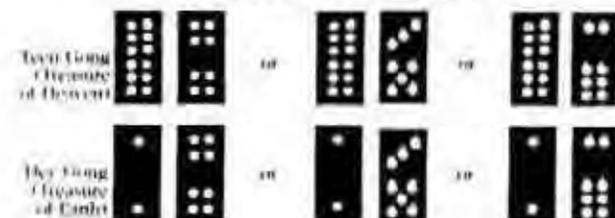
RANKED PAIRS BO (Precious)



WONG (King)



GONG (Treasure)



32. After deciding on his strategy, each player must place his tiles in front of his bet. The tiles must be arranged in two sets of two, or in a stack of four if the player wants the Dealer to ultimately set the tiles "House Way".
33. Players are forbidden to show or discuss their hand with any player involved in another active hand.

CONSULTING THE HOUSE DEALER:

34. Should the player want the Dealer to set the tiles House Way, the player stacks his tiles in a stack of four. The Dealer will set them House Way after the Designated Player's hand has been set, and in normal rotation.
35. The Designated Player may also request assistance from the Dealer in the arrangement of his tiles. (See "Opening the Hands")
36. Any attempts to switch, pass, hold out tiles, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
37. Any player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
38. A player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.

OPENING THE HANDS AND SETTLING THE BETS

After all the other players have set their hands, the Dealer gives the Designated Player his tiles.

39. The Designated Player may allow one other person at the table to handle one or more of his tiles and assist in setting the hand.
40. At the request of the Designated Player, the Dealer may show

reasonable options in setting the tiles, but the final setting is the Designated Player's decision.

41. The Dealer must get the Designated Player's instruction to continue, with obvious gesture, before opening the first player's tiles.

The Dealer then opens each player's tiles in turn, compares the front hand and the back hand against the Designated Player's corresponding hands. Winners and losers are determined by criteria previously outlined.

When all tiles have been exposed, and each player's hand compared to the Designated Dealer's, payoffs start.

42. Bets are collected and paid only to the extent the Designated Player's wager is in action.

Example: The Designated Player has wagered \$200. The first player bet \$60 and lost. The player's bet (\$60) and \$60 from the Designated Player's \$200 wager are returned to the Designated Player. That money is now "out of action". The Designated Player now has \$140 left. The next player bet \$40 and won. His bet (\$40) and \$40 from the DP's remaining bet is returned to the winning player. There has been \$100 of the Designated Player's bet removed from action, leaving \$100 for continued action. The process continues until the Designated Player's bet has been exhausted, or all bets have been settled. Any money bet by the Designated Player which has not received action is returned.

WINNING HANDS

The highest hands are ranked in sequence according to the Pai Gow Combination Rankings shown in the accompanying examples.

43. If neither the player nor the Designated Player has a pair, Wong, or Gong, the hands are compared according to their numerical values. If both hands have the same numerical value, the rank value must be used to determine the winner. (Refer to the accompanying charts.)

43. If both the player's hand and the Designated Player's hand has the same numerical value (except Zero) the hand with the highest ranking tile wins. Individual tiles are ranked in the enclosed "SINGLE RANKING CHART". Only the highest tile in each hand is relevant. The other tile does not count in breaking ties in numerical value.
44. If both the player's hand and the Designated Player's hand have numerical values of Zero (a copy) the Designated Player wins, regardless of which hand has the highest ranking tile.
45. If both players have hands of exactly the same rank or value and equivalent high tiles (copy), the Designated Player wins.

RANKING OF NON-PAIR HANDS

NINE'S(9'S)	EIGHT'S(8'S)	SEVEN'S(7'S)	SIX'S(6'S)
#1. 12+7	#1. 12+6	#1. 12+5	#1. 12+4
#2. 2+7	#2. 2+6	#2. 2+5	#2. 2+4
#3. R8+11	#3. R8+10	#3. RR+9	#3. RR+WR
#4. R4+5	#4. R4+W4	#4. R4+3	#4. W10+6
#5. W10+9	#5. W10+WB	#5. W10+7	#5. W6+R10
#6. W6+3	#6. 11+7	#6. W6+11	#6. 11+5
#7. W4+5	#7. R10+W8	#7. W4+3	#7. R10+R6
#8. 11+W8	#8. 3+5	#8. 11+R6	#8. Big 7+9
#9. R10+9	#9. R10+7	#9. 9+Sm.6	#9. Sm.9+7
#10. R6+3	#10. 9+W8		

FIVE'S(5'S)	FOUR'S(4'S)	THREE'S(3'S)	TWO'S(2'S)
#1. RR+7	#1. 12+3	#1. 12+11	#1. 12+10
#2. R4+11	#2. R8+6	#2. 2+11	#2. 2+10
#3. W10+5	#3. R4+10	#3. R8+5	#3. RR+4
#4. W6+9	#4. W10+W4	#4. R4+9	#4. R4+WR
#5. R10+Sm5	#5. W6+W8	#5. W6+7	#5. W6+R6
#6. Big7+W8	#6. W4+R10	#6. W4+9	#6. W4+WR
#7. R6+9	#7. Big7+Sm7	#7. Big7+R6	#7. Big7+5
#8. 9+5	#8. R6+W8	#8. Big 6+7	#8. Sm7+5
#9. W8+Sm7	#9. Sm7+Low6	#9 Sm 8+Sm J	
	#10. Sm 8+6 (J)	#10. Sm 7+6 (J)	

ONE'S(1'S)

- #1. R4+7
- #2. W10+11
- #3. W6+5
- #4. W4+7
- #5. 11+R10
- #6. R6+5

ZERO'S(0'S)

All Zeros are equal (copies)

Starting with the stack on his right and progressing to his left, the Dealer then deals" out each stack. The first stack is dealt to the Action Button, and continues counter clockwise until all stacks are distributed.

EXPOSED TILES

(A) While tiles are being stacked:

22. If the Dealer exposes a "2", a "12", a "LOW 3" or a LOW 6" he must reshuffle.
23. If the Dealer exposes two or more tiles, all tiles must be reshuffled.

(B) When the dealer is distributing tiles:

*To a player

24. If one tile is exposed, the player must accept as playable.
25. If two or more tiles are exposed, the player's hand is dead and his bet is returned.

*To the Designated Player

26. If one tile is exposed, the Designated Player must accept it.
27. If two or more tiles are exposed, play is dead, all tiles are reshuffled and restacked.

SETTING THE TILES FOR PLAY

28. After the deal, all tiles must remain plainly visible on or above the table.
29. The controlling player is the one with the most chips bet on that position. That player controls the setting of the tiles. It is also his decision whether to show the tiles to other bettors on that position.
30. It is each player's responsibility to arrange his tiles correctly. Hands are played as set.

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.

If a player is dealt more or less cards than the game

he/she is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, all monies, antes and blinds are forfeited by that 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.

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

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.

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.

TAHOE PINEAPPLE HI-LO SPLIT

Tahoe Pineapple is a form of Texas Holdem, except the Players are dealt three cards (hole cards) as their initial starting hands. A round of betting occurs. There are three other betting rounds, the flop, the turn, and the river. The five board cards are community cards and belong to all active players.

A player may use one or two cards but not all three hold cards at one time. To make a high or low hand.

The hold cards and the board cards are interchangeable for high and low. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot. -

The ranking of hands is the same as in High or Low Draw Poker, except there is no Joker.

All general house and holdem rules apply to Tahoe Pineapple.

RULES FOR DOUBLE HAND POKER

CONTENTS:

GAME DESCRIPTION
METHOD OF PLAY
RULES

DOUBLE HAND POKER is played with a standard 52 card deck with one Joker added, making 53. Each Player is dealt seven cards from which they form two hands, a two-carded and a five carded hand. Traditional Poker rankings are used to determine winners.

When Players' hands are compared to the Designated Player's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player wins. If one hand is lower and one higher it is a "push" and neither win.

Play rotates clockwise. Each Player has the option: 1. to be the Designated Player for two consecutive hands; 2. for only one hand then pass that privilege; or 3. refuse the option entirely in which case it is offered to the next Player.

As in many other games, several Players may wager on the same hand, frequently called "back betting".

METHOD OF PLAY

- * Play make a bet
- * The Dealer deals seven piles of cards of seven each, in

- turn, in rotation in the middle of the table
- * The Designated Player selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
 - * The Designated Player shakes a dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed
 - * Each pile of seven cards are distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer
 - * Players form two hands, a two-carded and a five-carded hand
 - * When all Players hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the Designated Player's instructions
 - * Each Player's hands are compared to the Designated Player's hands to determine the winner according to the criteria in the above paragraphs.
 - * Bets are collected and paid only to the extent the Designated Player's money is in action.

Example: The Designated Player has \$200 wagered. The first Player had \$60.00 and lost. The

Player's bet and \$60.00 from the designated Dealer's \$200.00 are returned to the DP and that money is now "out of action". The DP now has \$140.00 left in action. The next Player bet \$60.00 and won. That bet and \$60.00 from the DP's remaining bet is returned to the winning Player. There has been \$120 of the DP's bet remove from action, leaving \$80 for continued action. The Process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP which has not received action is returned.

RULES

1. The Sportsmen's Association does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against the Sportmen's Association.
2. Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
5. Any amount over the maximum table limit will receive no action.

6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit.
7. "Kum-Kum" bets will be paid off and/or collected as one bet.
8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10. All action goes clockwise, starting with the action button.
11. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
12. The Player who controls the seat is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.
13. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.
14. Backline Players may participate in the play of the hand. If the active Player and Backline Players(s) disagree over the play of the hand, the seated Player makes the final decision.
15. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money

- wagered.
16. In the Designated Player position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
17. The Designated Player may allow any person to shake the dice, except a Sportsmen's Association employee on duty.
18. Once the Dealer has announced "no more bets" and opened the dice cup, no one may change his wager. PENALTY. Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
19. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Designated Player's hand are all examples of INFLUENCE.
20. The Dealer is not allowed to pay collection for any Player.
21. The Designated Player's hand will not be opened until all hands have been set. "House way" hands will be set before the Designated Player's hand is opened.
22. all Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is NOT acceptable.
23. If the Designated Player's hand is accidentally exposed before all hands are set, the unset hand's will set "house way".
24. Any active Player is entitled to ask the Dealer the amount of the

Designated Player's wager, to the extent that it affects the play of his hand.

25. No side bets or proposition bets are allowed.
26. Any Player wagering on a spot the previous hand has the option of being the Designated Player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot.
27. A Player may not surrender his hand.
28. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
29. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
30. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
31. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
32. A Player may see one hand only, regardless of the number of hands on which he has wagered.
33. The Joker may be used as an Ace or

to complete a straight or as the highest unmatched card in a flush.

34. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
35. All FOUL hands are considered losing hands.
36. A Player has a FOUL hand if:
 - (a) The two-card front hand is stronger than the five-card back hand, or
 - (b) The Player does not have exactly two cards in the front hand, or
 - (c) The Player does not have exactly five cards in the back hand, or
 - (d) The Player does not protect his hand and it comes in contact with other cards.
 - (e) The FRONT hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.
37. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
38. Players are responsible for the final setting of their hands. When a Player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".
39. Any "house way" hand improperly set by the Dealer will be reset by management, if it can be retrieved intact.
40. The Dealer cannot allow the Designated Player to set his hand

foul, it will be reset the "house way" by management and play will continue.

41. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
42. The Dealer must get the Designated Player's instruction, with obvious gesture, before opening the first Player's hand.
43. The Sportsmen's Association will not be responsible for any hand that is "ok'ed" for action by the Designated Player.
44. Once the Player's hand is exposed, the Designated Player may not reset his hand. (Defer to Rules #41 and #44.)
45. Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of designated Players.
46. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
47. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
48. "COPY": If a Player's front hand has the same value as the Designated Player's front hand, it is called a "copy". The Designated Player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
49. A Player is allowed to "hold" a

seat for up to one (1) hour. When time is up, chips will be removed and seat forfeited.

21st
CENTURY
BACCARAT

FACE UP VERSION

WITH TIE BET

(03/09/04)

21st CENTURY BACCARAT

Face Up Version

SUMMARY OF GAME

The object of the game is to assemble a hand of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

Two 2- card hands will be dealt onto the table, the hand dealt on the house-dealer right side is the player/dealer's hand, and the hand dealt on the house- dealer's left hand side will be players hand. Players hand will be dealt face up while only the first card of the player/dealer hand will be dealt face up .The second card of the player/dealer hand will be dealt face down all one by one in rotation.

Each player has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible
2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used.
4. There are no Jokers.
5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.
8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

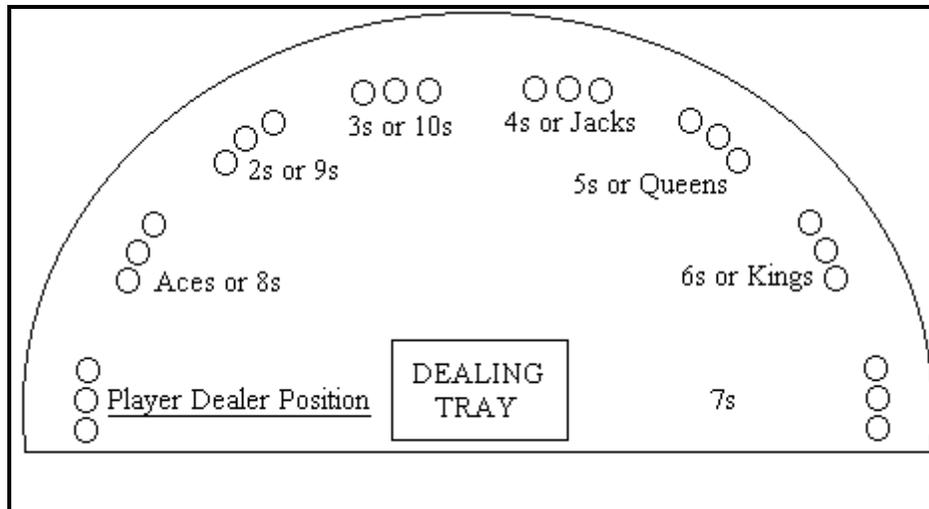
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals 2- two card hands, in rotation, one at a time.
11. Players will use two community cards, face up.
12. The player/dealer receives two cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
14. Each player with a wager on the stand line has four options:
 - a) Stand and keep wager on the Stand Line;
 - b) Hit and take a community card by moving wager to Hit Line;
 - c) Surrender and forfeit half of the wager; or
 - d) Make an additional wager equal to the original wager and take a community card by moving original wager and additional wager on the Hit Line.
 - e) Make a tie bet wager after viewing the both player's cards and one of the player/dealer face up cards prior to any decision by any player (Hit, Stand, Surrender and Double up).
15. The tie bet wager rules follows the base game rules relating to Hit or stand. Player must stand on 7-9 . Hit 0-4 and have option on 5 and 6.
16. The House Dealer will deliver additional hit card if requested and will then expose the player/dealer's hole (down) card.
- 17) In the event of Tie (0 to 9) between player's hand and player dealer's hand the Tie wager will wins regardless of the out come of the base game wager. For example if a player has 1 and the player dealer hand is 1. The player wins
- 18) In the event of player's hand and the player/ dealer hand's are different, the player/dealer will win the wager regardless of the outcome of the base game wager.
 - a) If the player/dealer hands is 3 and the player hand is 6 . The player will lose the tie hand wager.
 - b) If the player/dealer hand is 3 and the player hand is 6. The player will win the base game wager.
- 19) The TIE hand wager cannot exceed the base game BET.
Only player with original BET may wager for the TIE hand.

