

2urbo Blackjack

Type of Game

The game of 2urbo 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 2urbo Blackjack is for the players to add the numerical value of their cards and :

- Obtain the best possible hand of 21.99, which consists of two nines of spades, and pays 3:1.
- Have the total numerical value of their cards total higher than the player-dealer without going over 21.99.

Description of the Deck and Number of Decks Used

Physical Characteristics: Cards used to play 2urbo Blackjack shall be in standard decks of 52 cards. No jokers shall be utilized.

Number of Decks: Cards used to play 2urbo Blackjack shall be played with six to eight decks using a shoe or automatic shuffling machine.

Card Values and Hand Rankings

A 9 of spades with another 9 of spades on the initial deal, has a point value of 21.99. This is the highest point value you can obtain and it pays 3:1.

2urbo Blackjack card values are noted below:

Card Ranking Chart	
Card	Value
10, K, Q, J	10
Ace	1 or 11
Two 9's of spades (only on the initial deal)	21.99
2 – 9	Hold their face value

Description of Table Used and Total Number of Seated Positions

2urbo Blackjack 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 2urbo Blackjack table shall have a drop box attached to it. 2urbo Blackjack is played with a minimum of two and a maximum of eight players.

The cloth covering a 2urbo Blackjack table (the layout) shall have eight wagering areas for players.

The wagering areas shall have betting circles designated as follows:

1. "Main" wagers for the initial bet.
2. "Bonus" wager for the bonus bet.

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3. "Play" wager for players that wish to continue playing the hand.

Dealing Procedures and Round of Play

1. All the players must post a Main wager by placing gaming chips in the appropriate betting area on the table layout. They may also place an optional Bonus wager within the table betting limit.
2. The dealer button will be placed on the betting spot for the player-dealer. The player to the left of the button will be dealt the first card and continue clockwise.
3. The player to the left of the player-dealer receives the action button. The action button determines where the settlement of wagers begins and will continue clockwise until all wagers are settled or the player-dealer's wager has been exhausted.
4. At the beginning of each round of play, each player shall be required to place a wager on the Main betting circle. Each player will have the option to place a Play wager, after inspecting their hand. Back-line betting is permitted on all bets.
5. Each player who has placed the Main wager, shall also have the option to make an additional Bonus wager that awards a bonus payout to the player(s) who receives certain hand combinations as listed in the Bonus Bet Payout Table(s) below.
6. Fees are collected after every player has placed their Main wager and before any additional cards are dealt.
7. All cards are dealt face up for the players. The player-dealer's cards are dealt one face up and one face down.
8. If the player-dealer's up card is a nine of spades, the house dealer will check the player-dealer's face-down card. If the player-dealer has two nines of spades, which has a point value of 21.99, players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately. Any player that does not also have a point value of 21.99 will lose their bet.
9. If the player-dealer is not dealt two nines of spades, for a point value of 21.99, the players have the option to either make a Play bet or forfeit the Main bet and end his/her participation in the round of play. The Play bet must be equal to the amount of the Main bet. If the first two cards have a total of ten or eleven, without an ace, the players may wager two times the Play bet. 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 Bonus wager, but does not make a Play wager, the player shall forfeit the Bonus wager, as well as, the Main wager.
10. After each player has either placed a Play wager or forfeited his/her wager the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
11. If the player-dealer does not have two nines of spades, for a point value of 21.99, and the player has placed a Main bet and a Play bet, the players will be given the option to draw to improve their hand or stay on the initial two cards.

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12. The player-dealer and the players can only receive one additional card regardless of the total of their three cards.
13. If the Player hits (requests a third card) and their point total exceeds 21.99 they have “busted” and they lose their Main and Play bets regardless of the player-dealer’s hand.
14. After all players have either stayed on the original two cards or chosen to draw an additional card the house dealer will reveal the remaining player-dealer’s card.
15. Player-dealers must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 19 or more	Hard 11 Or Less	All other counts

How Winners are Determined and Paid

1. The settlement of wagers will start to the left of the player-dealer.
2. If the player-dealer makes a hand over 21.99, they bust and all players are paid 1:1 on their Main and Play bets.
3. If the player-dealer does not bust the house dealer will compare the numerical value of the player’s hands with the player-dealer’s hand.
 - a. Player’s hands with a numerical value more than the player-dealer’s hand are paid 1:1 on their Main and Play bets.
 - b. Player’s hands with a numerical value less than the player-dealer’s hand lose their Main and Play bets to the player-dealer.
 - c. Player’s hands that have a numerical value more than 21.99 lose the Main and Play bets to the player-dealer.
 - d. When the player and the player-dealer have the same numerical value, the hand with three cards wins over the hand with two cards. If the number of the cards are the same the hand is a push or a tie.
4. If the player is dealt two nines of spades, for a point value of 21.99:
 - a. and the player-dealer has a point value of 21.99 the hand is a push and no action is taken on the Main Bet.
 - b. and the player-dealer does not have a point value of 21.99 the player is paid 3:1 on the Main Bet. The player is not eligible to place a Play Bet.
5. If the table total action is covered, the payout will start with the Bonus bet, then the Main bet and lastly the Play bet. Each player will be paid in full before moving to the next player. If

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the total action is not covered, the house dealer will pay out all player's Main bets, then Play bets and lastly the Bonus bets.

Player Options

If the first two cards have a total of ten or eleven, without an ace, the player may wager a Play bet two times of the Main bet.

- **DOUBLE-DOWN**

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

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

- **SPLIT**

- o Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card (except Aces, Aces one card only) to make the best hand. Players may double-down after splitting. Players may split twice (except Aces, which can only split once and receive one card).

- o There is no splitting of pairs and there is no insurance offered to the player when the dealer's up card is an ace.

- o Players may split any Bonus card (i.e. "10", Jack, Queen, or King) of the same rank.

- o Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a "2urbo Blackjack" after the split.

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

- **SURRENDER**

- o 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.

- **ODDS**

- o A '2urbo Blackjack' hand pays odds of 6 to 5.

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

Bonus Bet

The Bonus Bet is a optional wager from \$1-\$200 per betting circle. A bonus payout is made if the player receives a blackjack (a face card or a 10 and an ace), or a pair on the first two cards. The Bonus Bet shall be placed before the first card is dealt. There must be a main bet wagered in order to wager a bonus bet. An additional payout is made if the third card makes a three of a kind. Winning Bonus wagers pay as follow:

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Pay Table

Bonus Hand on First Two Cards	Payoff
Blackjack (Suited)	10:1
Pair (Suited)	5:1
Blackjack (Unsuited)	4:1
Pair (Unsuited)	3:1
Two Cards With a Count of 20 (Without an Ace)	2:1
Bonus Hand on Three Cards	Payoff
Three Aces Suited	200:1
Three Sevens Suited	100:1
Any Three of a Kind	20:1

Wagering Limits and Collection Fees

For **schedule options 1 through 3**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a main game wager on. There shall be no collection fee taken on the Play or Bonus bets. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of 2urbo Blackjack are as shown below:

Schedule Option	Table Limit	Player Fee (per betting circle)	Player-Dealer Fee (per hand)
1	\$10-\$100	\$1	\$2
2	\$25-\$100	\$1	\$2
3	\$50-\$300	\$2	\$4

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TABLE LAYOUT



Pan 9 Dragon 9 Bonus

Type of Game

The game of Pan 9 Dragon 9 Bonus utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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 card room 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 form a hand that equals nine or as close to it as possible. The player's hand is compared with the player-dealer's hand and the hand closest to "9" wins.

Description of the Deck and Number of Decks Used

Cards used to play this game shall be in standard decks of 52 with no jokers and the 7's, 8's, 9's, and 10's removed. The game shall use between four and twelve decks.

Card Values and Hand Rankings

All cards 2 through 6 hold their face value. J, Q, & K have a value of zero. The Ace has a value of one. A hand with cards whose sum is double figures is ranked without the ten values. For example, a hand totaling 18 would count as eight.

Description of Table Used and Total Number of Seated Positions

An industry standard Blackjack table or a "bat-wing" may be used. The table seats seven or eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Alternately, a bat wing or expanded table seats a maximum of 14 players. Each player position has markings on the table indicating where wagers are to be placed. There are six spots on each player's position. Three spots are for the base game wager and the other three spots are for the bonus bet wager. Of the three spots for each base game wager, one is for the seated player and the other two are for backline bettors. Of the three spots for each bonus bet wager, one is for the seated player and the other two are for backline bettors. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

Dealing Procedures and Round of Play

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player-dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. The house dealer will then deal three cards to each player one at a time in a clockwise fashion. The player-dealer's cards are kept in front of the casino dealer and a "dealer" button is placed on top of those cards. The player-dealer plays their hands according to the chart below.

3 Card Value	Option
0 to 4	Hit
7 to 9	Stand
5 or 6	Hit or Stand

Pan 9 Dragon 9 Bonus

Once a player has made their decision to hit or stand they will place their cards in a marked area in front of their seat position that has a “stand” or “hit” marked on it. If they stand, no action will be taken. If their card is in a hit area, the casino dealer will deal a 4th card in front of their three cards. The player may not look at this card. Once all cards are dealt to players, the casino dealer will reveal the player-dealer’s three cards. The same guidelines as in the chart above will be applied. The casino dealer will then reveal each of the player’s cards and determine winners and losers.

1. A round of play begins when a player-dealer is designated. After one player has been player-dealer for two consecutive hands, the option to be player-dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players clockwise on the table until a player accepts the option.
2. The player-dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player-dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player-dealer will place his/her collection fee(s) in front of his/her betting area.
3. Once the player-dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.
4. After the fees have been collected, the house dealer will deal the cards using the method described in “Dealing Procedures” above.
5. The player-dealer will shake the dice cup which contains 3 dice. The point total of the three dice determines the placement of the action button. The player-dealer’s position is always zero. Other seats, in clockwise rotation, respectively represent the other numbers.
6. Players will set their hands and decide whether to hit or stand.
7. All wagers will be settled based on the value of the cards and winners, losers and tie hands are determined.
8. The Dragon 9 bonus bet is then settled last.
9. The cards are collected and discarded. At this point if the current player-dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player-dealer rotates as described above. The player-dealer indicator will be turned over or moved to indicate the current player-dealer and if this is the first or second hand for the player-dealer.
10. The next round of play begins.

Player Options

After players have checked their cards, they have the option to hit or stand.

Pan 9 Dragon 9 Bonus

How Winners are Determined and Paid

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the three or four card hand total is used. The hand with the higher value wins and if both player-dealer and player hands have the same total, the result is a tie. All ties between a player’s hand and the player-dealer’s hand are considered a “push”.

The player-dealer position pays all winning bets and collects from all losing bets to the extent that money covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. Wagers shall be settled in the following order: all base wagers, and then all Dragon 9 Bonus Bets wagers.

Dragon 9 Bonus Bet

1. The Dragon 9 Bonus Bet is an optional bet.
2. Players who place a wager on the Dragon 9 Bonus Bet and get one of the qualifying hands will be paid according to the chart below.
3. If a player does not make any of the combination of cards below, their bonus wager will be considered a loss.
4. In order to place the Dragon 9 bonus wager, the player must make a regular base game wager.
5. Backline betting is permitted on the Dragon 9 Bonus Bet wager.
6. See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 9 Bonus Bet.
7. The player-dealer will pay all winning Dragon 9 Bonus Bet wagers and collect all losing Dragon 9 Bonus Bet wagers.

HAND	PAYOUT
4 card 9 suited	100 to 1
4 card 9 same color	60 to 1
3 card 9 suited	30 to 1
3 card 9 same color	10 to 1
Any 4 card 9	4 to 1

Pan 9 Dragon 9 Bonus

Collection Rates Schedule

For **schedule option 1 thru 9**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken, per round of play, from each player that places a wager(s). There shall be no additional collection fee taken from players when placing a Dragon 9 Bonus Bet (when applicable). House fees are collected after the cards have been dealt and prior to the player-dealer's hand being opened and set. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pan 9 Dragon 9 Bonus are as shown below:

Schedule Options	Table Limits	Player-Dealer Table Fee	Player Table Fee
1	\$5-\$50	\$1	\$.50
2	\$10-\$100	\$2	\$1
3	\$25-\$100	\$2	\$1
4	\$25-\$200	\$3	\$2
5	\$50-\$300	\$4	\$2
6	\$100-\$500	\$5	\$3
7	\$200-\$500	\$5	\$3
8	\$300-\$1000	\$5	\$4
9	\$500-\$1000	\$5	\$4

21ST CENTURY BACCARAT

V 10.0

“NO COMMISSION”
WITH BONUS SIDE BETS



LUCKY MATCH



LUCKY 7



MONSTER & BUSTER

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21ST CENTURY GAMING INC.
11330 SANTA MONICA BLVD, LOS ANGELES, CA 90025
310.272.6114 INFO@GAMINGCONCEPTS.NET

Type of Game

The game of 21st Century Baccarat V10.0 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 game is to wager on one of two communal hands of two or three cards and win with a higher point total which is as close to nine as possible.

Description of the Deck and Number of Decks Used

Either six or eight standard 52-card decks are utilized and dealt from a multiple-deck shoe. There are no jokers.

Card Values and Hand Rankings

- Twos through nines count as their face value.
- Tens and all face cards have a value of zero.
- The ace has a value of one.

The value of a hand is determined by adding the values of its individual cards. Tens and face cards count as zero, while all other cards are counted by the number of "pips" on the card face. Only the last digit of the two- or three-card hand total is used. The modulo-10 baccarat count system is adopted: If the sum of all cards in any hand exceeds 10, then only the remainder of the sum divided by 10 is used. For example, a hand totaling 18 will count as eight.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack-size table having 8 betting spots on one side for the players and the player-dealer, and a place for the casino dealer on the opposite side. The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Dealing Procedures and Round of Play

At the start of a game a player is offered the player-dealer position. Once the player-dealer position is determined, the casino dealer shall wait for each player to make their wager on the base game as well as any bonus wagers. Player's may place a bet on either the Player's hand or the Banker's hand. Once all wagers are placed, the house dealer deals one card to the Player's hand face down, the second card is dealt to the Banker's hand face down, the third card is dealt face down to the Player's hand and the last card is dealt face down to the Banker's hand. The house dealer then opens the Player's hand by simultaneously turning the Player's cards over. Then the Banker's hand is turned over and the first card exposed determines where the "action" button will be placed. The action button determines which player receives first action on their wager. When determining where the action button will be placed, cards will hold the following values:

Card	Value
Ace	1
2-10	Face value
Jack	11
Queen	12
King	13

Based on the Banker's first card, the house dealer will begin counting, starting with the position of the player-dealer, which is always "0", in clockwise rotation, and continuing around the table respectively.

Once the action button is placed, the house dealer plays out the hands according to the draw rules as described below. The hand that is closer to 9 wins.

- If the initial two cards dealt to the Player hand equal five or less, the Player hand will be dealt one additional card. The Player hand must stand on 6 or above. The player-dealer has no stand or hit options.
- If the Player hand stands, the Banker hand will be dealt one additional card on a total of 5 or less but must stand on 6 or above.
 - If the Player hand has drawn an additional card, the Banker hand will be dealt an additional card according to the table below. If the Banker's hand total is 2 or less, then the Banker hand is dealt a third card regardless of what the Player's third card was.
 - If the Banker's hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.
 - If the Banker's hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
 - If the Banker's hand total is 5, then the Banker hand is dealt a third card if the Player's third card was 4, 5, 6, or 7.
 - If the Banker's hand total is 6, then the Banker hand is dealt a third card if the Player's third card was a 6 or 7.
- The following chart, where an 'S' stands for "Banker stands" and an 'H' for "Banker hits," demonstrates the draw rules for the Banker hand. The top row represents the point total of the Player's third (draw) card. The left column represents the point total of the Banker's initial two-card hand.

	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

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

How Winners are Determined and Paid

The hand with a total closer to 9 wins. If both Banker and Player hands have the same total, it is a push. The wagers are paid as follows:

- If the Banker hand wins, all players that wagered on the Banker hand will be paid 1 to 1, and all players that wagered on the Player's hand lose. However, if the Banker hand has three cards which total a score of 7, e.g., 2-Q-5, then all players that wagered on the Banker's hand push and all players that wagered on the Player hand lose.
- If the Player hand wins, the Player hand wager is paid 1 to 1, and the Banker wager will lose.
- If the Banker and Player hands have the same value, both the Banker and Player hand wagers will push.
- Bets are paid in the order of; all base wagers, Lucky Match, Monster Buster, and Lucky 7.

Bonus Bets

The **Monster & Buster** wagers are optional. Each player can place a wager on the designated Monster & Buster betting spot located next to each player's position on the gaming felt layout. The rules are as follows:

- The Monster & Buster wager must be placed prior to the initial deal of the cards.
- Players must place a base game wager to be eligible to place a Monster & Buster Bet wager.
- Backline betting is allowed.
- The Monster & Buster Bet wager will win if the final Banker hand total versus the final Player hand total is 0 or 1 vs. 8 or 9, or 8 or 9 vs. 0 or 1.
- A winner occurs only if the total number of cards dealt is four or six cards. The Monster Buster wager pays 18 to 1 if six cards are dealt and 4 to 1 if 4 cards are dealt.
- The base game wagers will be settled first, and all the bonus wagers will be settled last.
- There is no collection fee for the Monster & Buster wager.
- The player-dealer will pay all winning Monster & Buster wagers or collect all losing Monster & Buster wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Player vs. Banker Scores	Pays	
	6 Cards	4 Cards
0 vs. 9 or 9 vs. 0	18 to 1	4 to 1
1 vs. 9 or 9 vs. 1		
0 vs. 8 or 0 vs. 8		
1 vs. 8 or 8 vs. 1		

Lucky 7 wager is optional. Each player can place a wager on the designated Lucky 7 wager spot located next to each player's position on the gaming felt layout. The rules are as follows:

- Players must place a base game wager to be eligible to place a Lucky 7 wager.
- The Lucky 7 wager must be placed prior to the initial deal of the cards.
- Backline betting is allowed.
- If a player has placed a Lucky 7 wager and the Banker hand beats the Player hand with a 3-card 7, the Lucky 7 wager is paid 40 to 1. Otherwise, the Lucky 7 wager loses.
- The base game wagers will be settled first, followed by the bonus wagers.
- There is no collection fee for the Lucky 7 wager.
- The player-dealer will pay all winning Lucky 7 wagers or collect all losing Lucky 7 wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Lucky Match wager is optional. Each player can place a wager on the designated Lucky Match wager spot located next to each player's position on the gaming felt layout. The rules are as follows:

- Players must place a base game wager to be eligible to place a Lucky Match wager.
- The Lucky Match wager must be placed prior to the initial deal of the cards.
- Backline betting is allowed.
- The Lucky Match wager will be paid if the combined final Banker and Player hands comprise the following winning combinations:

Winning Hands	Pays
5 or 6 of a Kind	250:1
Double Triplets	100:1
4 of a Kind	30:1
Full House	15:1
3 of a Kind	6:1
2 or 3 Pairs	4:1

For example, if the Banker hand is composed of 2-K-4 and the Player hand is composed of 4-K-4, then the Lucky Match wager forms a full house that pays 15 to 1. A pair must be formed by two cards of the same rank; a jack and a king can't form a pair even though they have the same value of 10. Note that a 4-of-a-kind and a pair will be paid as a 4-of-a-kind.

- The base game wagers will be settled first, followed by the bonus wagers.
- There is no collection fee for the Lucky Match wager.
- The player-dealer will pay all winning Lucky Match wagers or collect all losing Lucky Match wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Collection Rate Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of Crazy 4 Poker; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Crazy 4 Poker to be unlawful; (3) require gambling establishments to cease and desist offering the game of Crazy 4 Poker if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule option 1 thru 9** the collection is taken from each player for every Banker or Player line bet prior to start of the game. Players, including the player-dealer, must post required collection prior to receiving any cards. The player and the player-dealer will be charged a per hand fee. For **schedule option 10 thru 18** the collection is taken from each player-dealer and there is no collection taken from the player. The collection is paid based on the table limit and is paid for each base bet played. There are no collection fees taken from the player-dealer or the player on the Monster and Buster, Lucky Match and the Lucky Seven bonus wagers. The wagering limits for all bonus bets are \$1 - \$99.

Schedule Option	Table Limit	Player Collection Fee (per betting spot)	Player-Dealer Collection Fee (per hand)
1	\$5-\$99	\$1	\$2
2	\$10-\$100	\$1	\$2
3	\$25-\$100	\$1	\$2
4	\$25-\$200	\$2	\$3
5	\$50-\$300	\$2	\$4
6	\$100-\$500	\$3	\$5
7	\$200-\$500	\$3	\$5
8	\$300-\$1000	\$4	\$6
9	\$500-\$1000	\$4	\$6

Schedule Option	Table Limit	Player Collection Fee (per betting spot)	Player-Dealer Collection Fee (per hand)
10	\$5-\$99	\$0	\$2
11	\$10-\$100	\$0	\$2
12	\$25-\$100	\$0	\$2
13	\$25-\$200	\$0	\$3
14	\$50-\$300	\$0	\$4
15	\$100-\$500	\$0	\$5
16	\$200-\$500	\$0	\$5
17	\$300-\$1000	\$0	\$6
18	\$500-\$1000	\$0	\$6

Type of Game

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

Object of the Game

The object of the game is to match one of the three cards initially dealt to the card(s) dealt from the second deck in order to win the main bet and one or both of the bonus bets.

Description of the Deck and Number of Decks Used

Matched'em is played using two standard 52-card decks. Each deck will have a different color back that marks it as different from the other. After each round of play has been completed, cards used from the previous hand will be placed back into each deck and each deck will be re-shuffled by using a shuffle machine prior the next round of play beginning.

Card/Tile Values and Hand Rankings

Card rankings do not apply in the game of Matched'em. Every card is ranked the same.

Description of Table Used and Total Number of Seated Positions

Matched'em is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. Each seated player has 9 betting circles: the Main Bet #1, #2, and #3; the Copy Bet #1, #2, and #3; and the Door Bet #1, #2, and #3. There are three squares in the middle of the felt labeled 1, 2, 3 for the first three cards initially dealt. The house dealer will deal from the second deck to the right of him or herself.

Dealing Procedures and Round of Play

The dealer will shuffle the first deck of cards and deal one card face-up on each of the squares labeled 1, 2, 3 in the center of the table. If any of the cards are duplicated, they will be replaced until they are no longer duplicated with cards on the table so that each card in the center of the table is different.

Players will then place their wagers on any of the main bets, any of the copy bets, or any of the door bets. Players may wager on any and/or all of the 9 possible bets.

The dealer will then use the second deck of cards and deal one card, face-up, at a time until a card matches one of the cards in any of the three squares. Once one of the cards in the second deck is a match in rank with one of the first three cards dealt from the first deck, the player-dealer will pay all winning wagers and collect all losing wagers.

Example: Three cards are dealt from the first deck, and they are Ace of Spades for #1, King of Hearts for #2, and Queen of Spades for #3. A player places wagers down for main bet #1, door bet #1, and copy bet #1. The dealer then deals cards from the second deck and on the third card that is dealt is an Ace of Diamonds. In this scenario, the Main Bet would win, and the Copy Bet and Door Bet would lose.

How Winners are Determined and Paid

If a player places a wager on the correct Main Bet betting circle and that card was the first match in rank, they will win that wager, and be paid out according to the chart below:

Player Wins on First Card	3:2
Player Wins after First Card	2:1

If a player places a wager on the Copy Bet betting circle and the first card that was matched was an exact copy in suit and rank, they will win that wager, and be paid out according to the chart below:

Copy Bet	Payout
Player Wins Copy Bet	10:1

If a player places a wager on the Door Bet betting circle, and the first card that is dealt from the second deck of cards matches the card in rank that the player placed their wager on, they will win that wager, and be paid out according to the chart below:

Door Bet	Payout
Player Wins Door Bet	11:1

If the player-dealer covers all bets on the table, wagers will be settled from player to player starting to the left of the player-dealer and continuing in a clockwise manner. If the player-dealer covers all bets on the table, each individual bet can be settled in any order. If the player-dealer does not cover all bets on the table, bets will be settled starting from the left of the player-dealer and continuing in a clockwise manner, in the following order: all Main Bets, all Door Bets, and all Copy Bets. If the player-dealer does not cover all bets on the table, all bets are settled in numerical order.

Example: A round of play has been completed, and player-dealer does not cover all bets on the table. The first player to the left of the player-dealer wagered on Main Bet #1, Main Bet #2, and Copy Bet #2. The wagers would be settled in the following order: Main Bet #1, Main Bet #2, and Copy Bet #2.

Copy Bonus Bet #1, #2, and #3

- Any player who wagers on the Copy Bet #1, #2, or #3 will win when the card they wager on is an exact match in rank and suit to the first card that is matched.
- The Copy Bet is an optional wager. A player must place a Main Bet in order to place a Copy Bet.
- Backline betting is permitted on the Copy Bet.
- Winning Copy Bet wagers are paid out at a ratio of 10:1.
- The player-dealer will pay all winning Copy Bet wagers and collect all losing Copy Bet wagers.
- Players may wager on any combination of the 3 Copy Bets.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Copy Bet.

Matched'em

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

Door Bonus Bet #1, #2, #3

- Any player who wagers on the Door Bet #1, #2, or #3 will win when the card they wager on is an exact match in rank with the first card that is dealt from the second deck.
- The Door Bet is an optional wager. A player must place a Main Bet in order to place a Door Bet.
- Backline betting is permitted on the Door Bet.
- A player must place a Main Bet in order to place a Door Bet.
- Winning Door Bet wagers are paid out at a ratio of 11:1.
- The player-dealer will pay all winning Door Bet wagers and collect all losing Door Bet wagers.
- Players may wager on any combination of the 3 Door Bets.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Door Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Glossary

Matched'em: Name of the controlled game

Door Card: The very first card that comes out from the deck

Copy Card: An exact match

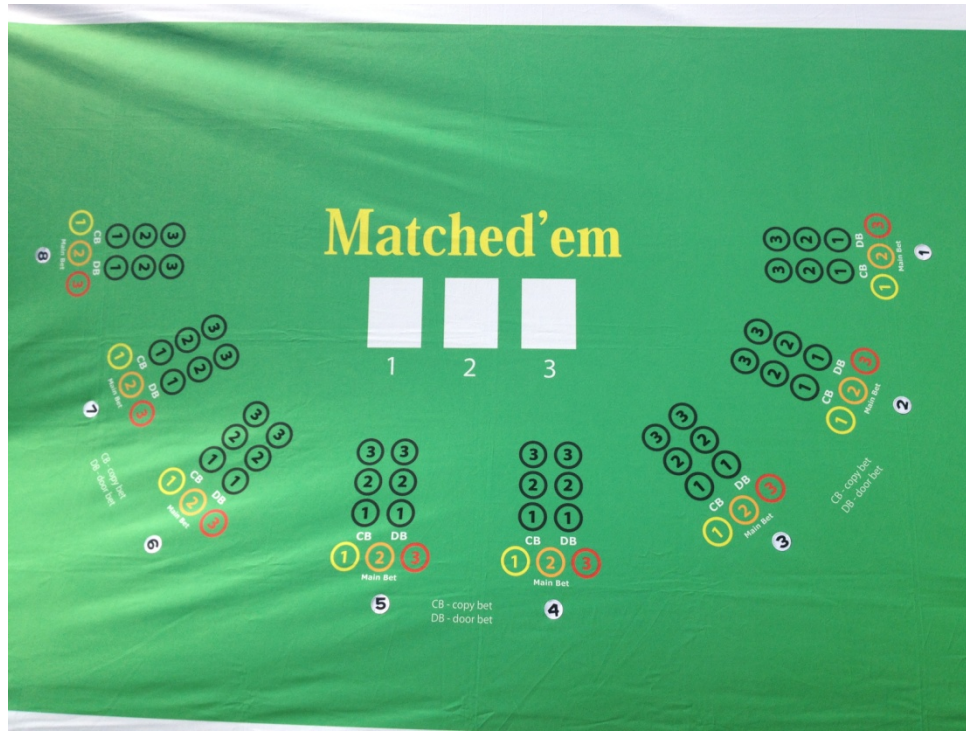
Collection Rates

For **schedule options 1 and 2**, the collection fees shall be taken per hand from the player-dealer and player positions after the first three cards have been dealt and players have placed their all of their wagers. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. Players may wager a minimum of \$1 and a maximum of \$100 on the Copy Bet or Door Bet. There shall be no collection fee taken on the Copy Bet or Door Bet. Bonus bets may be greater than, less than, or equal to the Main Bet, as long as all bets are within table limits. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Ample notices shall be provided to players relating to assessment of fees. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Matched'em are as shown below:

Schedule Option	Table Limit	Player Fee (per betting circle)	Player-Dealer Fee (per hand)
1	\$10-\$100	\$1	\$2
2	\$25-\$100	\$1	\$2
3	\$50-\$300	\$2	\$4

Matched'em

Table Layout



Pure Spanish 21.5™

Masque Publishing, Inc.

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





OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

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

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

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



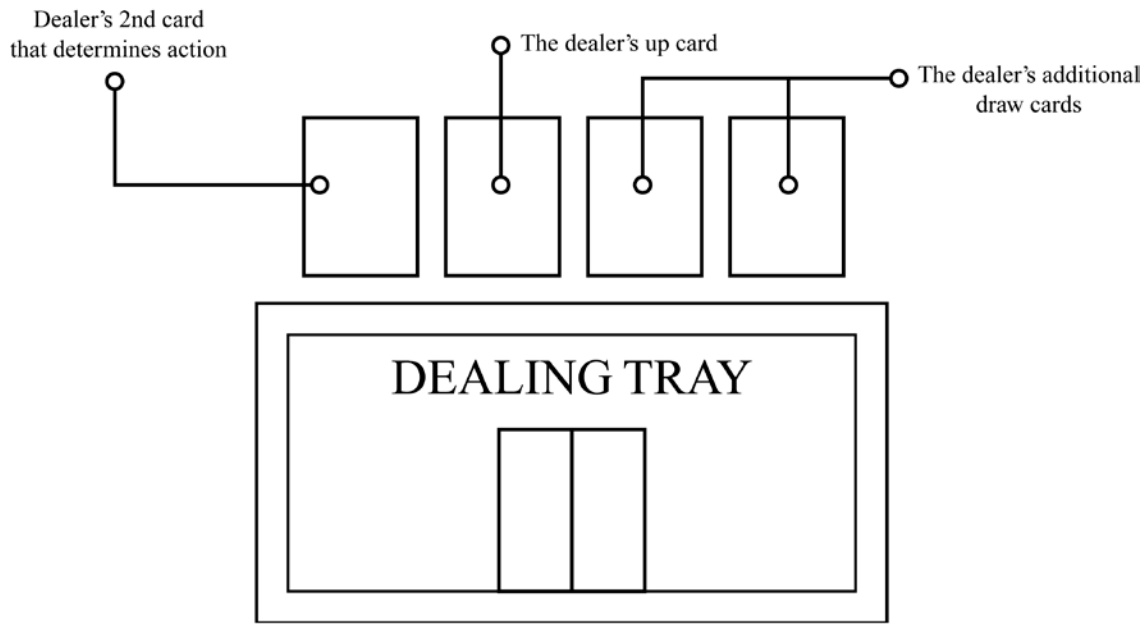
ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the 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.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action



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

10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

**DIAGRAM #I****CHART 1A**

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.



GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.
2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.
9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is not permitted on any wagers.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.



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

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



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

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up-Card bonus wager
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

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

Match the Dealer Card Bonus Bet Pay Tables

Table D 48 Card Deck	8 Decks
2 suited matches	22 to 1
1 suited + 1 non-suited match	14 to 1
1 suited match	11 to 1
2 non-suited matches	6 to 1
1 non-suited match	3 to 1
No match	lose



Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

Collection Rates

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player per wager placed and the player-dealer position per hand. There will be no additional collection fee required from a player when placing a bonus wager. The bonus bet wager may be more than, less than or equal to the game wager must be made within the table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option which utilizes one table limit and specific collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Option	Table Limit	Player Collections (per spot)	Player-Dealer Collections (per hand)
1	\$5 - \$100	\$1	\$2
2	\$10 - \$100	\$1	\$2
3	\$25 - \$100	\$1	\$2
4	\$50 - \$100	\$1	\$2
5	\$100 - \$200	\$1	\$2
6	\$100 - \$200	\$2	\$2

For **schedule options 7 through 11**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to the cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after all cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager or placing a bonus wager. The bonus bet wager may be more than, less than or equal to the game wager but must be made within the table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt their initial two-card hand. The collection fees shall be pre prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be permitted per table limit. The approved collection rates and schedules for the game of Pure Spanish 21.5 are as shown below:



Schedule Option	Table Limit	Total Table Action	Player-Dealer Collections (per hand)	Player Collections (per spot)
7	\$5 - \$200	\$5 - \$100	\$1	\$0
		\$101 - \$200	\$2	
		\$201 - \$400	\$4	
		\$401 - \$600	\$6	
		\$601+	\$8	
8	\$5 - \$200	\$5 - \$100	\$2	\$0
		\$101 - \$200	\$3	
		\$201 - \$300	\$4	
		\$301 - \$600	\$5	
		\$601+	\$9	
9	\$5 - \$200	\$5 - \$300	\$3	\$0
		\$301 - \$600	\$4	
		\$601 - \$1,000	\$5	
		\$1,001 - \$2,000	\$8	
		\$2,001+	\$10	
10	\$5 - \$200	\$5 - \$300	\$2	\$0
		\$301 - \$600	\$5	
		\$601 - \$1,000	\$9	
		\$1,001 - \$2,000	\$15	
		\$2,001+	\$25	
11	\$25 - \$200	\$25 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$600	\$5	
		\$601 - \$1,000	\$8	
		\$1,001+	\$12	

For **schedule options 12 through 17**, a collection fee shall be taken per hand from the player in the player-dealer per round of play. The player's collection is taken per wager placed on the base game wager and an additional collection is taken from a player for placing a bonus bet wager. The collection is taken after the first card delivered. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double down, split cards, place an insurance wager or when a hand is surrendered. The bonus bet may be less than, more than, or equal to the game wager but must be within the table limits. The collection fees shall be pre determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at 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 permitted per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 Blackjack are as shown below.