Wagers are collected or paid, to the extent that player/dealers' wagers covers in following order from the action button seat by seat. For Example if the player/dealer is in seat #1 and the actions starts from seat two, the pay-off will be as follow:

- **Seat # 2**
TIE hand with any odds pay-off First BET.
Any backline BET
- **Seat #3**
TIE hand with any odds pay-off First BET.
Any backline BET
- **Seat #4**
TIE hand with any odds pay-off First BET.
Any backline BET
- **Seat # 5**
TIE hand with any odds pay-off First BET.
Any backline BET.
- **Seat # 6**
TIE hand with any odds pay-off First BET.
Any backline BET.
- **Seat # 7**
TIE hand with any odds pay-off First BET.
Any backline BET.
- **Seat # 8**
TIE hand with any odds pay-off First BET.
Any backline BET.

20)The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

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



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
18. Players with hands valued at 0 to 6 may surrender.
19. Players with hands valued at 7 to 9 must stand.
20. Players with hands valued at 0 to 4 must hit.
21. Players with hands valued at 0 to 6 may add a wager equal to their original wager and hit.
22. The Player/dealer wins all ties on zero and one.
23. All ties on 2 through 9 are a "Push" and wagers are called off.
24. The Player/dealer must hit on 5s or below and must stand 6s and above.
25. House Way: Players hit on 5 or below and stand on 6 or above. House Way must be used by the house dealer when a player requests the House dealer to play an additional wager.
26. Any three card hand with a value of 9 pushes a two card hand with a value of 9.
27. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
28. Backline betting is allowed. Each seat has three betting circles for Ante bet.

29. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

PLAYER- DEALER & DEAL

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

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

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1
- All ties from 2-9 are pushes.

Ranking Chart

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

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

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

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

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 a maximum of one additional (hit) card.

Rules for Players		
		Have Option on
<u>7 OR MORE</u>	<u>4 OR LESS</u>	<u>5 & 6</u>

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THREE CARD POKER

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

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

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.
8. The player/dealer must qualify to play with a minimum Queen-high.
 - a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

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THREE CARD POKER

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

- c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the player/dealer's hand beats the player's, the player loses.
- 9. All bets receive action to the extent that the player/dealer wager covers.
- 10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
- 11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

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

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

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THREE CARD POKER

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

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PURE 21.5 BLACKJACK

OBJECT OF THE GAME

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

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

VALUE OF THE CARDS

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

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

RANKING CHART

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

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

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PURE 21.5 BLACKJACK

ROUND OF PLAY

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

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PURE 21.5 BLACKJACK

motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.

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

Empire Sportsmen's Association PURE 21.5 BLACKJACK

DIAGRAM #1

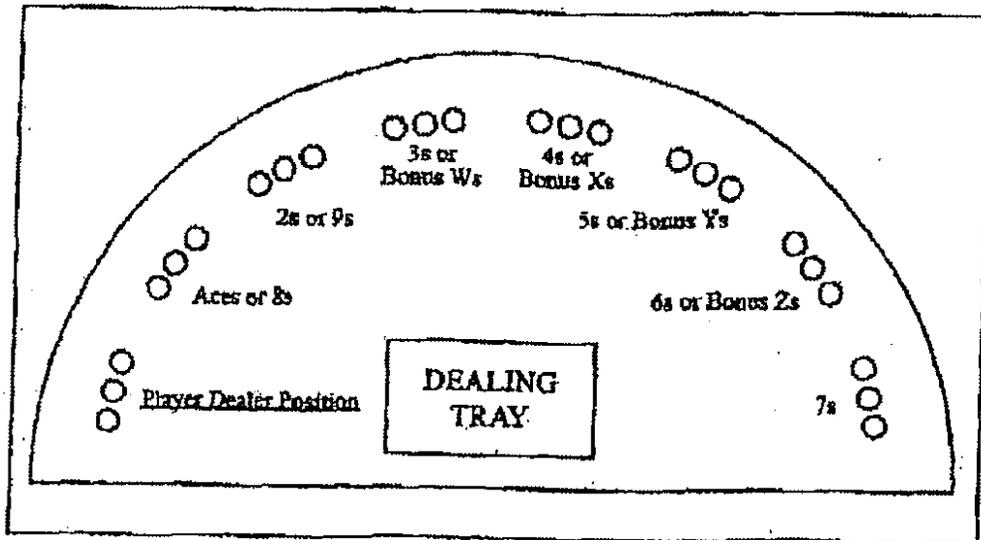
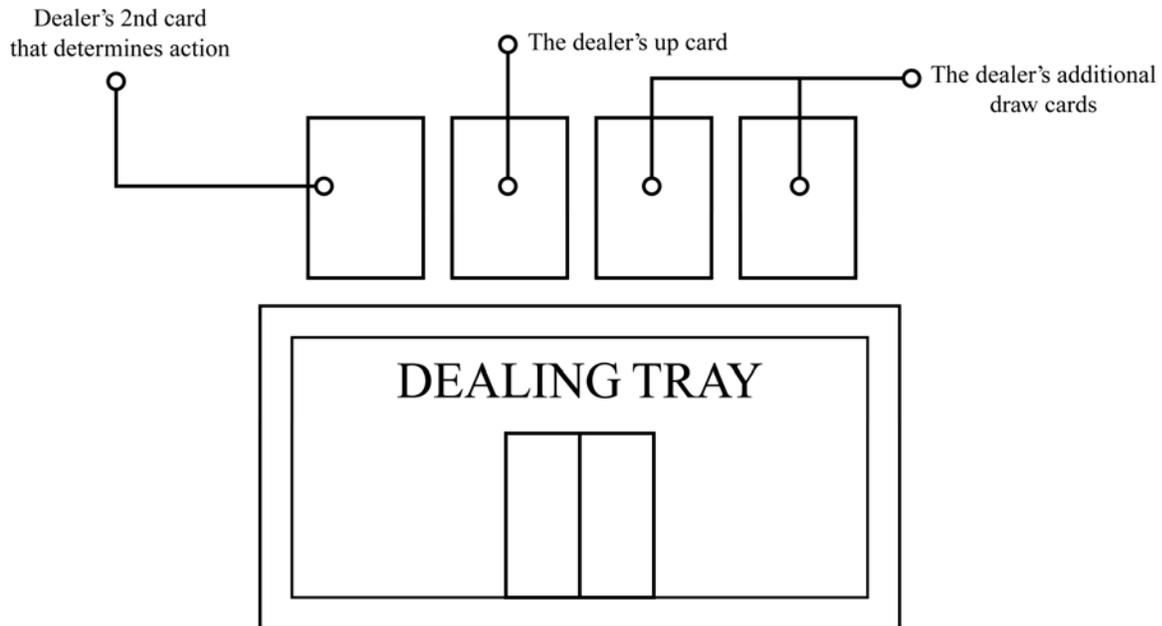


DIAGRAM #2



Empire Sportsmen's Association

PURE 21.5 BLACKJACK

15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B PLAYER/DEALER OPTIONS

<u>Must Stand on</u>	<u>Must Hit on</u>	<u>Have Option on</u>
Hard 17 or more	Soft 17 or less	None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.

Empire Sportsmen's Association

PURE 21.5 BLACKJACK

5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is allowed; subject to local ordinance or code.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card.
3. When splitting two Aces, the player only receives one additional card per ace. Aces may only be split once, which gives the player two hands. If the draw card is a "BONUS" card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.
4. There is no splitting for less.
5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.

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6. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
7. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
8. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position. The Buster Blackjack Bonus Bet may be attached to all limits and versions of the currently approved games offered at the Village Club, as identified below.

Empire Sportsmen's Association

PURE 21.5 BLACKJACK

Collection Rates

(09/23/2009)

Schedule 1:

Table Limit	Player/Dealer Wager Amount (per hand)	Player Dealer Collection Fee (per hand)	Player Collection Fee
\$5 - \$1,000	\$5 - \$50	\$0.50	N/A
	\$51 - \$100	\$1.00	
	\$101 - \$300	\$3.00	
	\$301 - \$500	\$5.00	
	\$501+	\$8.00	

Schedule 2:

Table Limit	Player/Dealer Wager Amount (per hand)	Player Dealer Collection Fee (per hand)	Player Collection Fee
\$25 - \$2,000	\$25 - \$100	\$1.00	N/A
	\$101 - \$300	\$3.00	
	\$301 - \$800	\$8.00	
	\$801 - \$1,200	\$12.00	
	\$1,201+	\$20.00	

Schedule 3:

Table Limit	Player/Dealer Wager Amount (per hand)	Player Dealer Collection Fee (per hand)	Player Collection Fee
\$50 - \$5,000	\$50 - \$200	\$2.00	N/A
	\$201 - \$400	\$4.00	
	\$401 - \$800	\$8.00	
	\$801 - \$1,200	\$12.00	
	\$1,201+	\$20.00	

- Only one Collection Rate schedule will be used at any one table during any one time.
- Collection fees are taken from the player/dealer per hand before the cards are dealt.

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



**STANLEY KO
BETWISER GAMES, LLC
P. O. BOX 82225, LAS VEGAS, NV 89180
(702)258-9685**

EMAIL: STANKOG@AOL.COM

Rules of Play

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

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

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

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

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

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A
3	2
4	2
5	4
6	18
7	50
8 or more	200

The Benefits of Buster Blackjack

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



Fortune Pai Gow Poker 1.1

Standards of play:

Fortune Pai Gow Poker 1.1 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 1.1, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$25 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker 1.1 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 1.1, 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 1.1, 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>
<i>Five Aces</i>	<i>A hand that consists of five cards containing all aces.</i>



Fortune Pai Gow Poker 1.1

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 1.1

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 1.1 game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Type of gaming table utilized for this game:



Fortune Pai Gow Poker 1.1

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker 1.1. 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 1.1 is played on a standard Pai Gow Poker table which seats up to six players and the Player-dealer position for a total of seven seated positions.

How and when are house fees collected:

- ❖ Backline betting permitted on the base game wagers only.
- ❖ Fortune Pai Gow Poker 1.1 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.

Fortune Pai Gow Poker

\$10-\$100 per Circle	Player-(max 10 circles)	Player/Dealer (total action including all wagers and bonus wagers)	
	\$1 per circle	\$10-\$100	\$1
		\$101- table max	\$2

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Fortune Pai Gow Poker 1.1 game wager and will then have the option to make a Fortune Bonus Bet wager as well. If a player



Fortune Pai Gow Poker 1.1

wagers at least \$25 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the casino dealer must place an "Envy" button next to that player's Fortune Bonus Bet wager.

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

Round of Play

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.
- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown 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.



Fortune Pai Gow Poker 1.1

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.
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.



Fortune Pai Gow Poker 1.1

- ❖ 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 1.1 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 1.1 game wagers are paid 1 to 1.
 - b. The Fortune Pai Gow Poker 1.1 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 1.1 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 1.1 game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.



Fortune Pai Gow Poker 1.1

- ❖ 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 1.1 game wager prior to the initial deal.
- ❖ Only 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 1.1 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



Fortune Pai Gow Poker 1.1

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.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker 1.1 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 \$25 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 \$25.
- ❖ 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



Fortune Pai Gow Poker 1.1

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 1.1 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



Fortune Pai Gow Poker 1.1

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
“Action” 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.



*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

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

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

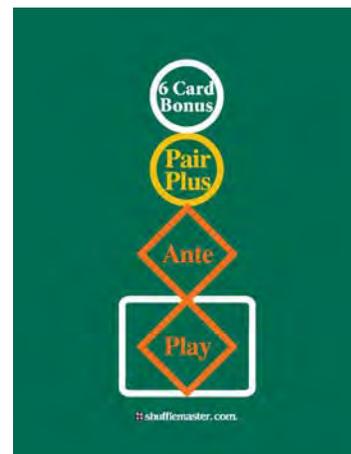
Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

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



Number of players in the game:

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

Type of card deck used:

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



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

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

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

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.



4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.
5. Backline betting is not permitted on any wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.



4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand does NOT qualify, the player-dealer will **automatically pay each Ante**, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. An action button shall NOT be utilized. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. 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.

Pair Plus:

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

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Pair Plus Bonus Bet and any collection fees that may be taken.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.



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

10. Winning 6 Card Bonus wagers pay as follows:

Qualifying Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

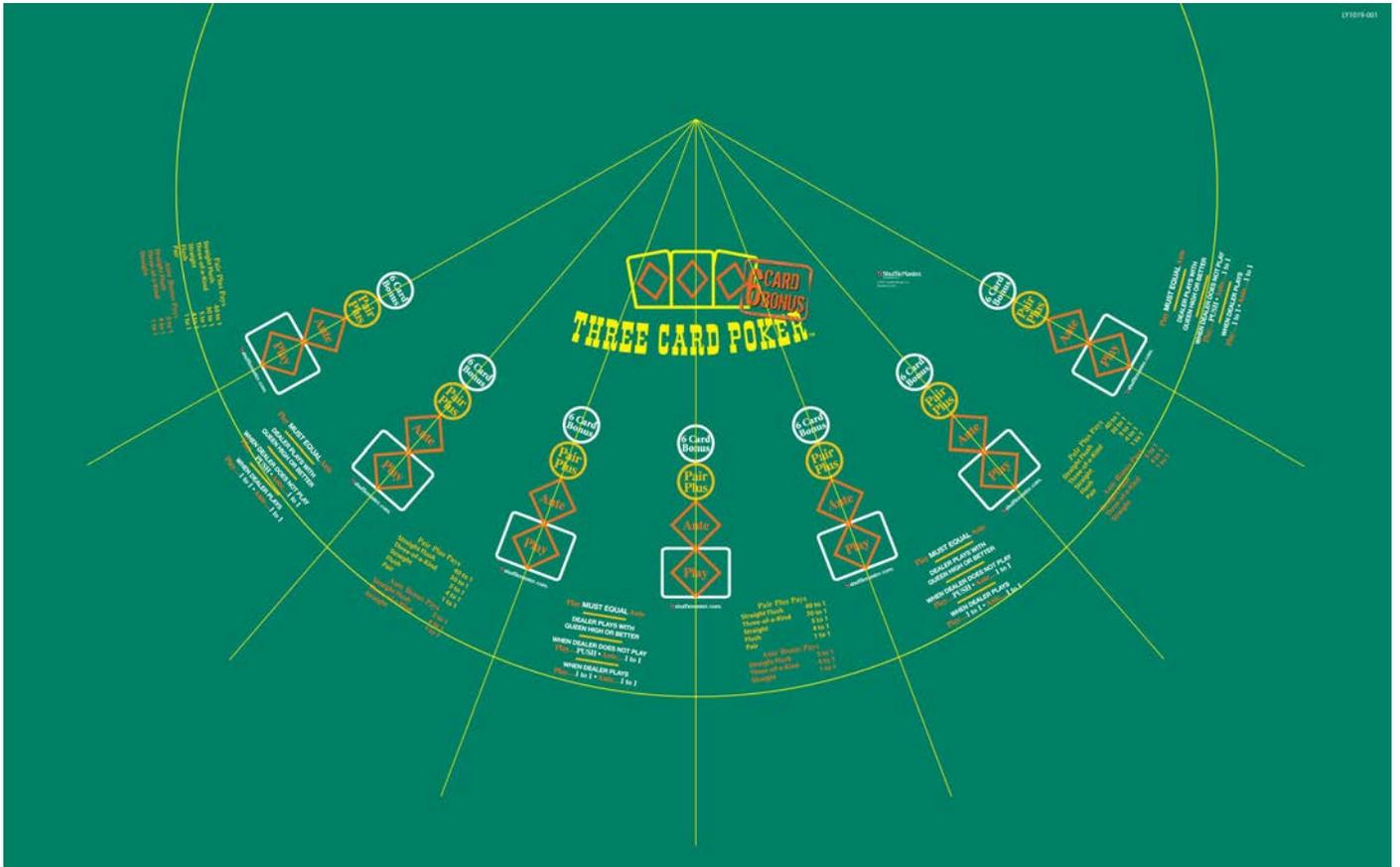


Glossary of terms used in the controlled game:

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



Sample Table Layout



EZ BACCARAT™ PANDA 8



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Empire Sportsmen's Association 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.

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.

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

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

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

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

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

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

Empire Sportsmen's Association 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 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Empire Sportsmen's Association 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.



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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-04	
	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 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	



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.

Face-Up Chinese Poker

Type of Game

The players of Chinese Poker play against each other for the entire stack of chips that each player has on the table, referred to as table stakes. Each player's entire stack of chips shall be eligible to be won or lost during each round of play. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form three hands, also referred to as "segments;" a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. Each player's back hand must rank higher than their middle and front hands, their middle hand must rank higher than the front hand but lower than the back hand, and the front hand must rank lower than the back and middle hands.

Description of the Deck and Number of Decks Used

Chinese Poker is played with one standard 52-card deck which does not include a joker.

Card Values and Hand Rankings

The rank of each card used in Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a straight. All suits shall be considered equal in rank. The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.

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

The ranking of hands that may be made for the front hand, in order from highest to lowest rank shall be:

Hand Deal	Hand Requirements *
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind. Except as noted in the clean sweep section.
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, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

*Straights and Flushes are not considered in the three card hand

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to five seated positions. However, in a five-handed game, only four players will receive a hand and will be actively playing. The fifth player will become eligible during the next round of play when the action button and dealer button rotates. The fifth player may also be eligible to participate provided that one of the four hands chooses not to participate during that round of play. When five players are seated at the table, only the player that has both the action button and the dealer button, and the three players clockwise around the table from that player, shall receive cards. Also, if there are only two players at the table, they will have the option of playing two hands each. However, if both players do not agree to play two hands, each player will only receive one hand. The settling of hands will follow the same guidelines below. If a player does play two hands, their hands will only be compared to the other player's.

Each player's stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player's stack of chips on the table shall be eligible to be won or lost during each round of play. A player is required to initially buy into a game for at least thirty times the amount of the table limit. At the beginning of each round, each player shall be required to have a minimum of nine points worth of chips in their stack.

Face-Up Chinese Poker

Dealing Procedures and Round of Play

After each player has placed their wager, the action button and the dealer button shall be placed. When first opening a game, the player to the left of the house dealer shall receive both the action button and the dealer button. Once a player has received both buttons, the house dealer shall complete the dealing procedures as described below.

The casino dealer deals cards one at a time, face-up, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards. The active player to the left of the dealer button must then place his initial cards face-up in either the top, middle, or bottom segments with no more than three cards in the top segment. The initial five cards can be split up between the three segments. This process continues clockwise until all active players have placed their initial five cards in their respective segments. The casino dealer will then deal one card face-down to the active player to the left of the dealer button. That player must place the card face-up in either the top, middle or bottom segment of their hand. Once the card lays face-up on the table in any of the segments, it will be set and cannot be altered. This process continues clockwise to each active player until all active players have 13 cards face-up with three cards in the top segment and five cards in both the middle and bottom segments.

Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand. A player may bet no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money once the hand is dealt. In between hands however, a player is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy in. In addition, players may not remove any chips from their table stakes in between hands.

Dealer Button

The game shall utilize a flat white disk with the words dealer button on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play.

Action Button

The game shall also utilize a disk with the words action button on it to visually designate which player received first action on their wager. It also signifies that the player with this button is in position #1 and shall begin the comparison of his/her hands against all other players at the table, according to the settling of hands described below. The other players in clockwise rotation represent position #2, position #3, and position #4.

When a new game is opened, the player to the left of the house dealer shall receive both the action button and the dealer button. Both buttons shall stay with the same player at all times and shall rotate clockwise to the next player after each round of play. Wagers shall be settled according to the rules below.

Face-Up Chinese Poker

How Winners are Determined and Paid

Once each player has set their three hands, all three segments of a player's hand shall be compared to the next player's three segments, in the following order:

- The player in position #1 shall compare their hands against the position to their left, which is position #2.
- The player in position #1 shall compare their hands against the position to the left of the position #2, which is the position #3.
- The player in position #1 shall compare their hands against the position to the left of the position #3, which is the position #4.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #3.
- The player in position #2, which is to the left of the action button and the dealer button, settles the payoff against the position to the left of the position #3, which is the position #4.
- The player in the position #3, which is to the left of the action button and the dealer button, settles the payoff against the position to their left, which is the position #4.

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a foul hand, that player must pay a penalty to each player. The penalty shall be three points to each player for each segment. No matter which segment has been fouled, the whole hand will be considered fouled and the penalty will be nine points. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System, or if there is a Clean Sweep hand. However, the player with the foul hand is not eligible for bonus points according to the Bonus System or if they have a Clean Sweep.

When comparing each player's segments, each player shall be paid according to the point system, as described below.

Point System

The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point. If a segment has the same exact rank between two players, it results in a tie (push) and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

In addition to players winning according to the Point System, players shall be eligible to win additional points according to the Bonus System or Clean Sweep rules, as shown below. All of these shall be offered together at all times that this game is being played.

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Bonus System

Players may be eligible for additional points when comparing their segments against other players' segments if they make certain hands in their five-card back hand, their five-card middle hand, or their three-card front hand, as shown below. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus points are earned as follows:

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Pair of Sixes (6s)	1 point	N/A	N/A
Pair of Sevens (7s)	2 points	N/A	N/A
Pair of Eights (8s)	3 points	N/A	N/A
Pair of Nines (9s)	4 points	N/A	N/A
Pair of Tens (10s)	5 points	N/A	N/A
Pair of Jacks (Js)	6 points	N/A	N/A
Pair of Queens (Qs)	7 points	N/A	N/A
Pair of Kings (Ks)	8 points	N/A	N/A
Pair of Aces (As)	9 points	N/A	N/A
Three of a Kind (2s)	10 points	N/A	N/A
Three of a Kind (3s)	11 points	N/A	N/A
Three of a Kind (4s)	12 points	N/A	N/A
Three of a Kind (5s)	13 points	N/A	N/A
Three of a Kind (6s)	14 points	N/A	N/A
Three of a Kind (7s)	15 points	N/A	N/A
Three of a Kind (8s)	16 points	N/A	N/A
Three of a Kind (9s)	17 points	N/A	N/A
Three of a Kind (10s)	18 points	N/A	N/A
Three of a Kind (Js)	19 points	N/A	N/A
Three of a Kind (Qs)	20 points	N/A	N/A
Three of a Kind (Ks)	21 points	N/A	N/A
Three of a Kind (As)	22 points	N/A	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 points	6 points
Four of a Kind	N/A	16 points	8 points
Straight Flush	N/A	20 points	10 points
Royal Flush	N/A	40 points	20 points

Bonus points may be awarded in addition to the other points awarded for winning a segment or Clean Sweep. In order to get the bonus for each segment, as shown above, the following requirements must be met:

- Players need not win the segment to win the Bonus. If a player has a qualifying bonus hand but loses the segment, they shall still be paid the bonus.
- Bonus Hand values are always additional points.
- Fouled Hands will not be paid the bonus.

Example: if a player wins two out of three segments and has four of kind in the back, that player shall win two points for two segments and ten points for the four of a kind in the back for a total of twelve points.

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Clean Sweep

A Clean Sweep, also referred to as a Natural occurs when all thirteen cards dealt to a player make a qualifying hand, as shown below. Clean Sweep hands have a special ranking and automatically win. A Clean Sweep hand must be declared after the player has received their cards but prior to the segments being compared. Additionally, that player's hand will not participate in the comparing of segments and will not be required to pay players if they receive a bonus. In order to qualify for a Clean Sweep hand, all 13 cards are considered. The 13 cards that make a clean sweep hand must be contained in the 13 cards in order to qualify. The following are the Clean Sweep hands ranked from highest to lowest:

Clean Sweep Hands	
Hand Dealt	Point Value
Super Dragon Ace (low) through king, One suit	26
Dragon Ace (low) through king, Any Suit	13
6 Pairs Hand consist of 6 pairs (4 of a kind may be used as 2 pairs)	3
Three Straights Contains straights in all three segments (top, middle, bottom)	3
Three Flushes Suited cards in all three segments (top, middle, bottom)	3

Clean sweep hands with the same value are pushed. Clean sweep hands with a higher value will be paid the full amount of the winning value. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the Clean Sweep hand has been paid, all hands will be compared according to the rules above.

When a player declares a Clean Sweep hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The Clean Sweep hand will be viewed first on the showdown and the player collects its value first. If more than one player has a Clean Sweep hand the higher ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If two Clean Sweep hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players.

Fantasy Land

Fantasy Land gets triggered if a player gets a pair of Queens (Qs) or better, as their front hand segment without fouling. On the next hand, that player receives all 13 cards dealt face down right from the deal. The player must then place those 13 cards optimally into their 3 hands before the cards are dealt to the remaining players. To stay in Fantasy Land a player must make a straight flush or quads on the bottom hand, a full house or better in the middle or trips on top. If a player stays in Fantasy Land they must make a verbal announcement to the other players in the game.

21st Century Blackjack 8.0 with Buster Blackjack

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21st Century Blackjack 8.0 with Buster Blackjack

Type of Game

The game of 21st Century Blackjack 8.0 with Buster Blackjack utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the 21st Century Blackjack is for the Players and the Player-dealer to add the numerical value of their cards and obtain the best possible hand of "Natural" or "21 ½". A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5.

Description of the Deck and Number of Decks Used

A plural standard deck of cards (52 cards) with no joker is used in the play of the game. However, all four of the aces shall be removed from the deck and shall be replaced with four specially marked bonus aces with the word "Natural" on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two 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 Value	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

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Jack	10
Queen	10
King	10

Description of Table Used and Total Number or Seated Positions

21st Century Blackjack 8.0 Buster Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

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.

Dealing Procedures and Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of their 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.
2. 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".
3. Backline betting is not allowed on any wagers.
4. Prior to the start of play, the casino dealer will take the collection fees.
5. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of casino dealer, in a clock-wise fashion. Each player will be dealt one card face up. The player-dealer's first card will be placed in front of the casino dealer.
6. 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. After all players have received a second card, the player-dealer will receive their second card, which will be placed in front of the casino dealer face down. The player-dealer's face-down card shall be checked for a "natural" when the player-dealer's face-up card is a "bonus" ace card. If the player-dealer is dealt a "bonus" ace face-up, players will be asked if they would like to place an "insurance" wager. Players may either decline or place an "insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "insurance" wager, the house dealer will check the player-dealer's face-down card. If the player-dealer has a "natural," players shall not be given the opportunity to draw additional cards and the

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hands shall be compared immediately. Players that placed an insurance bet are paid 2 to 1 on the insurance bet.

- If the player-dealer does not have a “natural,” each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to “hit” and be dealt additional cards to make the best possible hand. This shall also include “doubling-down,” “splitting,” “surrendering,” or “standing.” Each player shall be required to hit or stand according to the chart below:

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

A soft hand is achieved when a hand contains an ace with a combination of two or more cards that add up to 10.

A hard hand is achieved when a hand contains an ace with any combination of three or more cards adding up to 21. In the event that the hand includes an ace, the ace is counted as 1, not 11.