Schedule Option	Wager	Wager Limit	Player Collections (per spot)	Player-Dealer Collections (per hand)
12	Game	\$5 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
13	Game	\$10 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
14	Game	\$25 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
15	Game	\$50 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
16	Game	\$100 - \$200	\$1	\$2
	Match the Dealer	\$5 - \$50		
17	Game	\$100 - \$200	\$2	\$2
	Match the Dealer	\$5 - \$50	\$1	



Lighted Sign



Table Layout



NO BUST

21st
CENTURY

BLACKJACK

4.0a

No Bust 21st Century Blackjack 4.0a

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the players and the player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of “Natural” or “20 ½.” A “Natural” beats all other hands. Winning “Natural” hands are paid odds of 6 to 5

VALUE OF CARDS

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

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

RANKING CHART

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack 4.0a is played on a raised gaming table. The table seats eight players who face the casino 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

No Bust 21st Century Blackjack 4.0a

dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

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

No Bust 21st Century Blackjack 4.0a

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

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

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

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

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GAME RULES

1. A “Natural” is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the player and the player-dealer’s hands are both a “Natural,” the hand is a push or tie, and no action is taken on the wager.Winning” “Natural” hands will be paid 6 to 5
2. If the player’s hand ranks lower than a “Natural” and the player-dealer’s hand ranks more than a “Natural” the player wins the hand.
3. If the player’s hand ranks lower than a “Natural” and the player-dealer’s hand ranks lower than a “Natural,” the hand closest to a “Natural” wins.
4. If a player and the player-dealer hands rank the same and it is lower than a “Natural,” the hand is a push or tie, and no action is taken on the wager.
5. If a player’s and the player-dealer’s hands both ranks the same and are higher than a “Natural”, the following rules apply:
 - a. If the player-dealer’s hand ranks closer to a “No Bust,” the player-dealer wins the hand.
 - b. If the player’s hand ranks closer to a “Natural” the player loses except when the player-dealer has the following hand then they will “PUSH”.
 - i. If the player-dealer has a 3-card with a value of 23, 24 and 25 will push.
 - c. If the value of a player’s hand is 22 and the hand contains 3 cards and no aces, the player loses the hand.
 - d. If the player’s hand busts with four or more cards, the player loses the hand.
6. The player-dealer wins all ties over a “Natural.”
7. If the player’s hand ranks higher than a “Natural” and the player-dealer’s hand is less than a “Natural,” the player-dealer wins.
8. A two card “Natural” beats all other hands.
9. Double-Down:
 - a. Players can double-down on the first two-cards only, with the exception of all “No Bust” hands and 21. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

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10. Splits:

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

11. Insurance:

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

12. 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.

13. 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.

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

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

16. Backline betting is allowed.

17. 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.

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



BUSTER BLACKJACK BONUS BET

The Buster Blackjack wager allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. 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 Bonus Bet remains in action whether or not the player busts or is dealt a Natural.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
 - b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack 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, Buster Blackjack 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.

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Note: If there are no game wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	16 to 1
7	50 to 1
8 or more	200 to 1

PLAYER-DEALER & DEAL

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

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

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Collection Fees

For **schedule options 1 through 14**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet wager. For **schedule options 1 through 19**, the collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of No Bust 21st Century Blackjack 4.0a are as shown below:

Schedule Option	Table Limit	Player Fee Per Betting Circle	Player-Dealer Fee Per Hand
1	\$2.00 - \$10.00	\$0.50	\$1.00
2	\$5.00 - \$20.00	\$1.00	\$2.00
3	\$10.00 - \$100.00	\$1.00	\$2.00
4	\$25.00 - \$100.00	\$1.00	\$2.00
5	\$25.00 - \$100.00	\$1.00	\$3.00
6	\$50.00 - \$300.00	\$2.00	\$4.00
7	\$50.00 - \$300.00	\$3.00	\$4.00
8	\$100.00 - \$300.00	\$2.00	\$4.00
9	\$100.00 - \$300.00	\$3.00	\$4.00
10	\$100.00 - \$500.00	\$3.00	\$4.00
11	\$100.00 - \$500.00	\$4.00	\$5.00
12	\$300.00 - \$1,000.00	\$5.00	\$10.00
13	\$300.00 - \$1,000.00	\$6.00	\$10.00
14	\$100.00	\$1.00	\$3.00

For **schedule options 15-19**, there shall be no collection taken from each player for placing any wager. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The total table action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered.

Schedule Options	Wagering Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1500	\$7
			\$1505+	\$13

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16	\$25 - \$100	\$0	\$25 - \$100	\$1
			\$105 - \$400	\$2
			\$405 - \$700	\$7
			\$705 - \$1500	\$9
			\$1505+	\$13
17	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$305 - \$800	\$4
			\$805 - \$1500	\$8
			\$1505 - \$5000	\$13
			\$5005+	\$15
18	\$100 - \$500	\$0	\$100 - \$500	\$3
			\$505 - \$1500	\$7
			\$1505 - \$5000	\$13
			\$5005 - \$10000	\$15
			\$10005+	\$18
19	\$500 - \$1000	\$0	\$500 - \$1000	\$7
			\$1005 - \$5000	\$13
			\$5005 - \$10000	\$15
			\$10005 - \$20000	\$18
			\$20005+	\$20

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

The rank of each card used in Omaha, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

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

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

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

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

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

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

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

following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

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

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

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

How The Pot Is Awarded

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

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

Collection Fee Schedule

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. : For **schedule options 1 through 84**, the collection fees shall be taken by the house dealer from the pot after the flop. The designated fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. When there is only one blind required, it shall be placed by the player to the left of the dealer button. The appropriate fees are dependent on the number of players seated and playing during that round of play. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be

assessed at different collection rates; however, no more than five collection rates may be established per table. The Hollywood Park 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.

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players	Player Fee	Designated Fee
1	\$1 - \$2	\$1	7 or more	\$4	\$1
2	\$1 - \$2	\$1	6	\$3	\$1
3	\$1 - \$2	\$1	5	\$2	\$1
4	\$1 - \$2	\$1	4 or less	\$1	\$1
5	\$2 - \$4	\$2	7 or more	\$4	\$1
6	\$2 - \$4	\$2	6	\$3	\$1
7	\$2 - \$4	\$2	5	\$2	\$1
8	\$2 - \$4	\$2	4 or less	\$1	\$1
9	\$3 - \$6	\$3	7 or more	\$4	\$1
10	\$3 - \$6	\$3	6	\$3	\$1
11	\$3 - \$6	\$3	5	\$2	\$1
12	\$3 - \$6	\$3	4 or less	\$1	\$1
13	\$4 - \$8	\$4	7 or more	\$5	\$1
14	\$4 - \$8	\$4	6	\$3	\$1
15	\$4 - \$8	\$4	5	\$2	\$1
16	\$4 - \$8	\$4	4 or less	\$1	\$1
17	\$6 - \$12	\$6	7 or more	\$5	\$1
18	\$6 - \$12	\$6	6	\$3	\$1
19	\$6 - \$12	\$6	5	\$2	\$1
20	\$6 - \$12	\$6	4 or less	\$1	\$1
21	\$8 - \$16	\$8	7 or more	\$5	\$1
22	\$8 - \$16	\$8	6	\$3	\$1
23	\$8 - \$16	\$8	5	\$2	\$1
24	\$8 - \$16	\$8	4 or less	\$1	\$1
25	\$9 - \$18	\$9	7 or more	\$5	\$1
26	\$9 - \$18	\$9	6	\$3	\$1
27	\$9 - \$18	\$9	5	\$2	\$1
28	\$9 - \$18	\$9	4 or less	\$1	\$1
29	\$15 - \$30	\$10 - \$15	7 or more	\$5	\$1
30	\$15 - \$30	\$10 - \$15	6	\$3	\$1
31	\$15 - \$30	\$10 - \$15	5	\$2	\$1
32	\$15 - \$30	\$10 - \$15	4 or less	\$1	\$1
33	\$20 - \$40	\$10 - \$20	7 or more	\$5	\$1
34	\$20 - \$40	\$10 - \$20	6	\$3	\$1
35	\$20 - \$40	\$10 - \$20	5	\$2	\$1
36	\$20 - \$40	\$10 - \$20	4 or less	\$1	\$1
37	\$25 - \$50	\$15 - \$25	7 or more	\$5	\$1
38	\$25 - \$50	\$15 - \$25	6	\$3	\$1
39	\$25 - \$50	\$15 - \$25	5	\$2	\$1
40	\$25 - \$50	\$15 - \$25	4 or less	\$1	\$1

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players	Player Fee	Designated Fee
41	\$30 - \$60	\$15 - \$30	7 or more	\$5	\$1
42	\$30 - \$60	\$15 - \$30	6	\$3	\$1
43	\$30 - \$60	\$15 - \$30	5	\$2	\$1
44	\$30 - \$60	\$15 - \$30	4 or less	\$1	\$1
45	\$40 - \$80	\$20 - \$40	7 or more	\$5	\$1
46	\$40 - \$80	\$20 - \$40	6	\$3	\$1
47	\$40 - \$80	\$20 - \$40	5	\$2	\$1
48	\$40 - \$80	\$20 - \$40	4 or less	\$1	\$1
49	\$100 - \$200	\$50 - \$100	7 or more	\$5	\$1
50	\$100 - \$200	\$50 - \$100	6	\$3	\$1
51	\$100 - \$200	\$50 - \$100	5	\$2	\$1
52	\$100 - \$200	\$50 - \$100	4 or less	\$1	\$1
53	\$40	\$1 - \$2	7 or more	\$5	\$1
54	\$40	\$1 - \$2	6	\$3	\$1
55	\$40	\$1 - \$2	5	\$2	\$1
56	\$40	\$1 - \$2	4 or less	\$1	\$1
57	\$100	\$2 - \$3	7 or more	\$5	\$1
58	\$100	\$2 - \$3	6	\$3	\$1
59	\$100	\$2 - \$3	5	\$2	\$1
60	\$100	\$2 - \$3	4 or less	\$1	\$1
61	\$100 - \$300	\$2 - \$3	7 or more	\$5	\$1
62	\$100 - \$300	\$2 - \$3	6	\$3	\$1
63	\$100 - \$300	\$2 - \$3	5	\$2	\$1
64	\$100 - \$300	\$2 - \$3	4 or less	\$1	\$1
65	\$150	\$2 - \$5	7 or more	\$5	\$1
66	\$150	\$2 - \$5	6	\$3	\$1
67	\$150	\$2 - \$5	5	\$2	\$1
68	\$150	\$2 - \$5	4 or less	\$1	\$1
69	\$200	\$3 - \$5	7 or more	\$5	\$1
70	\$200	\$3 - \$5	6	\$3	\$1
71	\$200	\$3 - \$5	5	\$2	\$1
72	\$200	\$3 - \$5	4 or less	\$1	\$1
73	\$300 - \$500	\$5 - \$5	7 or more	\$5	\$1
74	\$300 - \$500	\$5 - \$5	6	\$3	\$1
75	\$300 - \$500	\$5 - \$5	5	\$2	\$1
76	\$300 - \$500	\$5 - \$5	4 or less	\$1	\$1
77	\$500	\$5 - \$10	7 or more	\$5	\$1
78	\$500	\$5 - \$10	6	\$3	\$1
79	\$500	\$5 - \$10	5	\$2	\$1
80	\$500	\$5 - \$10	4 or less	\$1	\$1
81	\$1,000	\$10 - \$25	7 or more	\$5	\$1
82	\$1,000	\$10 - \$25	6	\$3	\$1
83	\$1,000	\$10 - \$25	5	\$2	\$1
84	\$1,000	\$10 - \$25	4 or less	\$1	\$1

Texas Hold'em

Type of Game

The players of Texas Hold'em 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 hands. Each player may use any combination of the two 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 course of the game, 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.

Card Values and Hand Rankings

The rank of each card used in Texas Hold'em, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

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

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.

Texas Hold'em

One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards, and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

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

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down. These initial two cards are referred to as "hole cards." Once each player has received their two hole cards, the first round

Texas Hold'em

of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

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

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

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, 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 ranked hand, the pot shall be split equally among all players with the winning hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

The players of the Texas Hold'em 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. For **schedule options 1 through 92** the collection fees shall be taken by the house dealer from the pot after the flop. The designated fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. The appropriate fees are dependent on the number of players seated and playing during that round of play. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be

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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 Hollywood Park 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.

Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players	Player Fee	Designated Fee
1	\$2 - \$4	\$1 - \$2	7 or more	\$4	\$1
2	\$2 - \$4	\$1 - \$2	6	\$3	\$1
3	\$2 - \$4	\$1 - \$2	5	\$2	\$1
4	\$2 - \$4	\$1 - \$2	4 or less	\$1	\$1
5	\$3 - \$6	\$1 - \$3	7 or more	\$4	\$1
6	\$3 - \$6	\$1 - \$3	6	\$3	\$1
7	\$3 - \$6	\$1 - \$3	5	\$2	\$1
8	\$3 - \$6	\$1 - \$3	4 or less	\$1	\$1
9	\$4 - \$8	\$2 - \$4	7 or more	\$5	\$1
10	\$4 - \$8	\$2 - \$4	6	\$3	\$1
11	\$4 - \$8	\$2 - \$4	5	\$2	\$1
12	\$4 - \$8	\$2 - \$4	4 or less	\$1	\$1
13	\$6 - \$12	\$2 - \$6	7 or more	\$5	\$1
14	\$6 - \$12	\$2 - \$6	6	\$3	\$1
15	\$6 - \$12	\$2 - \$6	5	\$2	\$1
16	\$6 - \$12	\$2 - \$6	4 or less	\$1	\$1
17	\$8 - \$16	\$4 - \$8	7 or more	\$5	\$1
18	\$8 - \$16	\$4 - \$8	6	\$3	\$1
19	\$8 - \$16	\$4 - \$8	5	\$2	\$1
20	\$8 - \$16	\$4 - \$8	4 or less	\$1	\$1
21	\$9 - \$18	\$3 - \$9	7 or more	\$5	\$1
22	\$9 - \$18	\$3 - \$9	6	\$3	\$1
23	\$9 - \$18	\$3 - \$9	5	\$2	\$1
24	\$9 - \$18	\$3 - \$9	4 or less	\$1	\$1
25	\$10 - \$20	\$5 - \$10	7 or more	\$5	\$1
26	\$10 - \$20	\$5 - \$10	6	\$3	\$1
27	\$10 - \$20	\$5 - \$10	5	\$2	\$1
28	\$10 - \$20	\$5 - \$10	4 or less	\$1	\$1
29	\$15 - \$30	\$10 - \$15	7 or more	\$5	\$1
30	\$15 - \$30	\$10 - \$15	6	\$3	\$1
31	\$15 - \$30	\$10 - \$15	5	\$2	\$1
32	\$15 - \$30	\$10 - \$15	4 or less	\$1	\$1
33	\$20 - \$40	\$10 - \$20	7 or more	\$5	\$1
34	\$20 - \$40	\$10 - \$20	6	\$3	\$1
35	\$20 - \$40	\$10 - \$20	5	\$2	\$1
36	\$20 - \$40	\$10 - \$20	4 or less	\$1	\$1
37	\$25 - \$50	\$15 - \$25	7 or more	\$5	\$1
38	\$25 - \$50	\$15 - \$25	6	\$3	\$1
39	\$25 - \$50	\$15 - \$25	5	\$2	\$1