- After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the player-dealer hole (second) card.
- 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. Furthermore, wagers will be settled in the following order: all game wagers on the table and then all buster blackjack side bet wagers on the table.
- The player-dealer’s cards will always be 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 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

A hard hand is achieved when a hand contains a combination of three or more cards totaling 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.

A soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an ace counted as 1 or 11.

12. 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.
13. 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.
14. 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.

How Each Wager Wins, Loses, or Pushes

1. A "natural" is an initial two card hand containing a bonus ace and any card with a value of 10 and is the best possible hand. Winning "natural" hands will be paid 6 to 5
 - 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.
2. If the value of a player's hand is less than a "natural" and the value of the dealer's hand is more than a "natural" the player wins the hand.
3. If the value of a player's hand is less than a "natural" and the value of the player-dealer's hand is less than a "natural," the hand closest to a "natural", without going over, wins.
4. If a player and the dealer hands have the same value and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the dealer's hands both have a value of more than a "natural", the following rules apply:
 - a. If the value of the dealer's hand is closer to a "natural," the dealer wins the hand.
 - b. If the value of the player's hand is closer to a "natural," the player loses except when the dealer has one of the following variations of hands occurs and then they will "push".
 - If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.
6. The player-dealer wins all ties over a "natural."
7. If the value of a player's hand is greater than a "natural" and the player-dealer hand has a value of less than a "natural," the dealer wins
8. A two card "natural" beats all other hands.

Double-Down, Split, Surrender and Insurance

1. Double-down:
 - a. Players can double-down on the first two-cards only, with the exception of all "natural" hands and 21. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

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- b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.
 - c. Player may not double down for less than his original wager, up to one half of their original bet.
2. Splits:
- a. Players can split any two cards of the same value (2-9) 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. A player can split the same value cards a maximum of four times. Players may double down after splitting.
 - 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. A total of three aces can be split. The player must place an additional wager equal to the wager he/she originally placed prior to the start of the game. Aces cannot qualify for a "natural" hand after the split.
3. Surrender:
- a. Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the player-dealer's second card is dealt
4. 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.
5. There is no collection fee taken by the casino on any double-down, split or insurance bet executed by a player, nor is there any collection fee charged to the player-dealer.
6. Backline betting is not allowed on any double down, split, surrender or insurance wagers.
7. Third party providers of proposition player services are permitted to play.
8. All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Buster Blackjack Side Bet

1. 21st Century Blackjack 8.0 features an optional bonus wager. The Buster Blackjack Side Bet 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. A player must participate in the game in order to make the buster blackjack side bet wager.
2. Buster Blackjack Side Bets must be placed prior to the initial deal.

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3. Backline betting is not allowed on the Buster Blackjack Side Bet.
4. The Buster Blackjack Side Bet may be less than or equal to, but may not exceed, the game wager.
5. If the player-dealer does not or cannot have a “natural” and the player has a “natural”, the game wager is paid and the player’s cards are put away. The Buster Blackjack Side Bet remains in action whether or not the player busts or is dealt a “natural.”
6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the player-dealer’s busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the player-dealer hand busts, all Buster Blackjack Side Bets will be paid according to the posted buster blackjack pay table.
 - b. If the player-dealer does not bust, all Buster Blackjack Side Bets will be collected in rotation to the extent of the money in action.
7. The player-dealer will pay all qualifying Buster Blackjack Side Bets and will collect All Buster Blackjack Side Bets that did not qualify.

Note: if there are no game wagers remaining simply because all players have received a “natural”, as long as there is Buster Blackjack Side Bet, the player-dealer must complete his hand, if not 17 or greater.

Buster blackjack side bet pay table

Number of cards in dealer’s busted hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	25 to 1
7	100 to 1
8 or more	500 to 1

Pure Spanish 21.5™

Masque Publishing, Inc.

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





Type of Game

The game of Pure Spanish 21.5 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

- Achieve the best possible point total of 21.5 by getting a king, queen, or jack bonus card and an ace on the initial two cards dealt (example king bonus card below). This hand is called a Pure Spanish 21.5 Blackjack and pays 6 to 5.



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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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



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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
2. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
3. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
4. The first card is dealt to the player seated to the left of the player-dealer, and continues in a clockwise manner. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The player-dealer's cards will be placed in front of the house dealer. The house dealer is the only person on the table allowed to touch the cards.
5. When the player-dealer's face-up card is an ace or king, queen, or jack bonus card, the player-dealer's face-down card will be checked for a Pure Spanish 21.5 Blackjack by the house dealer. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
6. A Pure Spanish 21.5 Blackjack is the best possible hand. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand



signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand.

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they want, or do not want, to receive additional cards, the player-dealer's down card will be turned up.
9. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin with the player to the left of the player-dealer and continue in a clockwise manner until all wagers have been acted on.
10. 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.
11. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
12. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

Diagram #1

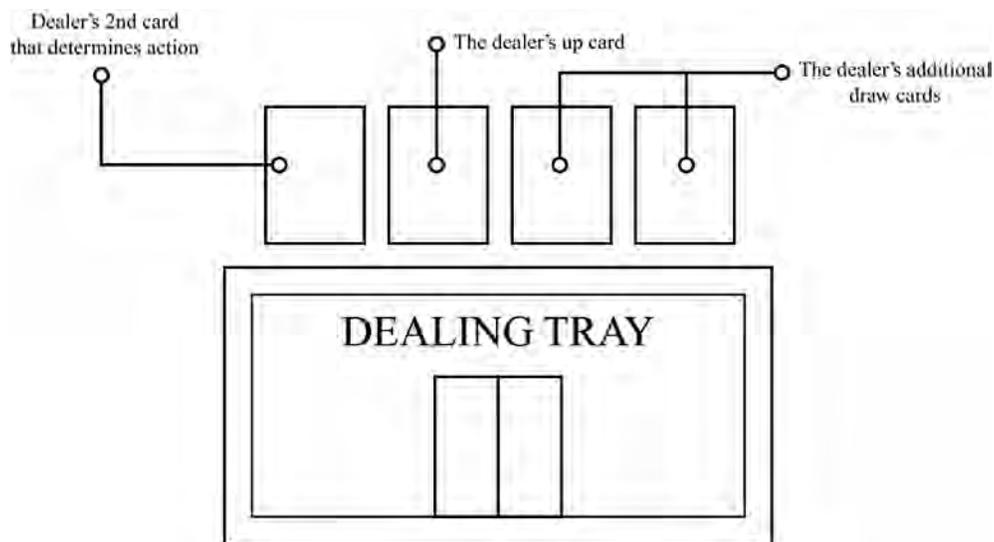




CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Players Option	All other counts

- A “hard” hand is achieved when a hand does not contain an ace, or when it does contain an ace, the ace is counted as 1, not 11.

CHART 1B

PLAYER-DEALER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

- A “soft” hand is achieved when a hand contains an ace with a combination of two or more cards that add up to 17, and the ace may be counted as either 1 or 11.
- A “hard” hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.

How Winners are Determined and Paid

- If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
- If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.
- If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
- If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
- If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.
- If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins
- If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack and the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
- All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
- Backline betting is not permitted on any wager.
- Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.



Player Options

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

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down." If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
 - a) Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.
4. Players can split any pair or two cards of the equal value, including aces and bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.
5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
7. Late surrender option:
 - a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the hand is over there will be no draw; the player will not have the option to surrender.
 - b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.



Bonus Bet

MATCH THE DEALER UP CARD BONUS BET

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager.
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.
4. Back-line betting is not permitted on the Match the Dealer Up Card Bonus Bet.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer Up Card Bonus Bet.
6. If the player-dealer does not or cannot have a Pure Spanish 21.5 and the player has a Pure Spanish 21.5, the game wager is paid and the player's cards are put away. The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a Pure Spanish 21.5.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of matched cards in the player-dealer's hand.
 - a. If the player-dealer's hand matches, all Match the Dealer Bonus Bets will be paid according to the posted Match the Dealer pay table.
 - b. If the player-dealer's hand does not match, all Match the Dealer Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Match the Dealer Bonus Bets and collect all losing Match the Dealer Bonus Bets.
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 from seat to seat: base game wager, Match the Dealer Bonus Bet Wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the Match the Dealer Card Bonus Bet pay tables below.

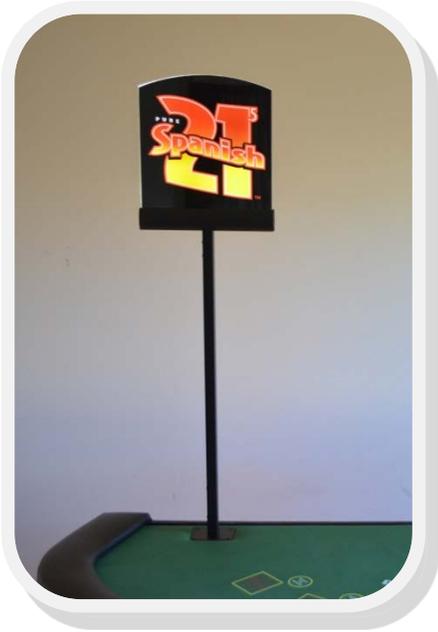


Match the Dealer Card Bonus Bet Pay Tables

48 Card Deck	D
	6 Decks
2 suited matches	16 to 1
1 suited + 1 non-suited match	12 to 1
1 suited match	8 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose



Table Layout



Mexican Poker

Type of Game

The players of Mexican 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 enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game will 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). The cards are shuffled using an automatic shuffler. If the shuffle machine has not finished shuffling the previous deck, the shuffle machine is not operational or the shuffle machine is not available, the cards will be shuffled by hand. When the cards are removed from the automatic shuffler, they are not cut; however, if the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Mexican Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

A joker will 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 and may be used as an ace or to complete any straight or flush. If a player is dealt a joker face-down, the joker is wild and may be used as any card. If the player with the joker later turns it face-up, the joker remains wild. The highest ranked five-card hand for Mexican Poker, in order from highest to lowest, will be:

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a joker. Four aces and a joker is the highest ranked Five of a Kind and four 2s and a 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-jack, 5-6-7-jack-queen, and 6-7-jack-queen-king 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 2s 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 2s and two 3s is the lowest ranked Full House.

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Straight	A hand that consists of five cards that are in consecutive ranking, but 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-jack, 5-6-7-jack-queen, and 6-7-jack-queen-king.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 7 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to seven seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

The game also utilizes a flat disk called a “dealer button” to visually designate the player 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. During the first round, action begins with the player that has the highest face-up card clockwise of the dealer button. On all other rounds, action starts with the player that has the highest hand and is closest to the left of the dealer button.

When first opening a game, all players are dealt one card face-up. The player with the highest ranked card will receive the dealer button. In the result of a tie, the player with the highest card by suit (from highest to lowest, spades, hearts, diamond and clubs) will receive the dealer button. Once the dealer button has been established, the cards are collected and each player will be required to place an “ante.” Antes are used to initiate action and are posted before players receive any cards. All antes will be placed in the center of the table, which is known as “the pot”. Once the antes have been posted, the house dealer will 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 card face-up. The house dealer will then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of two cards; one face-up and one face-down. The face-up cards are not community cards and are only available to the player whose hand they belong. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player dealt the highest face-up card, clockwise of the dealer button will be required to place a bet equal to the amount of the lower table limit, referred to as 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.) 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:

Mexican Poker

- “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 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 an amount equal to or greater than the amount of the previous raise.
- NOTE:** 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;
- “Check” their hand and place no additional bet at this time. In the first round, this is only permitted for the player that placed the bring-in;
 - “Fold” their hand by placing their cards face-down in the center of the table, which will be collected by the house dealer.

After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot. 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 house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer will 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, will 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.

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After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot. 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 house dealer will then take the top card of the deck and place it in the discard pile without exposing it. The house dealer will 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 will 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 house dealer will 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 house dealer will then take the top card of the deck and place it in the discard pile without exposing it. The house dealer will 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 the final card dealt to each active player, the fourth and final round of betting will occur. All active players will 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 Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer will move all player bets into the pot. All active players will then enter into a showdown with each other and compare their hands. The following will apply for determining which player wins the pot:

- The pot will be awarded to the player with the same highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players will lose;

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- In the event that more than one player has the highest ranking hand, the pot will be split equally among the winners. In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button. For the purpose of determining a winner, card suits will not be used to determine the ranking of tied hands.

Big O

Type of Game

The players of Big O play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for the players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use at least two out of the five cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards, to make the highest five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. Cards used to play Big O shall be dealt from a single deck automatic card shuffling device, cut, and then manually dealt by the house dealer. If the automatic shuffler breaks, the cards will be hand shuffled.

Card Values and Hand Rankings

The rank of each card used in Big O, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. The ace may be considered as a low card as well as a high card. All suits shall be considered equal in rank. The ranking of hands for Big O, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of five cards of the same suit in consecutive ranking. An ace, king, queen, jack and 10 is a Royal Flush.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards 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.

Big O

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack or 9 is the highest ranked High Card hand and 7, 5, 4, 3 or 2 the lowest ranked High Card hand.
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Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to eight seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

The game shall utilize a flat white disk with the words “dealer” on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the “big blind” shall have the right to act last. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit (spades, hearts, diamonds, and clubs) shall receive the dealer button.

On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The dealer, small blind, and big blind position shall rotate from player to player around the table clockwise after each round of play.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as “the pot.” Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as “hole cards.” Once each player has received their five hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that is in the big blind position and continuing clockwise around the table:

- Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
- Place a wager that is equal to the amount of the big blind, referred to as a “call”; or

Big O

- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
- Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card off the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check, with the option to call or raise a wager by another player; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then burn a card. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as the “turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

Big O

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then burn a card. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as the "river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All remaining active players shall then enter into a showdown with each other and compare their hands. Players must use two of the five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event 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.
- In the event that the game does not reach the fourth and final betting round (as in all other players have folded), then the last remaining player will win the pot.

Big O High-Low Split

Type of Game

The players of Big O High-Low Split play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

Five-Card High Card Values- The rank of each card used in Big O High-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

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

Big O High-Low Split Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of Two Pairs. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair.

Big O High-Low Split

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

Five-Card Low Card Values- The rank of each card used when forming a five-card low hand, in order of lowest to highest rank, will be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits will be considered equal in rank.

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

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

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to eight seated positions for patrons.

Dealing Procedures and Round of Play

The game shall utilize a flat white disk with the words "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit (spades, hearts, diamonds, and clubs) shall receive the dealer button.