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40	\$25 - \$50	\$15 - \$25	4 or less	\$1	\$1
41	\$30 - \$60	\$15 - \$30	7 or more	\$5	\$1
42	\$30 - \$60	\$15 - \$30	6	\$3	\$1
43	\$30 - \$60	\$15 - \$30	5	\$2	\$1
44	\$30 - \$60	\$15 - \$30	4 or less	\$1	\$1
45	\$40 - \$80	\$20 - \$40	7 or more	\$5	\$1
46	\$40 - \$80	\$20 - \$40	6	\$3	\$1
47	\$40 - \$80	\$20 - \$40	5	\$2	\$1
48	\$40 - \$80	\$20 - \$40	4 or less	\$1	\$1
49	\$50 - \$100	\$25 - \$50	7 or more	\$5	\$1
50	\$50 - \$100	\$25 - \$50	6	\$3	\$1
51	\$50 - \$100	\$25 - \$50	5	\$2	\$1
52	\$50 - \$100	\$25 - \$50	4 or less	\$1	\$1
53	\$75 - \$150	\$50 - \$75	7 or more	\$5	\$1
54	\$75 - \$150	\$50 - \$75	6	\$3	\$1
55	\$75 - \$150	\$50 - \$75	5	\$2	\$1
56	\$75 - \$150	\$50 - \$75	4 or less	\$1	\$1
57	\$100 - \$200	\$50 - \$100	7 or more	\$5	\$1
58	\$100 - \$200	\$50 - \$100	6	\$3	\$1
59	\$100 - \$200	\$50 - \$100	5	\$2	\$1
60	\$100 - \$200	\$50 - \$100	4 or less	\$1	\$1
61	\$40	\$1 - \$2	7 or more	\$5	\$1
62	\$40	\$1 - \$2	6	\$3	\$1
63	\$40	\$1 - \$2	5	\$2	\$1
64	\$40	\$1 - \$2	4 or less	\$1	\$1
65	\$100	\$2 - \$3	7 or more	\$5	\$1
66	\$100	\$2 - \$3	6	\$3	\$1
67	\$100	\$2 - \$3	5	\$2	\$1
68	\$100	\$2 - \$3	4 or less	\$1	\$1
69	\$100 - \$300	\$2 - \$3	7 or more	\$5	\$1
70	\$100 - \$300	\$2 - \$3	6	\$3	\$1
71	\$100 - \$300	\$2 - \$3	5	\$2	\$1
72	\$100 - \$300	\$2 - \$3	4 or less	\$1	\$1
73	\$150	\$2 - \$5	7 or more	\$5	\$1
74	\$150	\$2 - \$5	6	\$3	\$1
75	\$150	\$2 - \$5	5	\$2	\$1
76	\$150	\$2 - \$5	4 or less	\$1	\$1
77	\$200	\$3 - \$5	7 or more	\$5	\$1
78	\$200	\$3 - \$5	6	\$3	\$1
79	\$200	\$3 - \$5	5	\$2	\$1
80	\$200	\$3 - \$5	4 or less	\$1	\$1
81	\$300 - \$500	\$5 - \$5	7 or more	\$5	\$1
82	\$300 - \$500	\$5 - \$5	6	\$3	\$1
83	\$300 - \$500	\$5 - \$5	5	\$2	\$1
84	\$300 - \$500	\$5 - \$5	4 or less	\$1	\$1
85	\$500	\$5 - \$10	7 or more	\$5	\$1

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86	\$500	\$5 - \$10	6	\$3	\$1
87	\$500	\$5 - \$10	5	\$2	\$1
88	\$500	\$5 - \$10	4 or less	\$1	\$1
89	\$1,000	\$10 - \$25	7 or more	\$5	\$1
90	\$1,000	\$10 - \$25	6	\$3	\$1
91	\$1,000	\$10 - \$25	5	\$2	\$1
92	\$1,000	\$10 - \$25	4 or less	\$1	\$1

HOLLYWOOD PARK CASINO

RAZZ

Type of Game

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

Object of the Game

Razz is 7-CARD STUD played for Low, which is, the traditional ranking of Poker hands is reversed. The lowest ranked hand is now the best hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker.

Card Values and Hand Rankings

The rank of each card used in Razz, in order of lowest to highest rank, shall be: A, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king. In the case of two identical winning hands, any odd chip goes to the Players with the lowest card according to suit (Clubs, Diamonds, Hearts, Spades).

The ranking of hands for Razz, in the order of highest rank to lowest, shall be:

Hand Dealt	Hand Requirements
Lowest five card hand	A hand that consists of A, 2, 3, 4, 5.
One Pair	A hand that consists of one pair.
Two Pair	A hand that consists of two pairs.
Three of a Kind	A hand that consists of three cards of the same rank.
Straight	A hand that consists of five cards that are in consecutive ranking but are not the same suit.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.
Full House	A hand that consists of a Three of a Kind and a Pair.
Four of a Kind	A hand that consists of four cards of the same rank.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.
Royal Flush	A hand that consists of a King, Queen, Jack, 10, and 9 of the same suit.

Description of Table Used and Total Number of Seated Positions

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

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the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards on the initial deal, but does not determine where the action begins. During the first round, action begins with the player that has the highest face-up card. On all other rounds, action starts with the player with the lowest open face board.

Dealing Procedures and Round of Play

The rules for Razz state the game is played with a standard 52 card deck, and Aces are low. Straights and flushes have no ranking, so the best possible low hand is A-2-3-4-5. Action is initiated in the first betting round by the player with the highest value upcard (Aces are low) making a forced bet. On subsequent betting rounds, the low hand on the board initiates the action. Ties are broken by position, with the first player clockwise from the dealer acting first. In each betting round the player has the option to bet, raise, call, or fold. All players post the pre-determined fee collection prior to the start of any play of hand, or a time collection, depending on the table limits of the game.

- Two cards (hole cards) are dealt to each player face down, in turn; then one card is dealt to face up and in turn to all players. This is followed by the first round of betting, initiated with a forced bet by the highest card. On subsequent betting rounds, the low hand on the board initiates the action.
- Active players are dealt one card, face up (4th). Betting starts with player who has the lowest ranked face-up cards. The player has the option of betting at the lower limit. Other players may check, call, raise, or fold.
- Active players are dealt one card, face up (5th). Betting starts with player who has the lowest ranked face-up cards. Bets must be equal to the higher table limit. Players may check, call, raise, or fold.
- Active players are dealt one card, face up (6th). Betting starts with player who has the lowest ranked face-up cards. Bets must be equal to the higher table limit. Players may check, call, raise, or fold.
- Active players are dealt one card, face down (7th). Final round of betting- starts with the player who has the lowest ranked face-up cards. Bets must be equal to the higher table limit. Players may check, call, raise, or fold.
- Active players expose all of their cards. Best Low five-card wins the pot.

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Third-Sixth Street Action

1. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
2. Check and raise is permitted.
3. If a Player folds his hand after making a forced bet,:
 - (a) That seat will continue to receive subsequent card(s) until there is a bet.
 - (b) If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
 - (c) The above mentioned card(s) will be dealt face down.
4. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining player in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
5. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.

Seventh Street Action

1. If the high hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
 2. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be "all-in", the betting continues as normal with the Player who was high on the sixth card initiates the action.
 3. (A) If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, and there will be enough cards using the burn cards, the Dealer shall in the following order:
 - 1st Burn and use the last card.
 - 2nd Do not burn and use the last card.
 - 3rd Scramble the burn cards with the remaining stub, burn and complete the deal using the last card if necessary. If there are exactly enough cards for the remaining players, so not burn and use the last card.
 4. (B) If there are not enough remaining cards for the above procedure, the Dealer shall scramble the burn cards with the remaining stub, burn and turn over a community card. This
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card plays in all hands but is not used to determine who controls the action for betting purpose. If the Stub contains three or more cards (but not enough to complete the deal) burn and turn the community card directly from the stub. No scramble is necessary.

Run it Twice Option

When all active players remaining in the hand are all in, which means that one or all remaining players have no more money that can be wagered, the remaining players will have the option to make an agreement to “run the board” two or three times. All remaining players must agree. One additional \$5 collection will be taken regardless if it is run two or three times. Running the board requires the dealer to deal more cards per the following procedures:

- If the player(s) go all-in before the flop, they can run out the whole board, as described below, two or three times.
 - The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as “the river card.”
 - If both players have agreed to run the board three times, the procedures described above will be repeated.
- If the players get all-in on the flop, they can run out the turn and river cards two or three times.
 - The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as the turn card. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as the river card.
 - If both players have agreed to run the board three times, the procedures described above will be repeated.
- If the players get all-in on the turn, they can run out the river card two or three times.
 - The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so

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that there are now a total of five community cards face-up on the table. This is referred to as the river card.

- If both players have agreed to run the board three times, the procedures described above will be repeated

**Players are not allowed to discuss or make agreements to run the board two or three times before they are all-in. It is the players' responsibility to notify the dealer that they want to discuss running the board two or three times before anymore cards are dealt.*

Showdown

At showdown, the Player initiating the last action by either checking or betting must turn his hand over first. When a players turns any of his up cards face down after a bet has been made; he concedes all rights to the pot. (Discretion of management). A player who calls a bet and is beaten "on board" is not entitled to his bet back. A Player must have seven cards in order to win at showdown. Any other number of cards constitutes a dead hand. At showdown, using reverse traditional hand rankings, the active Players with the best five-card LOW hand is the winner. All seven cards must be exposed at showdown. In the case of two identical winning hands, any odd chip goes to the Player with the lowest card according to suit (Clubs, Diamonds, Hearts, Spades). Straights and flushes have ranking and count against you. Straight is lower than a Flush. Aces are low. 5, 4, 3, 2, A is the best possible hand.

How The Pot Is Awarded

If the players choose not to run the board, after the final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. The pot shall be awarded to the player with the best five-card LOW hand. All other players shall lose. In the event that more than one player has the lowest ranking hand, the pot shall be split equally among all players with the winning hand. In the instance that there are an odd number of chips, the odd chip shall be awarded to the player with the lowest card according to suit.

If the players choose to run the board, 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 hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, 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.

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In the event that more than one player has the highest ranked hand, the pot shall be split equally among all players with the winning hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

- The pot will be split according to each board.
 - If the players run it twice, then half of the pot will go to the winning hand with the first board and the other half of the pot will go to the winning hand with the second board.
 - If the players run the board three times, then 1/3 of the pot will go to the winning hand in the first board. Then 1/3 of the pot will go to the winning hand of the second board. The remaining 1/3 of the pot will go to the winning hand of the third board

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Collection Fee Schedule

For **Schedule Options 1- 68**, ample notice shall be provided to players relating to the assessment of fees. The collection fees shall be taken by the house dealer from the pot after the first betting round is complete. The designated fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the first betting round. The appropriate fees are dependent on the number of players seated and playing during that round of play. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of RAZZ are shown below:

Schedule Option	Table Limit	Ante	Number of Players	Player Fee	Designated Fee
1	\$1 - \$2	\$0.50	7 or more	\$3	\$1
2	\$1 - \$2	\$0.50	6	\$3	\$1
3	\$1 - \$2	\$0.50	5	\$2	\$1
4	\$1 - \$2	\$0.50	4 or less	\$1	\$1
5	\$2 - \$4	\$0.50	7 or more	\$3	\$1
6	\$2 - \$4	\$0.50	6	\$3	\$1
7	\$2 - \$4	\$0.50	5	\$2	\$1
8	\$2 - \$4	\$0.50	4 or less	\$1	\$1
9	\$2 - \$10	\$0.50	7 or more	\$3	\$1
10	\$2 - \$10	\$0.50	6	\$3	\$1
11	\$2 - \$10	\$0.50	5	\$2	\$1
12	\$2 - \$10	\$0.50	4 or less	\$1	\$1
13	\$3 - \$6	\$0.50	7 or more	\$3	\$1
14	\$3 - \$6	\$0.50	6	\$3	\$1
15	\$3 - \$6	\$0.50	5	\$2	\$1
16	\$3 - \$6	\$0.50	4 or less	\$1	\$1
17	\$4 - \$8	\$0.50	7 or more	\$3	\$1
18	\$4 - \$8	\$0.50	6	\$3	\$1
19	\$4 - \$8	\$0.50	5	\$2	\$1

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20	\$4 - \$8	\$0.50	4 or less	\$1	\$1
21	\$6 - \$12	\$1	7 or more	\$4	\$1
22	\$6 - \$12	\$1	6	\$3	\$1
23	\$6 - \$12	\$1	5	\$2	\$1
24	\$6 - \$12	\$1	4 or less	\$1	\$1
25	\$9 - \$18	\$2	7 or more	\$4	\$1
26	\$9 - \$18	\$2	6	\$3	\$1
27	\$9 - \$18	\$2	5	\$2	\$1
28	\$9 - \$18	\$2	4 or less	\$1	\$1
29	\$10 - \$20	\$2	7 or more	\$5	\$1
30	\$10 - \$20	\$2	6	\$3	\$1
31	\$10 - \$20	\$2	5	\$2	\$1
32	\$10 - \$20	\$2	4 or less	\$1	\$1
33	\$15 - \$30	\$2	7 or more	\$5	\$1
34	\$15 - \$30	\$2	6	\$3	\$1
35	\$15 - \$30	\$2	5	\$2	\$1
36	\$15 - \$30	\$2	4 or less	\$1	\$1
37	\$20 - \$40	\$3	7 or more	\$5	\$1
38	\$20 - \$40	\$3	6	\$3	\$1
39	\$20 - \$40	\$3	5	\$2	\$1
40	\$20 - \$40	\$3	4 or less	\$1	\$1
41	\$25 - \$50	\$5	7 or more	\$5	\$1
42	\$25 - \$50	\$5	6	\$3	\$1
43	\$25 - \$50	\$5	5	\$2	\$1
44	\$25 - \$50	\$5	4 or less	\$1	\$1
45	\$30 - \$60	\$5	7 or more	\$5	\$1
46	\$30 - \$60	\$5	6	\$3	\$1
47	\$30 - \$60	\$5	5	\$2	\$1
48	\$30 - \$60	\$5	4 or less	\$1	\$1
49	\$40 - \$80	\$10	7 or more	\$5	\$1
50	\$40 - \$80	\$10	6	\$3	\$1
51	\$40 - \$80	\$10	5	\$2	\$1
52	\$40 - \$80	\$10	4 or less	\$1	\$1
53	\$50 - \$100	\$10	7 or more	\$5	\$1
54	\$50 - \$100	\$10	6	\$3	\$1
55	\$50 - \$100	\$10	5	\$2	\$1
56	\$50 - \$100	\$10	4 or less	\$1	\$1
57	\$60 - \$120	\$10	7 or more	\$5	\$1
58	\$60 - \$120	\$10	6	\$3	\$1
59	\$60 - \$120	\$10	5	\$2	\$1
60	\$60 - \$120	\$10	4 or less	\$1	\$1
61	\$75 - \$150	\$15	7 or more	\$5	\$1

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62	\$75 - \$150	\$15	6	\$3	\$1
63	\$75 - \$150	\$15	5	\$2	\$1
64	\$75 - \$150	\$15	4 or less	\$1	\$1
65	\$100 - \$200	\$25	7 or more	\$5	\$1
66	\$100 - \$200	\$25	6	\$3	\$1
67	\$100 - \$200	\$25	5	\$2	\$1
68	\$100 - \$200	\$25	4 or less	\$1	\$1

GLOSSARY

- Action:** What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
- Active Player:** A player with a live hand still in the pot.
- All-In:** Having all one's chips in the pot.
- Ante:** A fixed amount of money, required per player, to be posted before the start of a hand.
- Bet:** Chips placed in the pot.
- Board:** The four cards that are dealt face up.
- Bring it In:** Means to start the betting on the first round.
- Burn:** To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
- Buy-In:** The minimum amount of money required to sit down in a particular game
- Call:** To put in the pot an amount of money equal to an opponent's bet or raise.
- Cap:** The last raise allowed on a betting round.
- Check:** To decline to bet when it is your turn.
- Check Raise:** To check and then raise after an opponent bets.
- Chip:** A round token in various denominations representing money.
- Community Card:** A card turned up in the center of the table, which is used by all active players.

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Control Hand:	The hand that controls the betting.
Dead Hand:	A hand that a player may not continue to play because of an irregularity.
Down Card:	Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
Drop:	This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
Fold:	To drop out of a pot rather than call a bet or raise.
Force Bet:	A bet that one player is required to put into a pot to start the first betting round
Limit:	The amount a player may bet or raise on any round of betting.
Limit Poker:	A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
Off-suit:	Two different suits, used to describe the first two cards.
Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.
Overcall:	A call of a bet after another player has already called.
Over-Card:	Any card on board higher than your pair.
Pass:	To check. Also, to fold.
Position:	The spot in the sequence of betting in which a player is located.
Pot:	The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.
Qualifier:	The highest card a player may have in their hand to be eligible for a portion of the pot.
Raise:	To bet an additional amount after someone else has bet.
River:	The River is the last card delivered (face down).

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Round of Betting:	Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.
Run the Board:	Requires the dealer to deal more cards multiple times following certain procedure.
Showdown:	The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.
Side Pot:	A second pot for the other active players when one or more players are "All-In".
Split Limit:	A game with two distinct betting structures
String Bet:	Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.
Substantial Action:	Three players acting or two players putting money in the pot by a bet, call, or raise.
Suited:	Two or more cards of the same suit.
Third Street:	Describes the first three cards delivered.
Top Pair:	Pairing the highest card on board
Up Card:	The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.
Wager:	A bet.
Wired Pair:	A pair in your hand.

Hollywood Park Casino Seven Card Stud

The goal of Seven Card Stud is to win the pot with the highest ranking five-card poker hand attainable out of the seven cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit rankings apply, with spades being the highest suit and clubs being the lowest suit.

Deck: The game is played with a standard 52 card deck with no jokers.

Table: The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players.

If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.

In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.

Seven Card Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face-up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.

At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.

Each player receives three cards as his initial hand, with the first two being dealt face-down and the third card being dealt face-up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.

The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fourth card, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face-up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to

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use that limit during that round. The following rounds betting limits will remain unchanged.