On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The dealer, small blind, and big blind position shall rotate from player to player around the table clockwise after each round of play.

Big O High-Low Split

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as "hole cards." Once each player has received their five hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that is in the big blind position and continuing clockwise around the table:

- Place their five hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
- Place a wager that is equal to the amount of the big blind, referred to as a "call"; or
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card off the deck and place it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check, with the option to call or raise a wager by another player; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

Big O High-Low Split

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then burn a card. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as the “turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then burn a card. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as the “river card.” This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

If there is only one active player left in the game, the pot will be awarded to the active player and a new round will begin.

How Winners are Determined and Paid

Players must use two of the five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following will apply for determining the player(s) who wins the pot:

- If there is no qualifying five-card low hand, as described in the hand and card rankings chart above, the entire pot will be awarded to the player with the highest ranked five-card hand. All other players will lose.
- If there is one or more qualifying five-card low hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the players with the lowest qualifying five-card hand, as previously described.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player immediately clockwise of the dealer button.

Big O High-Low Split

- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
 - They do not have to use the same cards (hole and community) to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot will be split equally among all players with the highest ranked five-card poker hand.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player immediately clockwise of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player immediately clockwise of the dealer button.

Omaha

Type of Game

The game of Omaha is a poker game where the patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Omaha when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

Card hands shall rank, from highest to lowest, as follows:

Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two sets of pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.

Omaha

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk known as the button with the words “dealer” on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” shall have the right of last action.
2. The game also utilizes two separate disks, one with the words “small blind” and the other with the words “big blind” on them, to visually designate which player is in the “small blind” position and which player is in the “big blind” position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card shall receive the dealer button. In the event there is a tie in rank, then it shall be settled by the highest ranked suit (spades, heart, diamond, and club).
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

Omaha

- a. Place a wager that is equal to the amount of the big blind “call”; or
 - b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
 - d. Call the raise or re-raise their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
 8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
 9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - These are community cards and are shared by all players.
 10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
 11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
 - c. “Call” a wager, meaning to match the amount wagered by another player; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player wagers into the pot.
 13. The house dealer shall then burn a card.
 14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn card.”
 - b. This card shall also become a community card and is shared by all players.
 15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
 16. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Check according to the rules and guidelines used in the previous round of play; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
 18. The house dealer shall then burn a card.

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19. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
 - a. This is referred to as “the river card.”
 - b. This card shall also become a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
21. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Check according to the rules and guidelines used in the previous round of play; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot.
23. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners.
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Tahoe Pineapple

Type of Game

The players of Tahoe Pineapple play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hand. Each player may use any combination of one or two out of the three cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “the board” cards, or they may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The cards shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Tahoe Pineapple, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush.

The ranking of hands for Tahoe Pineapple, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards 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.

Tahoe Pineapple

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to 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.

Dealing Procedures and Round of Play

The game also utilizes a flat disk called a "button" with the word "dealer" on it to visually designate the player in the dealer position (in theory) for that hand. The button rotates clockwise after each hand. The button is the last to receive cards on the initial deal, but does not determine where action begins.

During the first round, action begins with the player that has the highest face-up card clockwise of the button. On all other rounds, action starts with the player that has the highest hand and is closest to the left of the button. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit (from highest to lowest, spades, hearts, diamond and clubs), shall receive the button.

Once the button has been distributed by the house dealer, the player to the immediate left of the player with the button shall receive the small blind button and shall be required to place the small blind wager. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind wager. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the button, which is the player that received the small blind button, and continuing clockwise around the table until all players have three cards face-down. These initial three cards are referred to as "hole cards." Once each player has received their three hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- "Fold" their hand by placing their cards face-down in the center of the table, which will be collected by the house dealer; or
- Place a wager that is equal to the amount of the big blind, referred to as a "call"; or
- "Raise" the pot by placing a wager equal to the big blind as well as an additional amount within the posted table limit; or

Tahoe Pineapple

- If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand.
- There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises.
- When a raise or re-raise occurs, checking is not permitted.
- “Check” their hand and place no additional bet at this time. This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Each active player, which are players that called all wagers and did not fold their hand, shall be required to discard one of their hole cards, starting with the first active player to the left of the button. The cards shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. Once all active players have discarded one card and now only have two cards in their hand, the house dealer shall proceed dealing the game by taking the top card of the deck and placing it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all active players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the button:

- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then burn a card. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all active players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the button:

- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

Tahoe Pineapple

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then burn a card. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all active players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the button:

- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

How Winners are Determined and Paid

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the button.
- If at any time there is only one active player remaining, that player shall be awarded the pot and a new game will begin.

Ultimate Texas Hold'em with Bad Beat Bonus

Type of Game

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

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand. Ultimate Texas Hold'em with Bad Beat Bonus lets players bet aggressively. The earlier they bet, the more they can risk and win.

1. If players bet pre-flop, they may bet three times or four times their Ante.
2. If they bet on the flop, they may bet two times their Ante.
3. If they wait until the river, when all community cards are out, they may only bet the same amount as their Ante.

This game also features an optional Trips Bonus and Bad Beat Bonus bet. Players win the Trips Bonus if their final five-card hand is a Three of a Kind or better. Players win the Bad Beat Bonus if either the player or player-dealer has a final five-card hand that is a Three of a Kind or better and loses.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of 52 cards.
2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of 52 cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color.
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game.
 - i. If the automated card shuffling device breaks, the game will not be offered.
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

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

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

Ultimate Texas Hold'em with Bad Beat Bonus

Ultimate Texas Hold'em with Bad Beat Bonus Hand Ranking

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em with Bad Beat Bonus shall be played on a table having six places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em with Bad Beat Bonus table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

- For Ante wagers, the word "Ante";
- For Blind wagers, the word "Blind";
- For Trips Bonus wagers, the word "Trips";
- For Bad Beat Bonus wagers, the words "Bad Beat"; and
- For Play wagers, the word "Play."

Dealing Procedures and Round of Play

All wagers at Ultimate Texas Hold'em with Bad Beat 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.

Ultimate Texas Hold'em with Bad Beat Bonus

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager or bonus bet.
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles along with a wager in the "Trips" circle; or
 - c. An equal wager in the "Ante" and "Blind" circles along with a wager in the "Bad Beat" circle; or
 - d. An equal wager in the "Ante" and "Blind" along with a wager in the "Trips" and "Bad Beat" circles.
4. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Trips Bonus or Bad Beat Bonus wagers have been made, the house dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and then
 - b. Starting on their left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face-down as follows:
 - a. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
 - b. Two cards to the player-dealer; followed by
 - c. Five community cards in the center of the table dealt face-down.
6. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
 - a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table.
 - b. The cards must not be removed from the table.
7. After the dealing procedures above have been completed, each player shall examine their cards and decide whether to check (do nothing) or to make a Play wager three or four times the value of their Ante wager. Once a player bets, they cannot bet again and cannot change the bet.
8. When the players have made their wagers (if any), the house dealer shall proceed to turn over the first three community cards.
9. Players who have not already made a Play wager may decide to either check again or to make a Play wager two times the value of their Ante wager.
10. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
11. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.
12. A player who decides to fold shall place their cards face-down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the Ante, Blind, Trips Bonus (if the hand is not a Three of a Kind or better), and Bad Beat Bonus wagers on behalf of the player-dealer;
 - b. Take the player's cards and individually spread out the cards, face-down, and count them; and
 - c. Place the cards in the discard rack.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
14. Each player and the player-dealer's two cards will be combined with three of the five community cards to make the best five-card poker hand.

Ultimate Texas Hold'em with Bad Beat Bonus

15. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
16. All wagers shall be settled from seat to seat in the following order: Ante, Play, Blind, Trips Bonus and Bad Beat Bonus wagers.
17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply when determining whether the player wins, loses or pushes.

The player-dealer does not qualify when the player-dealer does **not** have a Pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

NOTE: Ultimate Texas Hold'em with Bad Beat Bonus handles qualifying differently than other games when the player-dealer does not qualify, it is not an automatic win for the player.

1. Starting with the player on the player-dealer's left, the house dealer shall:
 - a. Expose each player's cards, signal a push for the Ante and return the Ante wager to each player that did not fold;
 - b. Resolve the Play, Blind, and Trips Bonus Bets normally (see below "When player-dealer qualifies");
 - c. Collect the Bad Beat Bonus wager; and
 - d. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies when the player-dealer's hand has a poker value of a Pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

1. Starting with the player to the left of the player-dealer, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus wager area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Compare the player's hand with the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than the player-dealer's hand;
 - b. Lose if it has a lower poker value than the player-dealer's hand;
 - c. Constitute a push if it has a poker value equal to the player-dealer's hand.
 - d. If a player wins with less than a Straight, the Blind bet pushes.
3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips Bonus wager qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer;
 - c. Determine whether the Bad Beat Bonus wager qualifies and pay accordingly on behalf the player-dealer or collect the wager on behalf of the player-dealer; and
 - d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:

Ultimate Texas Hold'em with Bad Beat Bonus

- a. Pay the Ante and Play wagers on the hand;
 - b. Pay the Blind wager if the hand is a Straight or better, see Blind pay table;
 - c. Determine whether the Trips Bonus wager qualifies and pay accordingly, see Trips Bonus pay table;
 - d. Determine whether the Bad Beat Bonus wager qualifies and pay accordingly, see Bad Beat Bonus pay table; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay the Trips Bonus wager if the hand is a Three of a Kind or better or collect for the player-dealer if the hand is not a Three of a Kind;
 - b. Collect, count and place the player's cards in the discard holder.
 6. Winning Ante and Play wagers shall be paid 1 to 1.
 7. Winning Blind wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table below).
 8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face-up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
 9. If the player receives a Three of a Kind or higher, the Trips Bonus wager payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus wager always wins – even if the player folds.)
 10. 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.

Blind Pay Table

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

Bonus Bets

Trips Bonus

- The Trips Bonus is an optional bet for the game of Ultimate Texas Hold'em with Bad Beat Bonus.
- A player must place an Ante and Blind wager in order to place a Trips Bonus wager.
- The Trips Bonus wager must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus wager.
- The object of the Trips Bonus is to attain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus may win or lose regardless of the outcome of the base game wager.

Ultimate Texas Hold'em with Bad Beat Bonus

- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table shown below.
- If the player's hand does not qualify for a Trips Bonus payout, the player-dealer collects the Trips Bonus wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Pay Table

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

Bad Beat Bonus

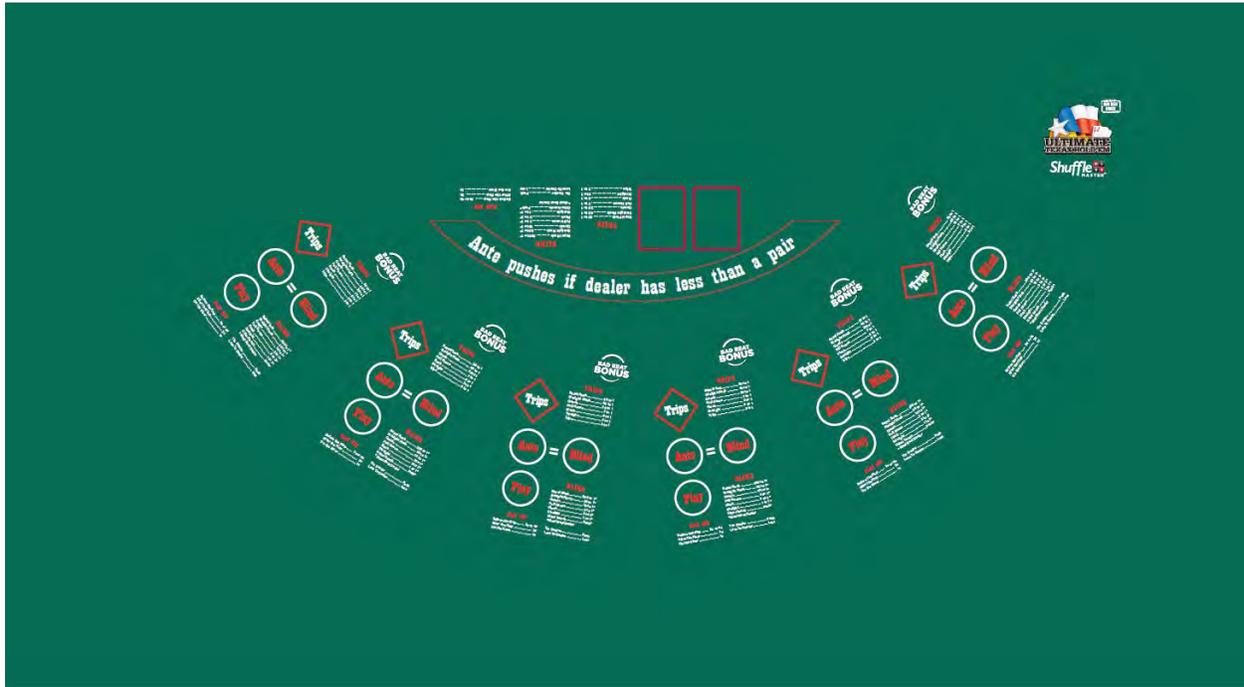
- The Bad Beat Bonus is an optional bet for the game of Ultimate Texas Hold'em with Bad Beat Bonus.
- A player must place an Ante and Blind wager in order to place a Bad Beat Bonus wager.
- The Bad Beat Bonus wager must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus wager.
- The object of the Bad Beat Bonus is for either the player or the player-dealer to be involved in a bad beat using the player's two cards and the five community cards. There are two ways to win:
 - If the player has a Three of a Kind or better and loses to the player-dealer.
 - If the player-dealer has a Three of a Kind or better and loses to the player.
- If the player-dealer and the player have a five card tie; then the Bad Beat Bonus loses because neither the player-dealer nor the player suffered a bad beat.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the table shown below.
- If the player's hand does not qualify for a Bad Beat Bonus payout, the player-dealer collects the Bad Beat Bonus wager.

Bad Beat Bonus Pay Table

Hand	Bad Beat
Straight Flush	2,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Ultimate Texas Hold'em with Bad Beat Bonus

Table Layout



Ultimate Texas Hold'em with Bad Beat Bonus

Collection Rates Schedule

For **schedule options 1 through 10**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager or bonus bets. The bonus bet limit will range from \$1-\$50. The collection fees will 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
1	\$5-\$500	\$5-\$50	\$1	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$5	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
2	\$5-\$500	\$5-\$50	\$2	\$0
		\$51-\$300	\$4	
		\$301-\$500	\$6	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
3	\$5-\$1,000	\$5-\$50	\$1	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$5	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
4	\$5-\$1,000	\$5-\$50	\$2	\$0
		\$51-\$300	\$4	
		\$301-\$500	\$6	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
5	\$5-\$1,000	\$5-\$100	\$1	\$0
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
6	\$5-\$1,000	\$5-\$100	\$2	\$0
		\$101-\$300	\$4	
		\$301-\$500	\$6	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
7	\$25-\$500	\$25-\$100	\$1	\$0
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	
8	\$25-\$1000	\$25-\$100	\$2	\$0
		\$101-\$300	\$4	
		\$301-\$500	\$6	
		\$501-\$1,000	\$10	
		\$1,001+	\$15	

Ultimate Texas Hold'em with Bad Beat Bonus

9	\$25-\$500	\$25-\$200	\$2	\$0
		\$201-\$500	\$5	
		\$501-\$800	\$10	
		\$801-\$1,200	\$15	
		\$1,201+	\$25	
10	\$25-\$1,000	\$25-\$200	\$3	\$0
		\$201-\$500	\$6	
		\$501-\$800	\$12	
		\$801-\$1,200	\$15	
		\$1,201+	\$25	

Collection Procedures

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

Face Up Pai Gow Poker

Type of Game

The game of Face Up Pai Gow Poker utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table 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 will 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 of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is exposed first. If the player-dealer has an ace-high hand, "Pai Gow", then all player's hands will push (tie).

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker can be used as an ace or to complete any Straight or Straight Flush. All suits will be considered equal in rank.

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

Face Up Pai Gow Poker Hand Rankings Chart

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of four aces and a joker.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

Face Up Pai Gow Poker

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

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players including the player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting areas representing each players' base game wager, the Fortune Bonus Bet and the Ace Up Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

All wagers in Face Up Pai Gow Poker will be made by placing casino chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. Before the start of each hand, each player and the player-dealer place their wagers. Players also have the option of placing a Fortune Bonus Bet or an Ace Up Bonus Bet at this time as well.
5. Once all wagers have been placed, the house dealer will complete the deal of seven piles of cards face-down in front of the house dealer.
 - a. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt.
 - b. The house dealer will then spread the remaining cards to verify there are four cards remaining and place them in the discard pile.
6. Should there be the need to deal the game manually (due to machine malfunction, etc.), the following procedure will be followed:
 - a. When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - b. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
 - c. The remaining four cards shall be placed in the discard pile.

Face Up Pai Gow Poker

- d. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
- e. The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it sideways.
7. To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
 - a. The sum of the dice indicates the seat the pile of cards will be distributed to. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - b. If the numerical total of the dice represents a seat/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
8. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
9. The player-dealer's hand will then be exposed and set according to the house way chart below, before the player's sent their hands.
 - a. If the player-dealer has an ace-high seven-card hand, all player's wagers shall push and any Ace Up Bonus Bets will win.
 - b. If the player-dealer's hand does not contain a seven-card ace-high, each player shall then set their hand by arranging the seven cards into a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand.
 - i. The five-card hand must rank higher than the two-card hand, according to the hand rankings as shown above.
 - c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.

Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example				
High Card	Put 2 nd and 3 rd highest cards in front.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put Pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠

Face Up Pai Gow Poker

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

Face Up Pai Gow Poker

Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5s or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five Aces	Play a Pair of aces in front.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

10. Once the player-dealer's hand is set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hand to determine the winners, losers, or push hands.
 - a. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
11. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
12. All wagers will be settled from seat to seat, including backline bettors, in the following order: the base game wager, then the Fortune Bonus Bet, Envy Bonus and then the Ace Up Bonus Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, each player's hand shall be compared against the player-dealer's hand. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a "push."

1. The Face Up Pai Gow Poker base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand. Winning base game wagers are paid 1 to 1.

Face Up Pai Gow Poker

2. The Face Up Pai Gow Poker base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The Face Up Pai Gow Poker base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. When the player-dealer's hand is an ace-high seven-card hand, all player's hands shall push and their wagers shall be returned.
6. Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
7. The player-dealer shall pay all winning Fortune Bonus Bets made by players when a player has one of the qualifying hands described below.
8. The player-dealer shall collect all losing Fortune Bonus Bets made by players when a player does not have one of the qualifying hands listed below.
9. A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least \$5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Four of a Kind or higher, excluding the player-dealer hand or their own hand.
10. The player-dealer shall pay all winning Ace Up Bonus Bets made by players when the player-dealer's or the player-dealer and player's hand is an ace-high seven-card hand.
11. The player-dealer shall collect all losing Ace Up Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card hand.

Bonus Bets

Fortune Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Fortune Bonus Bet.

- A player may only place the optional Fortune Bonus Bet if they have also placed a Face Up Pai Gow Poker base game wager prior to the initial deal.
- The Fortune Bonus Bet takes into account all seven cards dealt to a player.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet forms a designated qualifying hand, as shown below, the Fortune Bonus Bet shall win.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The Fortune Bonus Bet remains in action regardless of whether the player's Face Up Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.

Face Up Pai Gow Poker

- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus Bet and any collections fees that may be taken.

Envy Bonus

A player who places a wager of at least \$5 on the Fortune Bonus Bet will receive an Envy button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a predetermined and designated qualifying hand, as shown below. Players will receive one Envy button for each Fortune Bonus Bet in an amount equal to or greater than \$5.

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, only the highest-ranking hand is awarded the payout. **Example:** *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown below.

Fortune Bonus Bet & Envy Bonus Pay Table Options

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	5,000 to 1	\$5,000
Royal Flush + Royal Match	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	1,000 to 1	\$500
Five Aces	A hand that consists of four aces and a joker.	400 to 1	\$250
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	150 to 1	\$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$20
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	10 to 1	

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Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

Ace Up Bonus Bet

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

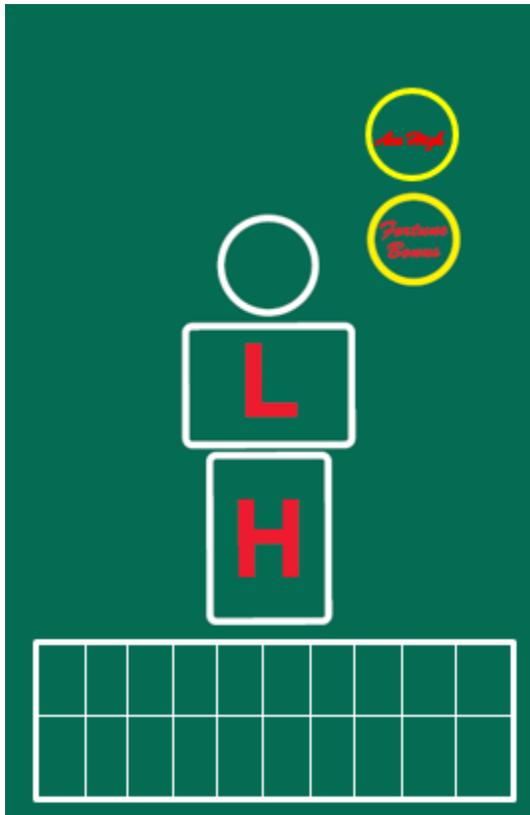
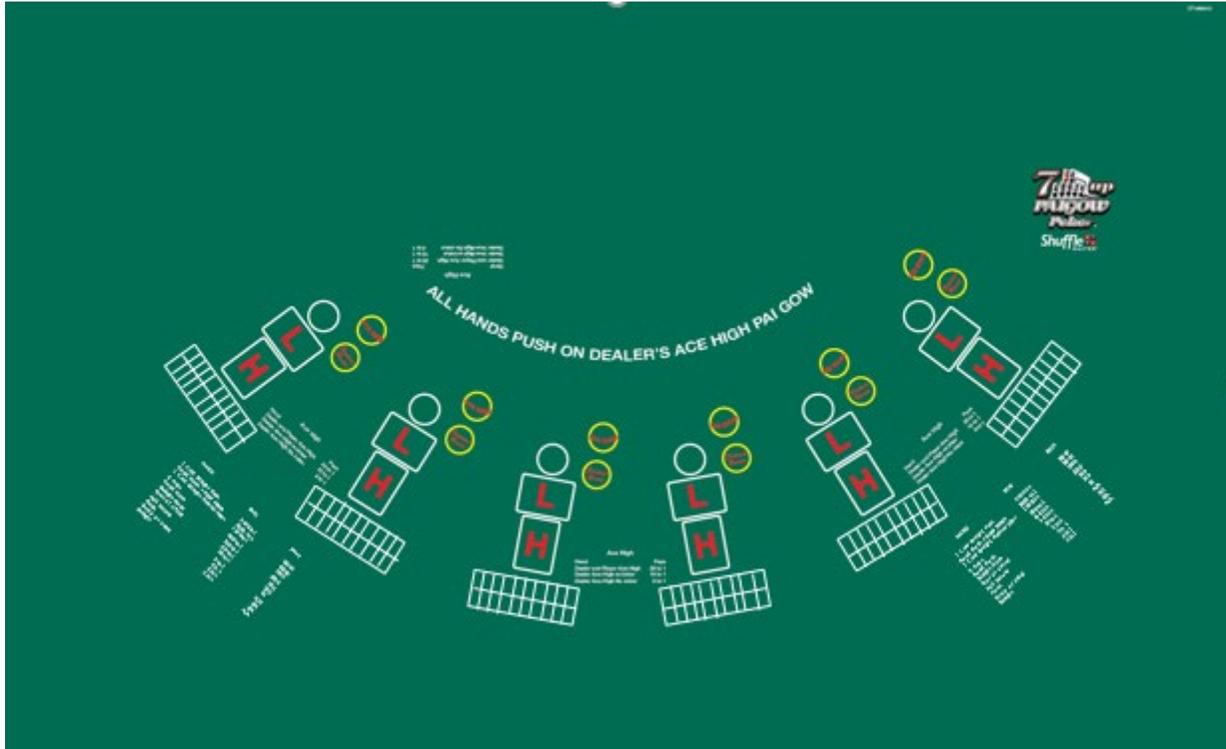
- A player may only place an Ace Up Bonus Bet if they have also placed a base game wager prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ace Up Bonus Bet and any collection fees that may be taken.
- If the player-dealer's or the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

Ace Up Bonus Bet Pay Table

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

Face Up Pai Gow Poker

Table Layout



Face Up Pai Gow Poker

Collection Rates Schedule

For **schedule option 1**, a collection shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall also be a collection fee taken from each player for each base game wager placed. There shall be no collection fee taken from a player for placing any bonus bet. The bonus bet limit shall range from \$1 to \$50. The collection shall be collected 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	Total Table Action	Player-Dealer Fee	Player Fee
1	\$10-\$100	\$1-\$100	\$1	\$1
		\$101+	\$2	

For **schedule option 2**, a collection shall be taken per hand from the player-dealer based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall also be a collection fee taken per hand from each player based on the Total Player Wager, which is the sum of their base game wager and bonus bets. The bonus bet limit shall range from \$1 to \$50. The collection shall be collected 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	Total Table Action	Player-Dealer Fee	Total Player Wager	Player Fee
2	\$10-\$2,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$101-\$500	\$5	\$101-\$500	\$5
		\$501-\$1,000		\$501-\$1,000	\$10
		\$1,001-\$1,500		\$1,001-\$1,500	\$15
		\$1,501+		\$1,501+	\$20

For **schedule options 3 through 12**, a collection shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any player for placing any wager. The bonus bet limit shall range from \$1 to \$50. The collection shall be collected 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.

Minimum wagering limits shall be between \$10 and \$200

Maximum wagering limits shall be between \$25 and \$200

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
3	\$10-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$700	\$6	
	\$701-\$1,500	\$12	
	\$1,501+	\$20	
4	\$10-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$700	\$8	
	\$701-\$1,500	\$15	
	\$1,501+	\$25	

Face Up Pai Gow Poker

5	\$10-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$25	
6	\$10-\$200	\$2	\$0
	\$201-\$500	\$4	
	\$501-\$1,000	\$8	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
7	\$10-\$200	\$2	\$0
	\$201-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
8	\$25-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$700	\$8	
	\$701-\$1,500	\$15	
	\$1,501+	\$25	
9	\$25-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$25	
10	\$25-\$200	\$2	\$0
	\$201-\$500	\$6	
	\$501-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
11	\$10-\$200	\$2	\$0
	\$201-\$600	\$4	
	\$601-\$1,200	\$8	
	\$1,201-\$2,500	\$15	
	\$2,501+	\$25	
12	\$25-\$300	\$4	\$0
	\$301-\$800	\$10	
	\$801-\$1,500	\$15	
	\$1,501-\$2,500	\$25	
	\$2,501+	\$30	

Face Up Pai Gow Poker

Collection Procedures

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

Poker Collection Rates

Texas Hold'em (GEGA-001847) – For **schedule options 1 through 32**, the Player Fee shall be taken from the pot by the house dealer during any round of betting after the flop, but before the completion of the hand in which the pot is awarded, based on the number of players. If there is not enough money in the pot to cover the entire collection fee, whatever is available shall be taken. If the round of play does not reach the flop, only the Modified Fee shall be taken. The appropriate fees are dependent on the number of players as shown below.