The dealer then deals each player another face-up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

The dealer then deals each player another card, except this card is dealt face-down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

After all betting has been completed; a player may use any five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, during the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.

There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

The rank of each card used in Seven Card Stud, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. The rank of suits, when determining button starting position, in order of highest to lowest rank, shall be: spades, hearts, diamonds, and clubs. The best winning hands for Seven Card Stud, order from highest to lowest rank, shall be:

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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, 6, 5, 4, 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

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Collection Fees

For **schedule options 1 through 68**, the collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. In hands that conclude prior to the flop, the designated fee shall be taken. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Seven Card Stud are as shown below:

Schedule Option	Table Limit	Ante	Number of Players	Player Fee	
1	\$1 - \$2	\$0.50	7 or more	\$3	\$1
2	\$1 - \$2	\$0.50	6	\$3	\$1
3	\$1 - \$2	\$0.50	5	\$2	\$1
4	\$1 - \$2	\$0.50	4 or less	\$1	\$1
5	\$2 - \$4	\$0.50	7 or more	\$3	\$1
6	\$2 - \$4	\$0.50	6	\$3	\$1
7	\$2 - \$4	\$0.50	5	\$2	\$1
8	\$2 - \$4	\$0.50	4 or less	\$1	\$1
9	\$2 - \$10	\$0.50	7 or more	\$3	\$1
10	\$2 - \$10	\$0.50	6	\$3	\$1
11	\$2 - \$10	\$0.50	5	\$2	\$1
12	\$2 - \$10	\$0.50	4 or less	\$1	\$1
13	\$3 - \$6	\$0.50	7 or more	\$3	\$1
14	\$3 - \$6	\$0.50	6	\$3	\$1
15	\$3 - \$6	\$0.50	5	\$2	\$1
16	\$3 - \$6	\$0.50	4 or less	\$1	\$1
17	\$4 - \$8	\$0.50	7 or more	\$3	\$1
18	\$4 - \$8	\$0.50	6	\$3	\$1
19	\$4 - \$8	\$0.50	5	\$2	\$1
20	\$4 - \$8	\$0.50	4 or less	\$1	\$1
21	\$6 - \$12	\$1	7 or more	\$4	\$1
22	\$6 - \$12	\$1	6	\$3	\$1
23	\$6 - \$12	\$1	5	\$2	\$1
24	\$6 - \$12	\$1	4 or less	\$1	\$1
25	\$9 - \$18	\$2	7 or more	\$4	\$1
26	\$9 - \$18	\$2	6	\$3	\$1
27	\$9 - \$18	\$2	5	\$2	\$1
28	\$9 - \$18	\$2	4 or less	\$1	\$1
29	\$10 - \$20	\$2	7 or more	\$5	\$1

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30	\$10 - \$20	\$2	6	\$3	\$1
31	\$10 - \$20	\$2	5	\$2	\$1
32	\$10 - \$20	\$2	4 or less	\$1	\$1
33	\$15 - \$30	\$2	7 or more	\$5	\$1
34	\$15 - \$30	\$2	6	\$3	\$1
35	\$15 - \$30	\$2	5	\$2	\$1
36	\$15 - \$30	\$2	4 or less	\$1	\$1
37	\$20 - \$40	\$3	7 or more	\$5	\$1
38	\$20 - \$40	\$3	6	\$3	\$1
39	\$20 - \$40	\$3	5	\$2	\$1
40	\$20 - \$40	\$3	4 or less	\$1	\$1
41	\$25 - \$50	\$5	7 or more	\$5	\$1
42	\$25 - \$50	\$5	6	\$3	\$1
43	\$25 - \$50	\$5	5	\$2	\$1
44	\$25 - \$50	\$5	4 or less	\$1	\$1
45	\$30 - \$60	\$5	7 or more	\$5	\$1
46	\$30 - \$60	\$5	6	\$3	\$1
47	\$30 - \$60	\$5	5	\$2	\$1
48	\$30 - \$60	\$5	4 or less	\$1	\$1
49	\$40 - \$80	\$10	7 or more	\$5	\$1
50	\$40 - \$80	\$10	6	\$3	\$1
51	\$40 - \$80	\$10	5	\$2	\$1
52	\$40 - \$80	\$10	4 or less	\$1	\$1
53	\$50 - \$100	\$10	7 or more	\$5	\$1
54	\$50 - \$100	\$10	6	\$3	\$1
55	\$50 - \$100	\$10	5	\$2	\$1
56	\$50 - \$100	\$10	4 or less	\$1	\$1
57	\$60 - \$120	\$10	7 or more	\$5	\$1
58	\$60 - \$120	\$10	6	\$3	\$1
59	\$60 - \$120	\$10	5	\$2	\$1
60	\$60 - \$120	\$10	4 or less	\$1	\$1
61	\$75 - \$150	\$15	7 or more	\$5	\$1
62	\$75 - \$150	\$15	6	\$3	\$1
63	\$75 - \$150	\$15	5	\$2	\$1
64	\$75 - \$150	\$15	4 or less	\$1	\$1
65	\$100 - \$200	\$25	7 or more	\$5	\$1
66	\$100 - \$200	\$25	6	\$3	\$1
67	\$100 - \$200	\$25	5	\$2	\$1
68	\$100 - \$200	\$25	4 or less	\$1	\$1

Hollywood Park Casino Seven Card Stud High-Low Split

The goal of Seven Card Stud High-Low Split is for players to form the highest ranking five-card poker high hand to split the pot with the lowest ranking five-card poker hand attainable out of the seven cards a player holds. The lowest five-card hand is 5-4-3-2-A. Straights and flushes do not count against the hand and all suits are equal in rank. The highest card in the hand determines the rank of a hand. Therefore, a player that holds a 2-6-7-8-10 would win against a player that has a hand of A-2-3-4-Jack.

Deck: The game is played with a standard 52 card deck with no jokers.

Table: The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players.

If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.

In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.

Seven Card Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face-up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.

At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.

Each player receives three cards as his initial hand, with the first two being dealt face-down and the third card being dealt face-up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.

The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fourth card, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face-up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to

Hollywood Park Casino Seven Card Stud High-Low Split

use that limit during that round. The following rounds betting limits will remain unchanged.

The dealer then deals each player another face-up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

The dealer then deals each player another card, except this card is dealt face-down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

After all betting has been completed; a player may use any five cards in their hand to determine their best five card low or high hand. The highest ranked five card poker hand wins the high portion (half) of the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button. The lowest ranked five card poker hand wins the low portion (half) of the pot. To win the low half, the player must have an eight or better to qualify, or the high hand wins the entire pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

After all betting has been completed; a player may use any five cards in their hand to determine their best five card hand. The lowest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, during the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.

There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Hollywood Park Casino Seven Card Stud High-Low Split

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

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

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

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

The ranking of hands for Seven Card Stud High-Low Split, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
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

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

How the Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use five out of their seven cards to make the highest ranking five-card poker hand or lowest ranking five-card poker hand, according to the rules above. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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Collection Fees

For **schedule options 1 through 68**, the collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. In hands that conclude prior to the flop, the designated fee shall be taken. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Seven Card Stud Hi/Low Split are as shown below:

Schedule Option	Table Limit	Ante	Number of Players	Player Fee	Designated Fee
1	\$1 - \$2	\$0.50	7 or more	\$3	\$1
2	\$1 - \$2	\$0.50	6	\$3	\$1
3	\$1 - \$2	\$0.50	5	\$2	\$1
4	\$1 - \$2	\$0.50	4 or less	\$1	\$1
5	\$2 - \$4	\$0.50	7 or more	\$3	\$1
6	\$2 - \$4	\$0.50	6	\$3	\$1
7	\$2 - \$4	\$0.50	5	\$2	\$1
8	\$2 - \$4	\$0.50	4 or less	\$1	\$1
9	\$2 - \$10	\$0.50	7 or more	\$3	\$1
10	\$2 - \$10	\$0.50	6	\$3	\$1
11	\$2 - \$10	\$0.50	5	\$2	\$1
12	\$2 - \$10	\$0.50	4 or less	\$1	\$1
13	\$3 - \$6	\$0.50	7 or more	\$3	\$1
14	\$3 - \$6	\$0.50	6	\$3	\$1
15	\$3 - \$6	\$0.50	5	\$2	\$1
16	\$3 - \$6	\$0.50	4 or less	\$1	\$1
17	\$4 - \$8	\$0.50	7 or more	\$3	\$1
18	\$4 - \$8	\$0.50	6	\$3	\$1
19	\$4 - \$8	\$0.50	5	\$2	\$1
20	\$4 - \$8	\$0.50	4 or less	\$1	\$1
21	\$6 - \$12	\$1	7 or more	\$4	\$1
22	\$6 - \$12	\$1	6	\$3	\$1
23	\$6 - \$12	\$1	5	\$2	\$1
24	\$6 - \$12	\$1	4 or less	\$1	\$1
25	\$9 - \$18	\$2	7 or more	\$4	\$1
26	\$9 - \$18	\$2	6	\$3	\$1
27	\$9 - \$18	\$2	5	\$2	\$1
28	\$9 - \$18	\$2	4 or less	\$1	\$1

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29	\$10 - \$20	\$2	7 or more	\$5	\$1
30	\$10 - \$20	\$2	6	\$3	\$1
31	\$10 - \$20	\$2	5	\$2	\$1
32	\$10 - \$20	\$2	4 or less	\$1	\$1
33	\$15 - \$30	\$2	7 or more	\$5	\$1
34	\$15 - \$30	\$2	6	\$3	\$1
35	\$15 - \$30	\$2	5	\$2	\$1
36	\$15 - \$30	\$2	4 or less	\$1	\$1
37	\$20 - \$40	\$3	7 or more	\$5	\$1
38	\$20 - \$40	\$3	6	\$3	\$1
39	\$20 - \$40	\$3	5	\$2	\$1
40	\$20 - \$40	\$3	4 or less	\$1	\$1
41	\$25 - \$50	\$5	7 or more	\$5	\$1
42	\$25 - \$50	\$5	6	\$3	\$1
43	\$25 - \$50	\$5	5	\$2	\$1
44	\$25 - \$50	\$5	4 or less	\$1	\$1
45	\$30 - \$60	\$5	7 or more	\$5	\$1
46	\$30 - \$60	\$5	6	\$3	\$1
47	\$30 - \$60	\$5	5	\$2	\$1
48	\$30 - \$60	\$5	4 or less	\$1	\$1
49	\$40 - \$80	\$10	7 or more	\$5	\$1
50	\$40 - \$80	\$10	6	\$3	\$1
51	\$40 - \$80	\$10	5	\$2	\$1
52	\$40 - \$80	\$10	4 or less	\$1	\$1
53	\$50 - \$100	\$10	7 or more	\$5	\$1
54	\$50 - \$100	\$10	6	\$3	\$1
55	\$50 - \$100	\$10	5	\$2	\$1
56	\$50 - \$100	\$10	4 or less	\$1	\$1
57	\$60 - \$120	\$10	7 or more	\$5	\$1
58	\$60 - \$120	\$10	6	\$3	\$1
59	\$60 - \$120	\$10	5	\$2	\$1
60	\$60 - \$120	\$10	4 or less	\$1	\$1
61	\$75 - \$150	\$15	7 or more	\$5	\$1
62	\$75 - \$150	\$15	6	\$3	\$1
63	\$75 - \$150	\$15	5	\$2	\$1
64	\$75 - \$150	\$15	4 or less	\$1	\$1
65	\$100 - \$200	\$25	7 or more	\$5	\$1
66	\$100 - \$200	\$25	6	\$3	\$1
67	\$100 - \$200	\$25	5	\$2	\$1
68	\$100 - \$200	\$25	4 or less	\$1	\$1

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a wild joker. Four aces and a wild joker is the highest ranked five of a kind and four 2's and a wild joker is the lowest ranked five of a kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 7 and 6 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush. Other acceptable straight flush hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K of the same suit.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 6 is the highest ranked flush and a 7, 5, 4, 3, 2 is the lowest ranked flush.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.

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Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 7 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight. Other acceptable straight hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pair	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 6 is the highest ranked high card hand and 7, 5, 4, 3, 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

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

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

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

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

How The Pot Is Awarded

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

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

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

Collection Rate Schedule

For **schedule options 1 through 15** the collection fee shall be taken by the house dealer from the pot after the first betting round is complete. The designated fee #1 shall be taken from the pot when the first up-card has been dealt to each player. The designated fee #2 shall be taken from the pot when the third up-card has been dealt to each player. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Schedule Option	Table Limit	Ante	Number of Players	Player Fee	Designated Fee #1	Designated Fee #2
1	\$2 - \$4	\$0.50	6 or more	\$2.50	\$1	\$1
2	\$2 - \$4	\$0.50	5	\$2	\$1	\$1
3	\$2 - \$4	\$0.50	4 or less	\$1	\$1	\$1
4	\$3 - \$6	\$0.50	6 or more	\$3	\$1	\$1
5	\$3 - \$6	\$0.50	5	\$2	\$1	\$1
6	\$3 - \$6	\$0.50	4 or less	\$1	\$1	\$1
7	\$4 - \$8	\$0.50	6 or more	\$3	\$1	\$1
8	\$4 - \$8	\$0.50	5	\$2	\$1	\$1
9	\$4 - \$8	\$0.50	4 or less	\$1	\$1	\$1
10	\$6 - \$12	\$1	6 or more	\$4	\$1	\$1
11	\$6 - \$12	\$1	5	\$2	\$1	\$1
12	\$6 - \$12	\$1	4 or less	\$1	\$1	\$1
13	No Limit	\$1	6 or more	\$4	\$1	\$1
14	No Limit	\$1	5	\$2	\$1	\$1
15	No Limit	\$1	4 or less	\$1	\$1	\$1

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Standards of play:

The object of the game is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the other active players at the table. The player must arrange the hand according to the three-five-five-card formation. The front hand may not rank higher than the middle hand; the middle hand may not rank higher than the back.

Type of card deck:

Chinese Poker is played with one standard 52-card poker deck and no joker.

Dealing procedures:

The casino dealer deals the cards face down in front of the dealer tray. Cards will be dealt consecutively to the first stack until there are 13 cards, and then the next stack of cards will be dealt. This procedure will occur until 4 stacks of cards are dealt, each stack containing 13 cards. Once the stacks of cards have been dealt, the first stack on the casino dealer's left will be dealt to the player with the dealer button and the action button. The dealer button and action button will rotate clockwise each round of play.

Number of players:

The game is played with a maximum of 4 players.

Betting scheme:

The limit of the game indicates the wager being played for; each hand basically represents one (1) point which is equivalent to the money value of the game's limit. i.e., in a \$5.00 limit game each point would have a money value of \$5.00.

How winners are determined and paid:

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. The following are the ranking of hands in the descending order of values:

Five-Card Hand Ranking:

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

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Three-Card Hand Ranking:

1. Three of a Kind (Ace High Three of a Kind)
2. One Pair (Ace High Pair)
3. No Pair (Ace High)

Round of Play:

The player's wager will play against the rest of the participants. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might take place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. When comparing hands, each player will compare their back, middle, and front hands against the other player's corresponding hands, as shown below. The Point System will be used to pay winners, as described below.

The settlement of wagers will be conducted in the following fashion:

1. The player with the action and dealer buttons settles the payoff against the position to their left, which is the 2nd position.
2. The player with the action and dealer buttons settles the payoff against the position to the left of the 2nd position, which is the 3rd position.
3. The player with the action and dealer buttons settles the payoff against the position to the left of the 3rd position, which is the 4th position.
4. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 3rd position.
5. The player in 2nd position, which is to the left of the action and dealer buttons, settles the payoff against the position to the left of the 3rd position, which is the 4th position.
6. The player in the 3rd position, which is to the left of the action and dealer buttons, settles the payoff against the position to their left, which is the 4th position.

Describe a "round of play":

The dealer will deliver the first stack from the casino dealer's left to right; they will be referred to as # 1 through # 4) one hand (13 cards) per seat, starting from the action button and dealer button position. If it is the first hand of a new game, the action button and the dealer button will be given to the first clockwise player from the casino dealer. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows as described above.

Type of gaming table utilized for this game:

A Standard poker table is utilized for the game of Chinese Poker.

Point System:

The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point which has a monetary value depending on the table limit. The player who has the highest ranking hand for each

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segment wins one point from their opponent(s). If the hands have the same exact rank; it results in a tie (push) no wager is exchanged, except ties between a player in possession of the action and dealer buttons and another player, in which case the player with both button wins all ties. Therefore, if a player wins two out of the three segments, that player shall be paid one point. If a player wins all three segments, that player shall be paid three points.

In addition to players receiving one point for each winning hand, certain situations will qualify to win extra points, such as *Bonus Hand* and *Clean Sweep*. One of these or all of these may be won during each round.