Limit Games

Minimum \$2-\$4 Table Limit

Maximum \$100-\$200 Table Limit

Schedule Option	Number of Players	Player Fee	Modified Fee
1	2-4	\$2	\$1
2	2-4	\$3	\$1
3	2-4	\$4	\$1
4	2-4	\$5	\$1
5	2-10	\$4	\$1
6	2-10	\$5	\$1
7	2-10	\$6	\$1
8	2-10	\$7	\$1
9	5-6	\$3	\$1
10	5-6	\$4	\$1
11	5-6	\$5	\$1
12	5-6	\$6	\$1
13	7-10	\$4	\$1
14	7-10	\$5	\$1
15	7-10	\$6	\$1
16	7-10	\$7	\$1

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$10

Maximum Buy-In \$10,000

Schedule Option	Number of Players	Player Fee	Modified Fee
17	2-4	\$2	\$1
18	2-4	\$3	\$1
19	2-4	\$4	\$1
20	2-4	\$5	\$1
21	2-10	\$4	\$1
22	2-10	\$5	\$1
23	2-10	\$6	\$1
24	2-10	\$7	\$1
25	5-6	\$3	\$1
26	5-6	\$4	\$1
27	5-6	\$5	\$1
28	5-6	\$6	\$1
29	7-10	\$4	\$1
30	7-10	\$5	\$1
31	7-10	\$6	\$1
32	7-10	\$7	\$1

Poker Collection Rates

Omaha (GEGA-001976), Omaha High-Low Split (GEGA-002210), Tahoe Pineapple (GEGR-001977), Tahoe Pineapple High-Low Split (GEGA-001848) – For schedule options 1 through 24, the Player Fee shall be taken from the pot by the house dealer during any round of betting after the flop, but before the completion of the hand in which the pot is awarded, based on the number of players. If there is not enough money in the pot to cover the entire collection fee, whatever is available shall be taken. If the round of play does not reach the flop, only the Modified Fee shall be taken. The appropriate fees are dependent on the number of players as shown below.

Limit Games

Minimum \$2-\$4 Table Limit

Maximum \$100-\$200 Table Limit

Schedule Option	Number of Players	Player Fee	Modified Fee
1	2-4	\$3	\$1
2	2-4	\$4	\$1
3	2-4	\$5	\$1
4	2-10	\$5	\$1
5	2-10	\$6	\$1
6	2-10	\$7	\$1
7	5-6	\$4	\$1
8	5-6	\$5	\$1
9	5-6	\$6	\$1
10	7-10	\$5	\$1
11	7-10	\$6	\$1
12	7-10	\$7	\$1

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$10

Maximum Buy-In \$10,000

Schedule Option	Number of Players	Player Fee	Modified Fee
13	2-4	\$3	\$1
14	2-4	\$4	\$1
15	2-4	\$5	\$1
16	2-10	\$5	\$1
17	2-10	\$6	\$1
18	2-10	\$7	\$1
19	5-6	\$4	\$1
20	5-6	\$5	\$1
21	5-6	\$6	\$1
22	7-10	\$5	\$1
23	7-10	\$6	\$1
24	7-10	\$7	\$1

Poker Collection Rates

Mexican Poker (GEGR-001971) – For **schedule options 1 through 24**, the Regular Table Fee shall be taken from the pot by the house dealer after the face up-card has been dealt to each player, based on the number of players. If there is not enough money in the pot to cover the entire collection fee, whatever is available shall be taken. The appropriate fees are dependent on the number of players as shown below.

Limit Games

Minimum \$2-\$4 Table Limit

Maximum \$100-\$200 Table Limit

Schedule Option	Number of Players	Regular Table Fee
1	2-3	\$3
2	2-3	\$4
3	2-3	\$5
4	2-7	\$5
5	2-7	\$6
6	2-7	\$7
7	4-5	\$4
8	4-5	\$5
9	4-5	\$6
10	6-7	\$5
11	6-7	\$6
12	6-7	\$7

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$10

Maximum Buy-In \$10,000

Schedule Option	Number of Players	Regular Table Fee
13	2-3	\$3
14	2-3	\$4
15	2-3	\$5
16	2-7	\$5
17	2-7	\$6
18	2-7	\$7
19	4-5	\$4
20	4-5	\$5
21	4-5	\$6
22	6-7	\$5
23	6-7	\$6
24	6-7	\$7

Poker Collection Rates

Big O (GEGR-001972), Big O High-Low Split (GEGR-001975) – For **schedule options 1 through 24**, the Player Fee shall be taken from the pot by the house dealer during any round of betting after the flop, but before the completion of the hand in which the pot is awarded, based on the number of players. If there is not enough money in the pot to cover the entire collection fee, whatever is available shall be taken. If the round of play does not reach the flop, only the Modified Fee shall be taken. The appropriate fees are dependent on the number of players as shown below.

Limit Games

Minimum \$2-\$4 Table Limit

Maximum \$100-\$200 Table Limit

Schedule Option	Number of Players	Player Fee	Modified Fee
1	2-4	\$3	\$1
2	2-4	\$4	\$1
3	2-4	\$5	\$1
4	2-8	\$5	\$1
5	2-8	\$6	\$1
6	2-8	\$7	\$1
7	5-6	\$4	\$1
8	5-6	\$5	\$1
9	5-6	\$6	\$1
10	7-8	\$5	\$1
11	7-8	\$6	\$1
12	7-8	\$7	\$1

No Limit, Pot Limit, Spread Limit Games

Minimum Buy-In \$10

Maximum Buy-In \$10,000

Schedule Option	Number of Players	Player Fee	Modified Fee
13	2-4	\$3	\$1
14	2-4	\$4	\$1
15	2-4	\$5	\$1
16	2-8	\$5	\$1
17	2-8	\$6	\$1
18	2-8	\$7	\$1
19	5-6	\$4	\$1
20	5-6	\$5	\$1
21	5-6	\$6	\$1
22	7-8	\$5	\$1
23	7-8	\$6	\$1
24	7-8	\$7	\$1

Poker Collection Rates

Face-Up Chinese Poker (GEGA-004426) – For **schedule options 1 through 4**, the Player Fee shall be taken from each player by the house dealer every thirty minutes. Players who enter the game prior to the fifteen minute mark of the thirty minute interval will be charged the posted collection rate for that interval. Players who enter the game after the fifteen minute mark of the thirty minute down will be charged half the posted collection rate for that interval.

Limit Games

Minimum \$1-\$5 Table Limit

Maximum \$50-\$100 Table Limit

Schedule Option	Player Fee
1	\$10
2	\$15
3	\$20
4	\$25

Collection Rates for Poker Games

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

Ultimate Texas Hold'em (GEGA-004013)

For **schedule options 1 through 10**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager or bonus bets. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$25

Maximum wagering limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$50	\$2	\$0
	\$51-\$300	\$4	
	\$301-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$15	
2	\$25-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$15	

Three Card Poker (GEGA-000464), Three Card Poker 6 Card Bonus (GEGA-003667)

For **schedule options 1 through 11**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. The Total Table Action does not include the Play wagers. There will be no collection fee taken from any player for placing any base game wager or bonus bet. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

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

Maximum wagering limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$100	\$2	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001+	\$15	
2	\$5-\$100	\$2	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1000	\$10	
	\$1001+	\$15	
3	\$5-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1000	\$10	
	\$1001-\$1500	\$15	
	\$1501+	\$20	

California Games Collection Rates

4	\$5-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001-\$1500	\$15	
	\$1501+	\$20	
5	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$6	
	\$601-\$1000	\$10	
	\$1001+	\$15	
6	\$100-\$300	\$6	\$0
	\$301-\$600	\$9	
	\$601-\$900	\$12	
	\$901-\$1200	\$20	
	\$1201+	\$30	
7	\$25-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$800	\$10	
	\$801-\$1200	\$15	
	\$1201+	\$25	
8	\$5-\$100	\$2	\$0
	\$101-\$200	\$4	
	\$201-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$20	
9	\$25-\$150	\$3	\$0
	\$151-\$300	\$5	
	\$301-\$600	\$7	
	\$601-\$1000	\$10	
	\$1001+	\$25	
10	\$5-\$50	\$1	\$0
	\$51-\$300	\$3	
	\$301-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001+	\$15	
11	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$7	
	\$501-\$800	\$10	
	\$801+	\$15	

California Games Collection Rates

21st Century Blackjack 8.0 with Buster Blackjack Bonus (GEGA-003423)

For **schedule options 1 through 12**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager, bonus bet or exercising any player option, including any double-down or split. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

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

Maximum wagering limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$7	
	\$501-\$1000	\$11	
	\$1001+	\$16	
2	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$15	
3	\$5-\$100	\$1	\$0
	\$101-\$200	\$3	
	\$201-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001+	\$15	
4	\$10-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$700	\$7	
	\$701-\$1200	\$12	
	\$1201+	\$15	
5	\$5-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001-\$1500	\$15	
	\$1501+	\$20	
6	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1200	\$12	
	\$1201+	\$20	
7	\$100-\$300	\$6	\$0
	\$301-\$600	\$9	
	\$601-\$900	\$12	
	\$901-\$1200	\$20	
	\$1201+	\$30	

California Games Collection Rates

8	\$25-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$800	\$10	
	\$801-\$1200	\$15	
	\$1201+	\$25	
9	\$5-\$25	\$2	\$0
	\$26-\$200	\$3	
	\$201-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001+	\$20	
10	\$25-\$150	\$3	\$0
	\$151-\$300	\$5	
	\$301-\$600	\$7	
	\$601-\$1000	\$10	
	\$1001+	\$25	
11	\$5-\$25	\$1	\$0
	\$26-\$500	\$2	
	\$501-\$700	\$5	
	\$701-\$1200	\$7	
	\$1201+	\$10	
12	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1000	\$11	
	\$1001+	\$16	

Fortune Pai Gow Poker (GEGA-003443), Double Hand Poker (GEGA-001850) and Pai Gow Tiles (GEGA-001849)

For **schedule option 1 through 7**, the collection fee will be taken per hand from the player-dealer based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager or bonus bet. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$10 and \$25

Maximum wagering limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$10-\$200	\$2	\$0
	\$201-\$600	\$6	
	\$601-\$1000	\$10	
	\$1001-\$2000	\$20	
	\$2001+	\$30	
2	\$25-\$200	\$2	\$0
	\$201-\$600	\$6	
	\$601-\$1000	\$10	
	\$1001-\$2000	\$20	
	\$2001+	\$30	

California Games Collection Rates

3	\$25-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$700	\$8	
	\$701-\$1500	\$15	
	\$1501+	\$25	
4	\$25-\$200	\$2	\$0
	\$201-\$600	\$6	
	\$601-\$1200	\$12	
	\$1201-\$2500	\$25	
	\$2501+	\$30	
5	\$25-\$300	\$4	\$0
	\$301-\$800	\$8	
	\$801-\$1500	\$15	
	\$1501-\$2500	\$25	
	\$2501+	\$30	
6	\$10-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$700	\$8	
	\$701-\$1500	\$15	
	\$1501+	\$25	
7	\$10-\$200	\$2	\$0
	\$201-\$600	\$4	
	\$601-\$1000	\$8	
	\$1001-\$2000	\$15	
	\$2001+	\$25	

EZ Baccarat Panda 8 (GEGA-003730)

For **schedule options 1 through 11**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager or bonus bet. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

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

Maximum wagering limits shall be No Limit

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$100	\$2	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$7	
	\$601-\$1000	\$10	
	\$1001+	\$15	
2	\$5-\$300	\$3	\$0
	\$301-\$600	\$5	
	\$601-\$1200	\$9	
	\$1201-\$2400	\$15	
	\$2401+	\$25	

California Games Collection Rates

3	\$10-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1200	\$12	
	\$1201-\$2400	\$15	
	\$2401+	\$30	
4	\$10-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1200	\$12	
	\$1201-\$2400	\$20	
	\$2401+	\$25	
5	\$10-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1200	\$9	
	\$1201-\$2400	\$15	
	\$2401+	\$30	
6	\$10-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001-\$2000	\$20	
	\$2001+	\$25	
7	\$50-\$400	\$3	\$0
	\$401-\$700	\$6	
	\$701-\$1000	\$9	
	\$1001-\$2000	\$15	
	\$2001+	\$25	
8	\$50-\$400	\$4	\$0
	\$401-\$700	\$7	
	\$701-\$1000	\$10	
	\$1001-\$2000	\$15	
	\$2001+	\$25	
9	\$100-\$500	\$5	\$0
	\$501-\$1000	\$10	
	\$1001-\$1500	\$15	
	\$1501-\$2000	\$20	
	\$2001+	\$30	
10	\$10-\$200	\$3	\$0
	\$201-\$500	\$5	
	\$501-\$800	\$9	
	\$801-\$1100	\$15	
	\$1101+	\$25	
11	\$25-\$100	\$3	\$0
	\$101-\$300	\$5	
	\$301-\$600	\$7	
	\$601-\$1000	\$15	
	\$1001+	\$25	

California Games Collection Rates

12	\$5-\$100	\$2	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$7	
	\$601-\$1000	\$10	
	\$1001+	\$15	

No Bust 21st Century Blackjack (GEGA-001852)

For **schedule options 1 through 2**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers. There will be no collection fee taken from any player for placing any base game wager, bonus bet, or exercising any player options, including double-down or split. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$25

Maximum wagering limits shall be between \$20 and \$1000

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$75	\$1	\$0
	\$76-\$300	\$3	
	\$301-\$500	\$8	
	\$501-\$1000	\$15	
	\$1001+	\$20	
2	\$25-\$75	\$1	\$0
	\$76-\$300	\$3	
	\$301-\$500	\$8	
	\$501-\$1000	\$15	
	\$1001+	\$20	

21st Century Baccarat Face Up with Tie Bet (GEGA-000768)

For **schedule options 1 through 2**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager or bonus bet. Bonus bets must be within the table limits. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$25

Maximum wagering limits shall be between \$20 and \$1000

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$75	\$1	\$0
	\$76-\$300	\$3	
	\$301-\$500	\$8	
	\$501-\$1000	\$15	
	\$1001+	\$20	
2	\$25-\$75	\$1	\$0
	\$76-\$300	\$3	
	\$301-\$500	\$8	
	\$501-\$1000	\$15	
	\$1001+	\$20	

California Games Collection Rates

Pure 21.5 Blackjack with Buster Bonus Bet (GEGA-002590)

For **schedule options 1 through 2**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any wager or exercising any player option including, double-down or splits. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$25

Maximum wagering limits shall be between \$20 and \$1000

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$75	\$1	\$0
	\$76-\$300	\$3	
	\$301-\$500	\$8	
	\$501-\$1000	\$15	
	\$1001+	\$20	
2	\$25-\$75	\$1	\$0
	\$76-\$300	\$3	
	\$301-\$500	\$8	
	\$501-\$1000	\$15	
	\$1001+	\$20	

Pure Spanish 21.5 Blackjack (GEGA-004540)

For **schedule options 1 through 2**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any wager or exercising any player option including, double-down or splits. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$25

Maximum wagering limits shall be between \$600 and \$1000

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$50	\$0.50	\$0
	\$51-\$300	\$2	
	\$301+	\$5	
2	\$25-\$50	\$1	\$0
	\$51-\$300	\$2	
	\$301+	\$5	

California Games Collection Rates

Ultimate Texas Hold'em Bad Beat Bonus (GEGR-002166)

For **schedule options 1 through 10**, the collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There will be no collection fee taken from any player for placing any base game wager or bonus bets. The bonus bet limit will range from \$1-\$50. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$5 and \$25

Maximum wagering limits shall be between \$500 and \$1000

Schedule Option	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
1	\$5-\$50	\$1	\$0
	\$51-\$300	\$3	
	\$301-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001+	\$15	
2	\$5-\$50	\$2	\$0
	\$51-\$300	\$4	
	\$301-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$15	
3	\$25-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$500	\$5	
	\$501-\$1000	\$10	
	\$1001+	\$15	
4	\$25-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$500	\$6	
	\$501-\$1000	\$10	
	\$1001+	\$15	
5	\$25-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$800	\$10	
	\$801-\$1200	\$15	
	\$1201+	\$25	
6	\$25-\$200	\$3	\$0
	\$201-\$500	\$6	
	\$501-\$800	\$12	
	\$801-\$1200	\$15	
	\$1201+	\$25	

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.