Bonus System:

Additional points shall be awarded for making certain hands in the winning front, middle, and back segments. A player earns one point for each winning segment, and if a "Bonus" hand is present, points are added on the "Bonus" hand. Bonus hands and points earned as follows:

Chinese Poker Payoff Chart:

Hand Segment	Basic Points		Bonus Points	
	Winning	Losing	Additional points added to Basic Points	
Front	+1	-1	Three of a kind	3 points
Middle	+1	-1	Straight flush or better	10 points
			Four-of-a-kind	8 points
			Full house	2 points
			Straight flush or better	5 points
Back	+1	-1	Four of a kind	4 points

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

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

Example: if a player wins two out of three segments and has a four of kind in the back, that player shall win two points for two segments and four points for the four of a kind in the back for a total of six (6) points.

Clean Sweep:

"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 before the showdown. If a player has a "Clean Sweep," the player is not required to set the back, middle, and front hands. 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 and are not required to be set a particular way. The 13 cards that make a clean sweep hand must

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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:

Name of Hand	Description	Bonus
Golden Dragon Hand	Ace to King of the same suit	13 points
Silver Dragon (all red or black)	Ace to king of the same color	13 points
Dragon Hand	Ace to king of any suit	13 points
All Reds of All Blacks	13 cards of the same color	13 points
Minor Hand	Cards between 2 and 9 of any suit	6 points
Senior Hand	Hands with aces, kings, queens, jacks and tens only	6 points
Six Wheel Hand	Six pairs, including four-of-a-kind	3 points
Three Flush Hand	All segments have a flush	3 points
Three Straight Hand	All segments have a straight	3 points

* Clean sweep hands with same value are pushed. Clean sweep hands with higher value will be paid full of amount winning value, not deducted. Clean sweep hand must be announced before any cards are turned over. In the situation where a player has 2 clean sweeps in one hand; they will be paid the higher value only. Clean sweep hands will be paid before all regular hands are compared, starting with the player with the action and dealer buttons and moving clockwise. Once the "clean sweep" hand has been paid, all hands will be compared according the rules above.

When a player declares a "Clean Sweep" hand, the casino dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The "Clean Sweep" hand will be viewed first on the showdown and the player collects its value first. If more than one player has a "clean Sweep" hand the higher ranking "Clean Sweep" hand will collect the total point value for that hand; the point value for the lower ranking "Clean Sweep" hand will not be subtracted. If two "Clean Sweep" hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players. Conversely, if a player sets their front, middle, and back hands and after cards are exposed, it is determined that the hand qualified as a "Clean Sweep" hand, it will be played as a regular hand and will not qualify for the "Clean Sweep."

Game Rules:

1. The buy-in is twenty (20) times the value of one point of the game. Only the chips on the table will play. Any player adding or subtracting chips to the stack after he/she picks up the cards may cause his/her hand to be fouled. The exception is if a player declares the amount he/she intended to add to the stack and does so before the showdown. One short re-buy is available for a minimum of ten times the value of one point of the game.
2. You can only win up to the amount of money in your stack at the start of the hand. Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands. In an all-in situation, pay-off will be paid

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clockwise, starting with the player with the action and dealer buttons. A minimum of nine (9) points worth of chips will be needed in play before each hand; this is to be enforced by the players.

3. In an all-in situation, the settlement of wagers starts to the left of the dealer button and proceeds clockwise around the table. The all-in player's payoff will end when the total wager exchanged is equal to the amount that was in front to that player at the beginning of the hand.
4. Players are responsible for their own payoffs. The dealers are not responsible for either the payoffs or the comparison of hands.
5. If a player fails to set his/her hand in the proper ranking order or in the prescribed 3-5-5 combination, the hand is considered fouled and the player must pay a penalty to each player. A player who fouls their hand for any segment shall be required to pay each player 3 points for each segment, and any qualifying bonus or clean sweep hand that a player may have.
6. If a player declares a "Clean Sweep" hand but cannot produce it, the player has a fouled hand and will be required to pay each player the penalty, as described above.
7. Before a showdown, a misdeal will be declared if:
 - a. Five or more cards of one player's hand are exposed by the dealer
 - b. Any player is dealt the wrong number of cards.
 - c. Five or more boxed cards appear in the deck
 - d. A foreign card appears.
8. Any hand containing an incorrect number of cards may be fouled. It is the player's responsibility to notify the house dealer before the showdown that an incorrect number of cards have been dealt.
9. On the showdown, if a player's hand contains two of the same cards, the player's hand is a fouled hand. If two of the same cards belong to different players, the hand will be declared a misdeal.
10. Exposed cards or boxed cards will play as dealt.
11. Ace-2-3-4-5 is the smallest straight.
12. Any chips less than the minimum condition (point) of the game will not play. Any chips larger than the table denomination must be changed to the table denomination.

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Collection Fees:

For **schedule options 1 through 4**: the collection fee shall be taken by the house dealer from each player per hand prior to cards being dealt. The appropriate fees are dependent on the table limit per point. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. House fees are collected by the house prior to cards being dealt. Flat fees on each wager may be assessed at different collection rates; but no more than five (5) collection rates may be established per table. The collection fee is taken from each player per round of play prior to any cards being dealt. The collection fee is taken from each player per round of play prior to any cards being dealt. Each player must post the following collection fee. Additionally, the player that has the action button and the dealer button shall be required to pay a fee as well. The Hollywood Park 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. The approved collection fees and schedules for the game of Chinese Poker are as shown below:

Schedule Option	Table Limit	Buy-In	Collection Per player per hand
1	\$10 per point	\$200	\$14
2	\$20 per point	\$400	\$17
3	\$25 per point	\$500	\$18
4	\$50 per point	\$1,000	\$20

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No Bust 21st Century Blackjack[®]
Version 6.1

US Patent 6,845,981

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

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

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

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OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

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

RANKING CHART

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

ROUND OF PLAY

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

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

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

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

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

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

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

Play commences with the casino dealer distributing the cards to the Players and the Player/Dealer. The casino dealer delivers all cards face up. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side-to-side manner, indicating they wish to stay with their cards on the table. The casino dealer delivers the first card to the Player seated to the left of casino dealer, in a clockwise fashion. Each Player is dealt one card face up. The Player/Dealer's first card is placed in front of the casino dealer.

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

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

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

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

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

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

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

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

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

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

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

GAME RULES

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
2. If the Player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
3. Winning "Natural" hands are paid odds of 6 to 5.
4. Hollywood Park Casino will prominently post the designated Natural hand in the Blackjack pit.
5. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is more than a "Natural" the Player wins the hand.
6. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
7. If a Player and the Player/Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
8. If a Player's and the Player/Dealer's hands both have a value of more than a "Natural", the following rules apply:
 - a. If the value of the Player/Dealer's hand is closer to a "Natural," the Player/Dealer wins the hand.
9. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit. The Player/Dealer wins all ties over a "Natural."
10. If the value of a player's hand is greater than a "Natural" and the Player/Dealer's hand has a value of less than a "natural," the Player/Dealer wins.
11. A two card "Natural" beats all other hands.

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12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is not permitted on any wager.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. All pay-offs are limited to the amount of the Player/Dealer's wager. The Player/Dealer may not win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Double-Down:

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

Splits:

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

Insurance:

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

Buster Blackjack Bonus Bet

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

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The Buster Blackjack Bonus Bet is played on a regular Blackjack or No Bust 21 table with a minimum of one (1) and a maximum of eight (8) decks. In addition to the mandatory **NBBJ** wager, the player has the option to make a "Buster" Bonus Bet.

Rules of Play

1. Buster Blackjack is played in rotation against the Player/Dealer.
2. Prior to any cards being dealt, all players have the option to make a Buster Blackjack Bonus Bet if they make the **NBBJ** wager. The Buster Blackjack Bonus Bet cannot exceed the **NBBJ** wager.
3. Backline Bettors are not permitted to place a Buster Blackjack Bonus Bet.
3. Players are not required to pay a Table Fee Collection to make a Buster Blackjack sidebet.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NBBJ** wager is paid and the casino dealer collects the Player's cards.
5. The Buster Blackjack wager 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 **NBBJ**, the casino dealer will reveal the Player-Dealer's hole card and play out her hand. If the Player-Dealer hand busts, she must pay all Buster Blackjack Bonus Bets according to the posted Buster Blackjack pay table (See, below). 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.
7. If the Player-Dealer does not bust, she wins all Buster Blackjack wagers in rotation to the extent of the money in action.
8. Note that if there are no **NBBJ** wagers remaining simply because all players have received a natural, as long as there are Buster Blackjack Bonus Bets, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Table

(All payouts are "to 1")	
Number of Cards in Dealers Busted Hand	Payout
3	1 to 1
4	3 to 1
5	8 to 1
6	20 to 1
7	50 to 1
8 or more	200 to 1

LEGAL

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

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Collection Fees

For **schedule options 1 through 14**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet wager. For **schedule options 15-19**, there shall be no collection taken from each player for placing any wager. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The total table action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of No Bust 21st Century Blackjack 6.1a are as shown below:

Schedule Option	Table Limit	Player Fee Per Betting Circle	Player-Dealer Fee Per Hand
1	\$2.00 - \$10.00	\$0.50	\$1.00
2	\$5.00 - \$20.00	\$1.00	\$2.00
3	\$10.00 - \$100.00	\$1.00	\$2.00
4	\$25.00 - \$100.00	\$1.00	\$2.00
5	\$25.00 - \$100.00	\$1.00	\$3.00
6	\$50.00 - \$300.00	\$2.00	\$4.00
7	\$50.00 - \$300.00	\$3.00	\$4.00
8	\$100.00 - \$300.00	\$2.00	\$4.00
9	\$100.00 - \$300.00	\$3.00	\$4.00
10	\$100.00 - \$500.00	\$3.00	\$4.00
11	\$100.00 - \$500.00	\$4.00	\$5.00
12	\$300.00 - \$1,000.00	\$5.00	\$10.00
13	\$300.00 - \$1,000.00	\$6.00	\$10.00
14	\$100.00	\$1.00	\$3.00

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Schedule Options	Wagering Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1500	\$7
			\$1505+	\$13
16	\$25 - \$100	\$0	\$25 - \$100	\$1
			\$105 - \$400	\$2
			\$405 - \$700	\$7
			\$705 - \$1500	\$9
			\$1505+	\$13
17	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$305 - \$800	\$4
			\$805 - \$1500	\$8
			\$1505-\$5000	\$13
			\$5005+	\$15
18	\$100 - \$500	\$0	\$100-\$500	\$3
			\$505-\$1500	\$7
			\$1505-\$5000	\$13
			\$5005-\$10000	\$15
			\$10005+	\$18
19	\$500 - \$1000	\$0	\$500-\$1000	\$7
			\$1005-\$5000	\$13
			\$5005-\$10000	\$15
			\$10005-\$20000	\$18
			\$20005+	\$20

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Pai Gow Poker

Standards of play:

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 53-card deck which includes one Joker card. The joker may be used as an ace or as any card that completes a straight or flush. Each player competes against the player-dealer to make the best possible hand.

The object of the game, as a player, is to make two hands which are both superior to the player-dealer's. The object of the game, as the player-dealer, is to make two hands which are the same or superior to each player's two hands. In both instances the two card hand must rank lower than the five-card hand. Pai Gow Poker uses the same ranking of hands as in other high poker games.

Type of gaming table utilized for this game:

Pai Gow Poker shall be played on a table having seven seated positions on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. An industry standard Pai Gow Poker table will be used. Each Pai Gow Poker table shall have a drop box attached to it.

Number of players in the game:

The game is played on a table with seven seated positions.

How and when house fees are collected:

House fees are collected after the cards have been dealt and prior to the player-dealer's hand being opened and set.

Type of card deck used:

1. **Manual Shuffle performed by house dealer:** Except as provided in (2) below, Pai Gow Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards used to play Pai Gow Poker shall meet the requirements of Section 15 (cc) and shall include one joker. Nothing in this section shall prohibit a casino from using decks, which are manufactured with two jokers provided that only one joker is used for gaming at Pai Gow Poker.
2. **Shuffling Machine:** If an automated card shuffling device (shuffler) is used for Pai Gow Poker, a second deck of cards will be used to play the game provided that:
 - a. Each deck of cards complies with (1) above.
 - b. The backs of the cards in the two decks are of a different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from one deck only shall be placed in the discard rack at any given time.
3. **Number of Decks:** Cards used to play Pai Gow Poker consisting of fifty-two (52) cards with backs of the same design and one joker card.

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Pai Gow Poker

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

Ranking of Hands:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

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

Pai Gow Poker "House Way":

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.

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Pai Gow Poker

Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.

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Pai Gow Poker

Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.
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Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. The player-dealer may place a wager to cover some or all of the action on the table.

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards.
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button. The designated player-dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank by themselves more than two consecutive hands.
- ❖ All action proceeds in a clockwise direction starting from the action button.
- ❖ Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Round of Play

- ❖ Each player and the player-dealer put up any bets they wish to place for the next hand.

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Pai Gow Poker

- ❖ The player-dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button. Each seated-position (with at least one bet on it) receives a pile of seven cards.
- ❖ Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- ❖ Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
- ❖ A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
- ❖ A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
- ❖ The Joker may be used as an ace or to complete a straight or flush.
- ❖ Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
- ❖ Statements regarding the value of hands are not binding. The cards speak for them-selves.
- ❖ If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
- ❖ If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
- ❖ The house dealer may set more than one player's hand on any one deal according to the house way.
- ❖ Players may only look at one hand, regardless of the number of hands wagered. Player may be the "Active" player on only one circle and ONLY one hand.
- ❖ The banker's hand will not be set until they have signified their final decision in an obvious manner to the house dealer.

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Pai Gow Poker

- ❖ Once all players have set their hands, the player-dealer's cards are exposed and set into a two card hand and a five card hand. The player-dealer's five card hand must rank higher than his/her two card hand.
- ❖ Once the player-dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- ❖ A player wins if his/her two card hand is superior to the player-dealer's two card hand and his/her five card hand is superior to the player-dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- ❖ The player-dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player-dealer's five card hand is superior to or "copies" the player's five card hand.
- ❖ All bets are against the banker.
- ❖ The player- dealer cannot win or lose more than the original amount wagered.
- ❖ Winning hands are paid even money; losing hands lose the amount wagered.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
- ❖ Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
- ❖ A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "House way" and play will continue. A banker's hand can never be set fouled.
- ❖ If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floor person must immediately be called - Floor person will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).
- ❖ Banker may not ask for and receive an additional shuffle at any time. The dealer is to shuffle according to HPC procedure only.
- ❖ If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.
- ❖ If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.

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- ❖ A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.
- ❖ 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. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

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Pai Gow Poker

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player-dealer position is/are also referred to as the Player-dealer(s).
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a players hand is ranked equally to the player-dealers hand.
Push	When a player wins either the high or the low hand and the player-dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.

Pai Gow Poker "House Way":

Hand Dealt	House Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.

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Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

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Pai Gow Poker

Collection Fees

For **schedule options 1 through 17**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken, per round of play, from each player that places a wager(s). There shall be no additional collection fee taken from players when placing a Fortune Bonus Bet (when applicable). The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play. House fees are collected after the cards have been dealt and prior to the player-dealer's hand being opened and set. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pai Gow Poker are as shown below:

Schedule Options	Table Limit	Player Collection	Collection
1	\$10 - \$100	\$1	\$2
2	\$10 - \$100	\$2	\$3
3	\$25 - \$100	\$1	\$2
4	\$25 - \$100	\$2	\$3
5	\$50 - \$300	\$2	\$4
6	\$50 - \$300	\$3	\$5
7	\$100 - \$300	\$2	\$4
8	\$100 - \$300	\$3	\$5
9	\$100 - \$500	\$3	\$5
10	\$200 - \$700	\$4	\$7
11	\$200 - \$700	\$5	\$8
12	\$300 - \$1,000	\$5	\$10
13	\$300 - \$1,000	\$6	\$11
14	\$300 - \$2,000	\$8	\$10

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15	\$300 - \$2,000	\$9	\$11
16	\$500 – 5,000	\$10	\$15
17	\$500 – 5,000	\$11	\$16

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Pai Gow Poker (Jokers Wild)

Standards of play:

Pai Gow Poker is a mixture of the ancient Chinese game of Pai Gow with classic American poker. It is played with a standard 53-card deck which includes one Joker card. The joker is wild and can be used as any card. Each player competes against the player-dealer to make the best possible hand.

The object of the game, as a player, is to make two hands which are both superior to the player-dealer's. The object of the game, as the player-dealer, is to make two hands which are the same or superior to each player's two hands. In both instances the two card hand must rank lower than the five-card hand. Pai Gow Poker uses the same ranking of hands as in other high poker games.

Type of gaming table utilized for this game:

Pai Gow Poker shall be played on a table having seven seated positions on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. An industry standard Pai Gow Poker table will be used. Each Pai Gow Poker table shall have a drop box attached to it.

Number of players in the game:

The game is played on a table with seven seated positions.

How and when house fees are collected:

House fees are collected after the cards have been dealt and prior to the player-dealer's hand being opened and set.

Type of card deck used:

1. **Manual Shuffle performed by house dealer:** Except as provided in (2) below, Pai Gow Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards used to play Pai Gow Poker shall meet the requirements of Section 15 (cc) and shall include one joker. Nothing in this section shall prohibit a casino from using decks, which are manufactured with two jokers provided that only one joker is used for gaming at Pai Gow Poker.
2. **Shuffling Machine:** If an automated card shuffling device (shuffler) is used for Pai Gow Poker, a second deck of cards will be used to play the game provided that:
 - a. Each deck of cards complies with (1) above.
 - b. The backs of the cards in the two decks are of a different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from one deck only shall be placed in the discard rack at any given time.

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Pai Gow Poker (Jokers Wild)

Ranking of Hands:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker is wild and can be used as any card.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

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

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. The player-dealer may place a wager to cover some or all of the action on the table.

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards.
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards. The designated player-dealer position rotates in a systematic and continuous manner around the table, and no person or entity is allowed to bank by themselves more than two consecutive hands.
- ❖ All action proceeds in a clockwise direction starting from the action button.
- ❖ Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Hollywood Park Casino

Pai Gow Poker (Jokers Wild)

Round of Play

- ❖ Each player and the player-dealer put up any bets they wish to place for the next hand.
- ❖ The player-dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- ❖ After individual wagers are placed in the circle in front of the players, the player-dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player-dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player-dealer receives cards first, and the player sitting left of the player-dealer receives the action button. Each seated-position (with at least one bet on it) receives a pile of seven cards.
- ❖ Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- ❖ Players may not show their hands or discuss their hands with any other player at any time while the game is in play.
- ❖ A misdeal will be declared if:
 - a. The joker or an ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
- ❖ A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.
- ❖ The Joker is wild and can be used as any card.
- ❖ Player is responsible for the final setting of their hands. The house dealer may assist in hand setting or may offer advice upon request, but will not be held responsible for the final decision.
- ❖ Statements regarding the value of hands are not binding. The cards speak for themselves.
- ❖ If a hand is set in such a way that the two-card hand ranks higher than the five-card hand, the hand is fouled and the wager will be forfeited to the extent that money covers.
- ❖ If hands are set with an improper number in the front and back hand, the hand is fouled and the wager will be forfeited to the extent that money covers. (Example: Front hand has three cards and back hand has four cards).
- ❖ The house dealer may set more than one player's hand on any one deal according to the house way.

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- ❖ Players may only look at one hand, regardless of the number of hands wagered. Player may be the “Active” player on only one circle and ONLY one hand.
- ❖ The banker’s hand will not be set until they have signified their final decision in an obvious manner to the house dealer.
- ❖ Once all players have set their hands, the player-dealer's cards are exposed and set into a two card hand and a five card hand. The player-dealer's five card hand must rank higher than his/her two card hand.
- ❖ Once the player-dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- ❖ A player wins if his/her two card hand is superior to the player-dealer's two card hand and his/her five card hand is superior to the player-dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- ❖ The player-dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player-dealer's five card hand is superior to or "copies" the player's five card hand.
- ❖ All bets are against the banker.
- ❖ The Player/ Dealer cannot win or lose more than the original amount wagered.
- ❖ Winning hands are paid even money; losing hands lose the amount wagered.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ Only the banker can request a deck change. A player may request a deck change only if the banker agrees.
- ❖ Once the shuffle has begun, it is too late to ask for a change in equipment, i.e.: Deck, dice cup or set up.
- ❖ A hand that is misread by the house dealer, who had originally set up the hand, CANNOT be a fouled hand. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the “House way” and play will continue. A banker’s hand can never be set fouled.
- ❖ If the bank hand is open and a player with a wager loses (Or thinks they lose), and the player pushes their wager on top of their cards (Technically surrendering), The floor person must immediately be called - Floor person will warn the player that any future occurrence will result in that hand losing automatically. If there are Backline bets on that hand, these players (Who are innocent of any wrongdoing) will be allowed to play the hand as is (Win, lose or push).

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Pai Gow Poker (Jokers Wild)

- ❖ Banker may ask for and receive an additional shuffle.
- ❖ If the deck is cut too short (7 cards or less) it must be reshuffled by the dealer.
- ❖ If the banker shakes the dice cup and then decides that he wants to change the action, the dice cup must be taken back and will be reshaken by the dealer and the banker.
- ❖ A player may not shake the dice for more than 2 consecutive shakes. If a player shakes two times in a row and another player objects, that player must wait one hand and then may shake again. However, if there is no objection, a player may shake as many times as he or she wants.
- ❖ 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. No one may assume the player-dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player-dealer position only if all other seated players refuse the player-dealer position in the round.

Other equipment used:

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

Pai Gow Poker “House Way”:

Hand Dealt	House Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.

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Pai Gow Poker (Jokers Wild)

Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

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Pai Gow Poker (Jokers Wild)

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player-dealer position is/are also referred to as the Player-dealer(s).
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a players hand is ranked equally to the player-dealers hand.
Push	When a player wins either the high or the low hand and the player-dealer wins the other.
Joker	The joker is wild and can be used as any card.

Hollywood Park Casino

Pai Gow Poker (Jokers Wild)

Collection Schedule:

For **schedule options 1 through 17**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall also be taken, per round of play, from each player that places a wager(s). The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pai Gow Poker Jokers Wild are as shown below:

Schedule Options	Table Limit	Player Collection	Player- Dealer Collection
1	\$10 - \$100	\$1	\$2
2	\$10 - \$100	\$2	\$3
3	\$25 - \$100	\$1	\$2
4	\$25 - \$100	\$2	\$3
5	\$50 - \$300	\$2	\$4
6	\$50 - \$300	\$3	\$5
7	\$100 - \$300	\$2	\$4
8	\$100 - \$300	\$3	\$5
9	\$100 - \$500	\$3	\$5
10	\$200 - \$700	\$4	\$7
11	\$200 - \$700	\$5	\$8
12	\$300 - \$1,000	\$5	\$10
13	\$300 - \$1,000	\$6	\$11
14	\$300 - \$2,000	\$8	\$10
15	\$300 - \$2,000	\$9	\$11
16	\$500 - 5,000	\$10	\$15

Hollywood Park Casino

Pai Gow Poker (Jokers Wild)

17	\$500 – 5,000	\$11	\$16
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HOLLYWOOD PARK CASINO

Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles 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 (2) hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for the player to beat both the high and low hands of the player-dealer.

Description of the Deck and Number of Decks Used

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs.

Tile Values and Hand Rankings (include charts)

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

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

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

How to Arrange the Tiles:

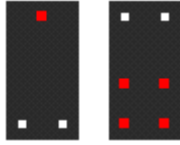
1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

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

HOLLYWOOD PARK CASINO

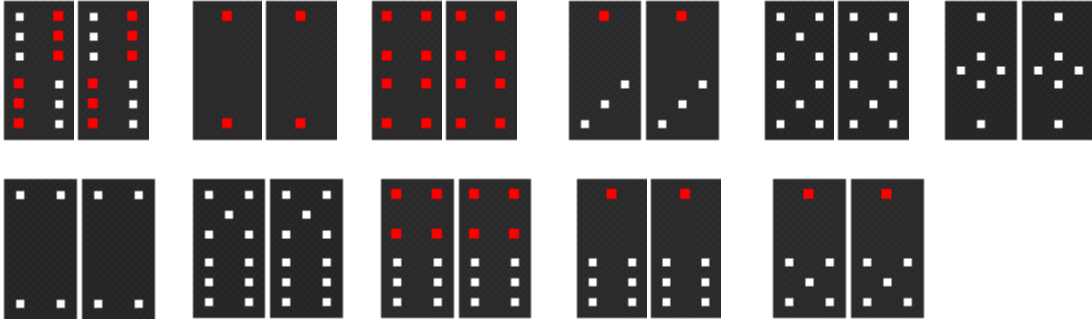
Pai Gow Tiles

SUPREME PAIR

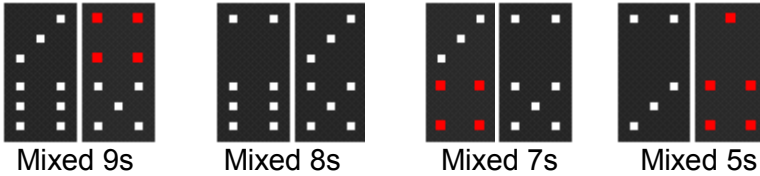


Jee Goon

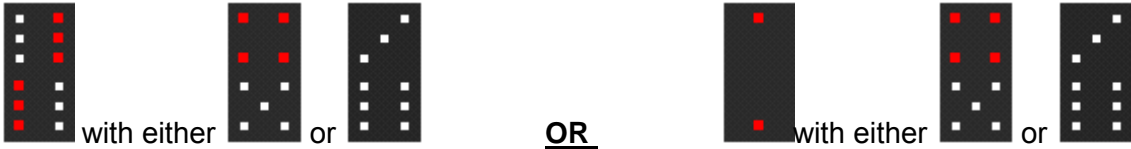
MATCHED PAIRS: Any matched pair.



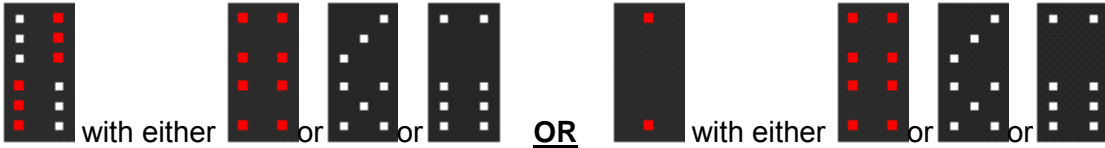
UNMATCHED PAIRS: Any of the below mixed pairs.



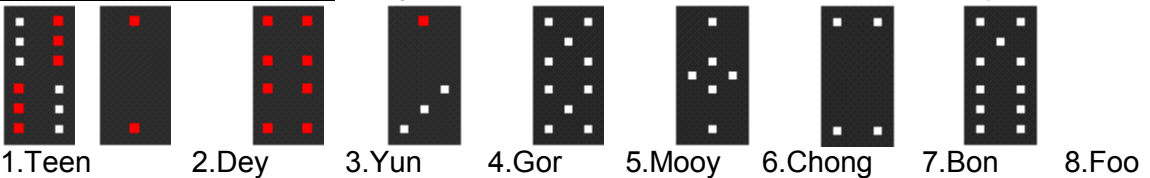
WONG: Any 2 or 12-spot tile and any 9-spot tile.



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

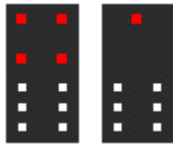


SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



HOLLYWOOD PARK CASINO

Pai Gow Tiles



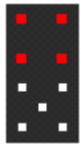
9. Ping 10. Tit



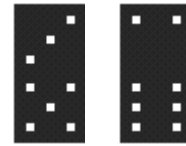
11. Look



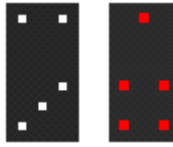
12. Chop Gow



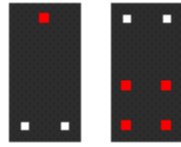
13. Chop Bot



14. Chop Chit



15. Chop Ng



16. Jee Goon

House Way:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be one separate betting space specifically designated for one separate base game wagers. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Back-line betting is permitted for all wagers, and players may wager on available betting spaces.

Method used to Determine Action and Distribution of Tiles

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice are one, nine, or seventeen, the player-dealer shall receive the first set of cards, regardless of how many players are seated, and the player to the right of the house 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. 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.

HOLLYWOOD PARK CASINO

Pai Gow Tiles

Dealing Procedures and Round of Play

Pai Gow Tiles is played with 32 Chinese dominoes or “tiles”, which form 16 possible pairs. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened.

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

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

Collection Fees

For **schedule options 1 through 14**, a collection fee shall be taken per round of play from the player-dealer. Only one collection fee shall be taken, per round of play, from each player that places a wager(s). The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table. The approved collection fees and schedules for the game of Pai Gow Tiles are as shown below:

Schedule Options	Table Limit	Player Collection	Player- Dealer Collection
1	\$10 - \$100	\$1	\$2
2	\$10 - \$100	\$2	\$3
3	\$25 - \$100	\$1	\$2
4	\$25 - \$100	\$2	\$3
5	\$50 - \$300	\$2	\$4
6	\$50 - \$300	\$3	\$5
7	\$100 - \$300	\$2	\$4
8	\$100 - \$300	\$3	\$5
9	\$100 - \$500	\$3	\$5
10	\$100 - \$500	\$4	\$6
11	\$200 - \$700	\$4	\$7
12	\$200 - \$700	\$5	\$8

HOLLYWOOD PARK CASINO

Pai Gow Tiles

13	\$300 - \$1,000	\$5	\$10
14	\$300 - \$1,000	\$6	\$11



Standards of play:

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

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

Type of card deck used:

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

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

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

<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, including a joker.</i>



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, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

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

Type of gaming table utilized for this game:

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

Number of players in the game:

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



How and when are house fees collected:

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

Betting scheme:

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

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

Round of Play

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


PAI GOW POKER HOUSE WAY

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

* When possible, always play the highest pair in front that will leave a complete hand (straight or better) behind.



- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
 - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
 - b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.
 - c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the player's other hand ranks lower than the Player-dealer's corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a "push" and is returned to the player.
 - d. If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy hands."
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.



- ❖ The Player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Four of a Kind or higher, all players with “Envy” buttons win (see pay table).
 - In the event more than one player has at least Four of a Kind, then all players with “Envy” buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own hand or for the Player-dealer’s hand.
- ❖ The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.
- ❖ The Player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the Player-dealer for more than two consecutive hands. The Player-dealer position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.
- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown in the chart 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 in the chart 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 wild and can be used as any card.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Fortune Bonus Bet wagers shall be paid according to the chart, as shown below.

Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown in the chart below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Seated players as well as back-line bettors are eligible to receive an "Envy" button.
- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown in the chart below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown in the chart below. Any other



combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

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

BONUS BET PAYTABLE

Jokers Fully-Wild

Hand	FPG-08	
	Pays	Envy
7 Card Straight Flush (No Joker)	1,000 to 1	\$500
7 Card Straight Flush (With Joker)	500 to 1	\$100
5 Aces	400 to 1	\$50
5 of a Kind	250 to 1	\$25
Royal Flush	100 to 1	\$10
Straight Flush	40 to 1	\$5
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

Glossary of terms used in the controlled game:

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

“Action” button A token used to designate where the settling of bets will begin (the action).

Action The player position where the settling of bets begins.



Copy	When a players hand is ranked equally to the Player-dealers hand.
Envy Bonus	A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the 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.

**Collection Rates:**

For **schedule options 1 through 17**, a collection fee shall be taken per round of play from the player-dealer. A collection fee shall be also taken, per round of play, from each player that places a wager(s). There shall be no additional collection fee taken from players when placing a Fortune Bonus Bet (when applicable). The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Fortune Pai Gow Poker are as shown below:

Schedule Options	Table Limit	Player Collection	Player- Dealer Collection
1	\$10 - \$100	\$1	\$2
2	\$10 - \$100	\$2	\$3
3	\$25 - \$100	\$1	\$2
4	\$25 - \$100	\$2	\$3
5	\$50 - \$300	\$2	\$4
6	\$50 - \$300	\$3	\$5
7	\$100 - \$300	\$2	\$4
8	\$100 - \$300	\$3	\$5
9	\$100 - \$500	\$3	\$5
10	\$200 - \$700	\$4	\$7
11	\$200 - \$700	\$5	\$8
12	\$300 - \$1,000	\$5	\$10
13	\$300 - \$1,000	\$6	\$11

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14	\$300 - \$2,000	\$8	\$10
15	\$300 - \$2,000	\$9	\$11
16	\$500 – 5,000	\$10	\$15
17	\$500 – 5,000	\$11	\$16

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Badugi

Type of Game

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

Object of the Game

Badugi is a four-card low ball game. The best unsuited low-hand wins. The ultimate low-hand is made up of four cards that are different suits and different ranks (A-2-3-4 all off suit). If the player has four unsuited different ranked cards, this is a Badugi.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker.

Card Values and Hand Rankings

The rank of each card used in Badugi, in order of highest to lowest rank, shall be: king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and ace. All suits shall be considered equal in rank.

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

Hand Dealt	Hand Requirements
Badugi	A hand that consists of four cards of different suits and no pairs. The highest ranking Badugi hand is an ace, 2, 3, 4 of different suits.
Three Card Incomplete	A hand that consists of four cards, two of which are suited or same ranked. Therefore, one of the cards "impairs" the hand. The lowest Three Card Incomplete beats other Three Card Incomplete hands.
Two Card Incomplete	A hand that consists of four cards, three of which are suited or pairs. Therefore, two of the cards "impairs" the hand. The lowest Two Card Incomplete hand beats other Two Card Incomplete hands.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to eight seated positions for patrons. Within each betting area for each seated position, there shall be a single betting area 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.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards, and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

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

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used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

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

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

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

After all players have acted in turn and either called all bets or folded their hand, the card room dealer shall move all player bets into "the pot." All active players, which are players that called all wagers and did not fold their hand, shall be given the following two options, starting with the player to the left of the "dealer button:"

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- Retain the four cards that were originally dealt to them;
- Replace a minimum of one and a maximum of four cards in their hands with new ones. This is known as "the draw." Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. Starting with the player to the left of the "dealer button" and continuing in clockwise rotation, the house dealer shall collect the cards placed in front of a player and place them in the discard pile, then deal that same number of cards to that player from the deck consecutively, face-down, so that they have a total of four cards in their hand. All replaced cards shall be placed in the discard pile.