California Games Collection Rates

- 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.
- Empire Sportsmen's Association shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Face Up Pai Gow Poker 2.0

Type of Game

The game of Face Up Pai Gow Poker 2.0 utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table 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 will 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 of Face Up Pai Gow Poker 2.0 is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker 2.0 is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is exposed first. If the player-dealer has an ace-high hand, "Pai Gow", then all player's hands will push (tie).

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker 2.0 is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker 2.0, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker can be used as an ace or to complete any Straight or Straight Flush. All suits will be considered equal in rank.

The hand rankings for the game of Face Up Pai Gow Poker 2.0, in order of highest to lowest, are as follows:

Face Up Pai Gow Poker 2.0 Hand Rankings Chart

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of four aces and a joker.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

Face Up Pai Gow Poker 2.0

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

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker 2.0 is played on a standard Pai Gow Poker table, which seats a maximum of six players including the player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting areas representing each players' base game wager, the Fortune Bonus Bet and the Ace Up Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

All wagers in Face Up Pai Gow Poker 2.0 will be made by placing casino chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. Before the start of each hand, each player and the player-dealer place their wagers. Players also have the option of placing a Fortune Bonus Bet or an Ace Up Bonus Bet at this time as well.
5. Once all wagers have been placed, the house dealer will complete the deal of seven piles of cards face-down in front of the house dealer.
 - a. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt.
 - b. The house dealer will then spread the remaining cards to verify there are four cards remaining and place them in the discard pile.
6. Should there be the need to deal the game manually (due to machine malfunction, etc.), the following procedure will be followed:
 - a. When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - b. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
 - c. The remaining four cards shall be placed in the discard pile.

Face Up Pai Gow Poker 2.0

- d. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
- e. The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it sideways.
7. To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
 - a. The sum of the dice indicates the seat the pile of cards will be distributed to. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - b. If the numerical total of the dice represents a seat/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
8. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
9. The player-dealer's hand will then be exposed and set according to the house way chart below, before the player's sent their hands.
 - a. If the player-dealer has an ace-high seven-card hand, all player's wagers shall push and any Ace Up Bonus Bets will win.
 - b. If the player-dealer's hand does not contain a seven-card ace-high, each player shall then set their hand by arranging the seven cards into a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand.
 - i. The five-card hand must rank higher than the two-card hand, according to the hand rankings as shown above.
 - c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.

Face Up Pai Gow Poker 2.0 House Way Hand Set

Hand Dealt	House Way	Example				
High Card	Put 2 nd and 3 rd highest cards in front.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put Pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠

Face Up Pai Gow Poker 2.0

<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 ♥								
<p style="text-align: center;">Full House with or without a Straight, Flush, or Straight Flush (Three of a Kind and a Pair)</p>	<p>Put the highest Pair in front while keeping at least Three of a Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>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 ♥								

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Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5s or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five Aces	Play a Pair of aces in front.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

10. Once the player-dealer's hand is set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hand to determine the winners, losers, or push hands.
 - a. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
11. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
12. All wagers will be settled from seat to seat, including backline bettors, in the following order: the base game wager, then the Fortune Bonus Bet, Envy Bonus and then the Ace Up Bonus Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, each player's hand shall be compared against the player-dealer's hand. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a "push."

1. The Face Up Pai Gow Poker 2.0 base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand. Winning base game wagers are paid 1 to 1.

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2. The Face Up Pai Gow Poker 2.0 base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The Face Up Pai Gow Poker 2.0 base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. When the player-dealer's hand is an ace-high seven-card hand, all player's hands shall push and their wagers shall be returned.
6. Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
7. The player-dealer shall pay all winning Fortune Bonus Bets made by players when a player has one of the qualifying hands described below.
8. The player-dealer shall collect all losing Fortune Bonus Bets made by players when a player does not have one of the qualifying hands listed below.
9. A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least \$5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Four of a Kind or higher, excluding the player-dealer hand or their own hand.
10. The player-dealer shall pay all winning Ace Up Bonus Bets made by players when the player-dealer's or the player-dealer and player's hand is an ace-high seven-card hand.
11. The player-dealer shall collect all losing Ace Up Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card hand.

Bonus Bets

Fortune Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Fortune Bonus Bet.

- A player may only place the optional Fortune Bonus Bet if they have also placed a Face Up Pai Gow Poker 2.0 base game wager prior to the initial deal.
- The Fortune Bonus Bet takes into account all seven cards dealt to a player.
- In the event the seven cards dealt to a player who placed a Fortune Bonus Bet forms a designated qualifying hand, as shown below, the Fortune Bonus Bet shall win.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The Fortune Bonus Bet remains in action regardless of whether the player's Face Up Pai Gow Poker 2.0 base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.

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- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus Bet and any collections fees that may be taken.

Envy Bonus

A player who places a wager of at least \$5 on the Fortune Bonus Bet will receive an Envy button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a predetermined and designated qualifying hand, as shown below. Players will receive one Envy button for each Fortune Bonus Bet in an amount equal to or greater than \$5.

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, only the highest-ranking hand is awarded the payout. **Example:** *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker 2.0 base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown below.

Fortune Bonus Bet & Envy Bonus Pay Table Options

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	5,000 to 1	\$5,000
Royal Flush + Royal Match	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	2,000 to 1	\$1,000
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	1,000 to 1	\$500
Five Aces	A hand that consists of four aces and a joker.	400 to 1	\$250
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	150 to 1	\$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$20
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	

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Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

Ace Up Bonus Bet

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

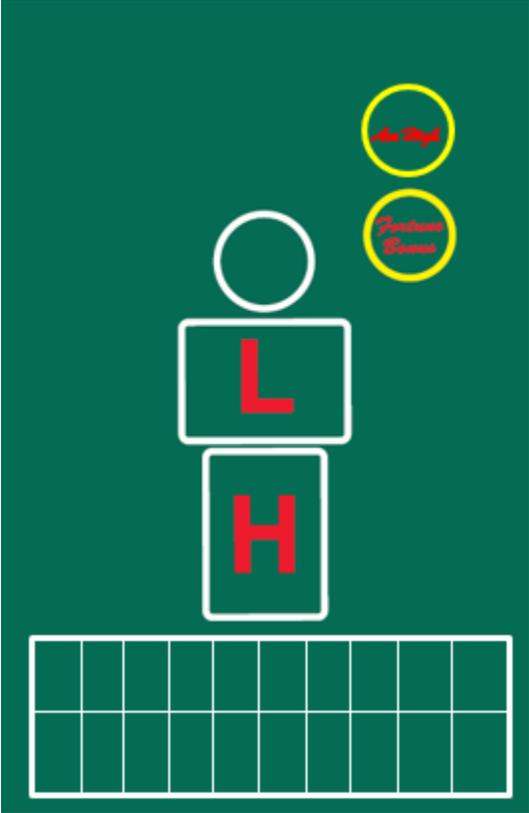
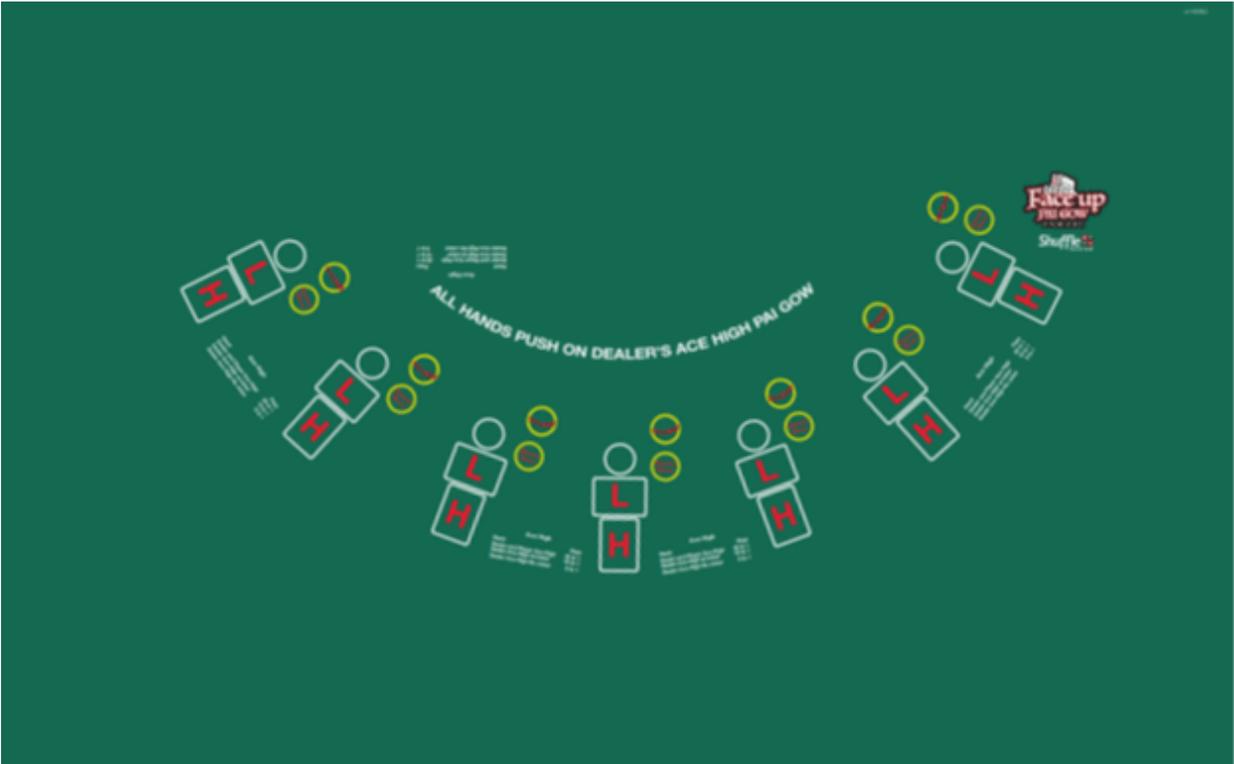
- A player may only place an Ace Up Bonus Bet if they have also placed a base game wager prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ace Up Bonus Bet and any collection fees that may be taken.
- If the player-dealer's or the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

Ace Up Bonus Bet Pay Table

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

Face Up Pai Gow Poker 2.0

Table Layout



Face Up Pai Gow Poker 2.0

Collection Rates Schedule

For **schedule option 1**, a collection shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall also be a collection fee taken from each player for each base game wager placed. There shall be no collection fee taken from a player for placing any bonus bet. The bonus bet limit shall range from \$1 to \$50. The collection shall be collected 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	Total Table Action	Player-Dealer Fee	Player Fee
1	\$10-\$100	\$1-\$100	\$1	\$1
		\$101+	\$2	

For **schedule option 2**, a collection shall be taken per hand from the player-dealer based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall also be a collection fee taken per hand from each player based on the Total Player Wager, which is the sum of their base game wager and bonus bets. The bonus bet limit shall range from \$1 to \$50. The collection shall be collected 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	Total Table Action	Player-Dealer Fee	Total Player Wager	Player Fee
2	\$10-\$2,000	\$10-\$100	\$1	\$10-\$100	\$1
		\$101-\$500	\$5	\$101-\$500	\$5
		\$501-\$1,000		\$501-\$1,000	\$10
		\$1,001-\$1,500		\$1,001-\$1,500	\$15
		\$1,501+		\$1,501+	\$20

For **schedule options 3 through 12**, a collection shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any player for placing any wager. The bonus bet limit shall range from \$1 to \$50. The collection shall be collected 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.

Minimum wagering limits shall be between \$10 and \$200

Maximum wagering limits shall be between \$25 and \$200

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
3	\$10-\$100	\$1	\$0
	\$101-\$300	\$2	
	\$301-\$700	\$6	
	\$701-\$1,500	\$12	
	\$1,501+	\$20	
4	\$10-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$700	\$8	
	\$701-\$1,500	\$15	
	\$1,501+	\$25	

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5	\$10-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$25	
6	\$10-\$200	\$2	\$0
	\$201-\$500	\$4	
	\$501-\$1,000	\$8	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$25	
7	\$10-\$200	\$2	\$0
	\$201-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
8	\$25-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$700	\$8	
	\$701-\$1,500	\$15	
	\$1,501+	\$25	
9	\$25-\$100	\$2	\$0
	\$101-\$400	\$4	
	\$401-\$800	\$8	
	\$801-\$1,500	\$15	
	\$1,501+	\$25	
10	\$25-\$200	\$2	\$0
	\$201-\$500	\$6	
	\$501-\$1,000	\$10	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
11	\$10-\$200	\$2	\$0
	\$201-\$600	\$4	
	\$601-\$1,200	\$8	
	\$1,201-\$2,500	\$15	
	\$2,501+	\$25	
12	\$25-\$300	\$4	\$0
	\$301-\$800	\$10	
	\$801-\$1,500	\$15	
	\$1,501-\$2,500	\$25	
	\$2,501+	\$30	

Collection Procedures

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All base game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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- 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.
- Empire Sportsmen's Association 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.