After each player has exercised their option to discard cards from their hand and draw up to four replacement cards or retain their original four cards, the second round of betting shall occur. All active players are then given the following options, starting with the active player to the left of the "dealer button," and then continuing clockwise around the table:

- 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 each player has exercised their option to discard cards from their hand and draw up to four replacement cards or retain their original four cards, the third and final round of betting shall occur. All active players are then given the following options, starting with the active player to the left of the "dealer button," and then continuing clockwise around the table:

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

How the Pot Is Awarded

After the third and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players shall use the four cards dealt to them, either originally or from the "draw," to make the highest ranking four-card low poker hand. The following shall apply for determining which hand wins "the pot."

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

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Badugi

Collection Fee Schedule

For **schedule options 1 through 6**, the collection fees shall be taken from the pot after all players have posted the required buy-in prior to the start of the game or any cards being dealt. The appropriate fees are dependent on the number of players as shown below. However, if all players, including the small blind, fold and do not call the big blind, the Designated Table Fee of \$1 shall be taken and no additional collection fee shall be taken. The collection fees are determined based on the number of players seated and participating in the game that bought in. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Badugi are as shown below:

Schedule Option	Table Limit	Buy-In	Blinds	Designated Table Fee	Regular Table Fee - Number of Players			
					6+	5	4	3 or less
1	\$15 - \$30	\$150	\$10/\$15	\$1	\$5	\$3	\$2	\$1
2	\$20 - \$40	\$200	\$10/\$20	\$1	\$5	\$3	\$2	\$1
3	\$25 - \$50	\$250	\$15/\$25	\$1	\$5	\$3	\$2	\$1
4	\$30 - \$60	\$300	\$15/\$30	\$1	\$5	\$3	\$2	\$1
5	\$40 - \$80	\$400	\$20/\$40	\$1	\$5	\$3	\$2	\$1
6	\$100 - \$200	\$1,000	\$50/\$100	\$1	\$5	\$3	\$2	\$1

Party Craps

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Describe a “round of play”

Player Dealer is designated; dealer asks for bets; players place wagers; dealer announces no more bets and turns on the no more bet light, takes collection, deals two cards whose total determines the placement of the action tile and the Number needed for the Play of the game. The payout or collection of the wagers will begin at the section and seat where the Action Tile is placed. After a player banks twice the player dealer position will be offered to the next player in action.

Standards of Play

Players compete against the player dealer position by placing a wager. The standard rules of craps apply except that cards determine the number needed in the play of the game rather than dice.

1. Betting Areas

- A. Pass Line Bet (Pays 1:1) - wins on 7 and 11 on the Come out, or when a point is repeated before a 7. The bet loses on 2, 3, or 12 on the come out, or when the 7 is drawn before the point is repeated. Pass Line bets remain until they win or lose no matter if the player dealer position rotates to another player. If a player is occupying the player dealer position in turn and has an established Pass Line wager that wins or loses, the wager will be returned and not compared against the player dealers wager; however the wagers will remain in the event push.
- B. Don't Pass Line Bet (Pays 1:1) – wins on 2 or 3 on the come out and ties on a 12, or when the cards dealt total a 7 before the point is repeated. The bet loses if the come out is either a 7 or 11, or when the point is repeated before a 7.
- C. Come Bet (Pays 1:1) – it has the same rules as the Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.
- D. Don't Come Bet (Pays 1:1) – it has the same rules as the Don't Pass Line bet. The difference consists in the fact the player can make this bet only after the point on the pass line has been determined.
- E. Odds Bet – (Pays 4 or 10 2:1, 5 or 9 Pays 3:2, 6 or 8 Pays 6:5) These are additional bets made on an established Pass, Don't Pass, Come or Don't Come bets and may be taken down before the next draw.
- F. Place to Win Bet Area – this is the bet that a 4, 5, 6, 8, 9, or 10 will be dealt before a 7 is dealt. Winning place bets are paid: 7:6 on numbers 6 & 8, 7:5 on numbers 5 & 9, and 9:5 on numbers 4 & 10.

Party Craps

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- G. Buy Bet – a bet that either 4, 5, 6, 8, 9, or 10 will be dealt before a 7. A buy bet button is placed on top of the bet (labeled “Buy”) and placed in the corresponding spot on the craps table: “4, 5, six, 8, nine, or 10.” A Fee for making these bets will be deducted from the payout. Buy bet are paid: 6:5 on numbers 6 & 8, 2:3 on numbers 5 & 9, and 2:1 on numbers 4 & 10.
- H. Lay Bet - A lay bet is essentially the reverse of a buy bet. A lay bet is a bet that 7 will be dealt before 4, 5, 6, 8, 9, or 10. The lay button is placed on the top of the bet (labeled "LAY") and placed in the corresponding spot next to the number on the craps table: "4, 5, six, 8, nine, or 10". A Fee for making these bets will be deducted from the payout. Lay bet are paid: 5 to 6 on numbers 6 and 8, 2 to 3 on numbers 5 and 9, and 1 to 2 on numbers 4 and 10.
- I. Buy & Lay bet fees – are deducted from payout. The break down is as follows \$1 will be deducted when the winning amount is between \$1 to \$20; \$2 will be deducted when the winning amount is between \$21 to \$40; \$3 will be deducted when the winning amount is between \$41 to \$60; \$4 will be deducted when the winning amount is between \$61 to \$80; \$5 will be deducted when the winning amount is between \$81 to \$100.
- J. Field Bets – these bets are for one deal only. If a 2, 3, 4, 9, 10, 11, 12 is dealt the player wins. If a 5, 6, 7, or 8 is dealt the player loses. Field Bets payoffs: 2 pays (2:1); 12 pays (3:1); and 3, 4, 9, 10, or 11 pays (1:1).
- K. Big 6 Bet: wins on 6 loses on 7 pushes on any other number. Payoff 1:1.
- L. Big 8 Bet: wins on 8 loses on 7 pushes on any other number. Payoff 1:1.
- M. The following bets can be made if the player has an active wager on either of the following areas: Big 6 & 8, Field, Place, Lay, Buy, Pass Line, Don't Pass, Come, or Don't Come betting sections.
- Hard ways bet: the bet wins when a specific hard way 4, 6, 8, or 10 comes, loses on a 7 or the corresponding easy way, and pushes on everything else. Deuce-deuce pays (7:1); three-three pays (9:1); four-four pays (9:1); five-five pays (7:1).
 - Any Seven: wins on 7 otherwise loses. Payoff 4:1.
 - Any Craps: wins on 2, 3, or 12 otherwise it loses. Payoff 7:1.
 - C Bet: wins on 2, 3, or 12 otherwise it loses. Payoff 7:1.
 - Craps Two: wins on 2 otherwise it loses. Payoff 30:1.

Party Craps

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- f. Craps Twelve: wins on 12 otherwise it loses. Payoff 30:1.
- g. Craps Three: wins on 3 otherwise it loses. Payoff 15:1.
- h. Eleven: wins on 11 otherwise it loses. Payoff 15:1.
- i. E Bet: wins on 11 otherwise loses. Payoff 15:1.
- j. Horn Bet: bet the outcome of the next deal will either be a 2, 3, 11, or 12. The wager will be distributed equally amongst the four numbers in the horn: 2, 3, 11, and 12; however, the payoff is determined according to the number dealt. The other three bets are lost. This is a one-deal bet.
- k. Hop Bet: a bet that the next deal will result in one particular combination, and is a one deal bet. The Hard Hop bets 2, 2; 3, 3; 4, 4; 5, 5 Payoff 30:1. The Easy way Hops are 1, 3; 1, 4; 2, 3; 4, 2; 1, 5; 1, 6; 2, 5; 3, 4; 5, 3; 6, 2; 5, 4; 6, 3; 6, 4; Payoff 15:1.

2. Bets that are either “On or Off” on the Come Out.

- A. Place & Buy Bets are “Off” unless turned “On” (one ‘on’ all ‘on’)
- B. Come Bets with Odds – Come Bet are always “On” however the Odds are “Off” unless turned “On.” (one ‘on’ all ‘on’)
- C. Lay Bets are “On” unless asked to be taken down.
- D. Don’t Come Bets with Odds – Don’t Come Bets are “On” along with their Odds unless asked to be taken down.
- E. The Hard Way Bets are always “On” unless asked to be taken down.

3. No bet tile

- A. Once the dealer announces no more bets, the sign on the layout that reads “bets” is covered with a tile that signifies no more bets.
- B. A light rope may be added that would turn on each time the “bets” sign is covered. If the light is used the players will not be able to place their hands in the tub while the light is on, when off the players may retrieve money or place new wagers (optional).

4. Player / Dealer tile

- a. The Player Dealer tile, which designates the person who is occupying the Player Dealer position at the table, is double sided with a 1 on one side and a 2 on the other side.

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- b. The Player / Dealer position is determined at the start of the game, before any bets are made, the dealer will ask the player in first position if they would like to occupy the Player Dealer position. If no player is in position one then the dealer will continue to a position that is occupied to determine the Player / Dealer position for the game.
- c. Once a player accepts, the Player / Dealer position a Tile is placed in front of the player. That player then pushes out the amount of money he/she chooses to use as their bank forward onto their position number. A player may only occupy the player/dealer position for two 'flips' of the cards. Once that has occurred, the player/dealer position will be offered to all seated players. Any established pass line or come bets will remain when the player/dealer position is rotated from one player to another.
- d. The player/dealer will pay all wagers and will collect all losing wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- e. The person in the Player / Dealer position may add or subtract money from the player dealer position between Hand One and Hand Two.
- f. If a player that chooses to occupy the player dealer position has established wagers placed on the pass line or come bet from a prior deal, then the wagers will receive no action and will not count against their player dealer wager.
 - i. Their wagers may remain if the total of the two cards does not have an affect on the wager.
 - ii. Their wager may be returned if the total of the two cards do have an affect on the wager.

5. Action tile

- A. A tile labeled "Action" is placed in the seat where the payoffs start. Its placement is determined by adding the total of the two cards, and then beginning from the left of the player dealer position count one and continue clockwise. If the seat is unoccupied then the dealer will move the Action tile to the next occupied space to the right and play resumes.

7. Determining the Number needed in the Game.

- A. Total of Two cards determine the number needed in the play of the game.

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“Standard” 52-card deck or other type of card deck

A standard deck of playing cards is augmented by removing the 7's, 8's, 9's, 10's, Jacks, Queens and Kings. A deck consists of 4 – Aces, 4 – Deuces, 4 – Threes, 4 – Fours, 4 – Fives, and 4 – Sixes for a total of 24 cards. The game may be played with a minimum of one deck and a maximum of 18 decks of cards.

Dealing Procedures

1. Dealer asks the player in seat 1 if they would like to occupy the player / dealers position and then ask for bets.
2. Dealer will announce no more bets, turn on the rope light, and take collection.
3. The dealer will deal out two cards.
4. Dealer then resolved the wagers, turns off the no betting light and collects the cards and then again ask for, “bets please.”
5. The dealer will turn over the player / dealer tile to the second side to show that the players that the person has one more opportunity to occupy the player / dealer position, before the dealer offers it to the next player.

Number of Players in the Game

Up to twelve players may play.

Description of how and when house fees are collected

A collection fee is taken when the wager is initially placed, prior to each flip of the cards. The player pays a per hand initial collection fee when placing a wager. The player-dealer pays a per-hand collection fee based on which sections have wagers on them and the total amount wagered, per section. The player-dealer position is charged according to two collection fee schedules, as shown below.

Player- Dealer Collection:

An initial collection fee is taken on bets when initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The initial collection fee is taken for wagers placed in the following betting sections: Pass Line, Don't Pass Line, Come Bet, and Don't Come Bets only. There is no fee for placing odds behind an established Pass Line, Don't Pass Line, Come Bet, and Don't Come Bet.

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Initial Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	\$5 - \$300 (A,B)	\$10 - \$200	\$1
		\$201 +	\$3
2	\$10 - \$300 (A, B)	\$10 - \$200	\$1
		\$201 +	\$3

Player Dealer Additional Collection Fee:

The additional collection fee is only taken on bets that are initially placed, a bet that pushes may remain with out being charged an additional collection.

In the event that the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers that are already established, nor will the new player-dealer be required to pay additional fees.

The additional collection fee is taken for the following betting sections: Big 6, Big 8, Field Bets, Hard Ways, Any 7, Any Craps, C bets, E bets, Horn Bets, and Hop Bets.

Additional Schedule Options	Table Limits	Total Table Action	Player/Dealer Collection
1	\$5 - \$300 (A, B)	\$1 - \$100	\$1
		\$101 +	\$3
2	\$10 - \$300 (A, B)	\$1 - \$100	\$1
		\$101 +	\$3

Player Collection Fee:

The player pays a collection fee when placing a wager on the Place, Lay or Buy Betting sections. A winning wager along with the payout is returned to the player and an additional collection will be taken if re-bet. If the game closes and a collection fee was taken for a wager that neither won nor lost, the player will not receive a collection fee refund. If a collection was taken for a wager that neither won nor lost and the player-dealer/position moves to another player, then the wager may remain without being charged an additional collection; however, if the player removes the wager they will not receive a free collection.

Schedule Options	Table Limits	Player Wager (per spot)	Player Collection
1	\$5 - \$300 (A, B)	\$10 - \$100	\$1
2	\$10 - \$300 (A, B)	\$10 - \$100	\$1

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Betting Limits

The following betting areas contain three betting spots: pass line, don't pass, come, don't come, field, big 6, big 8, place bets, lay bets, and buy bets.

The follow betting areas contain only one betting spot: e bets, c bets, any craps, any seven, horn, hop, and hard ways and the player must place a minimum of \$5.

Table Limits	\$5 to \$300 (A)	\$5 to \$300 (B)	\$10 to \$300 (A)	
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Pass Line	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Don't Pass	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Come	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Don't Come	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Place (4, or 10)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Place (5, or 9)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Place (6, or 8)	\$12 - \$300	\$12 - \$300	\$12 - \$300	\$12 - \$300
Buy (4, or 10)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Buy (5, or 9)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Buy (6, or 8)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Lay (4, or 10)	\$20 - \$300	\$20 - \$300	\$20 - \$300	\$20 - \$300
Lay (5, or 9)	\$15 - \$300	\$15 - \$300	\$15 - \$300	\$15 - \$300
Lay (6, or 8)	\$12 - \$300	\$12 - \$300	\$12 - \$300	\$12 - \$300
Field	\$5 - \$300	\$5 - \$300	\$10 - \$300	\$10 - \$300
Big 6	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Big 8	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Hard Way 8	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hard Way 6	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hard Way 10	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hard Way 4	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Any 7	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Any Craps	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (6, 5)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (A, 2)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (A, A)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (6, 6)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hop 3, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 2, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 3, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 4, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 3, 3	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 4, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 3, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 4, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 3	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25

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Table Limits	\$5 to \$300 (A)	\$5 to \$300 (B)	\$10 to \$300 (A)	\$10 to \$300 (B)
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Hop 6, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 3	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 5	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
C bet	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
E bet	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25

Betting scheme

The objective is to establish a “point” and then remake it before making a 7. A Pass Line bet wins on 7 and 11, and loses on 2, 3, and 12. The point is established with a 4, 5, 6, 8, 9, or 10.

How winners determined and paid

The numerical total of the two cards will determine whether or not the Player wins, loses, or ties. The Action tile will determine where the payoffs begin. Order of comparison between the different betting areas and the Player Dealer position on the “Come Out” draw and the two cards are:

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Seven: Ace, 6

1. Hop Ace, 6
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 2, 5

1. Hop 2, 5
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Seven: 3, 4

1. Hop 3, 4
2. Any Seven
3. Pass Line
4. Established Don't Come & any odds
5. Lay bets
6. Established Come bets & any odds
7. Place
8. Buy bets
9. Don't Pass
10. Big 6
11. Big 8
12. Field
13. E bets
14. C bets
15. Any Craps
16. Hop bets
17. Horn Bets
18. Hard ways
19. Established Big 6
20. Established Big 8

Eleven: 6, 5

1. Horn (6, 5)
2. E bet
3. Pass Line
4. Field
5. Don't Pass
6. C bets
7. Any Craps
8. Hop
9. Horn (A, A; 6, 6; A, 2)
10. Any Seven

Two: Ace, Ace

1. Horn (A, A)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (6, 6; 6, 5; A, 2)
10. Any Seven

Three: Ace, 2

1. Horn (Ace, 2)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; 6, 6)
10. Any Seven.

Twelve: 6, 6

1. Horn (6, 6)
2. Any Craps
3. C bet
4. Field
5. Don't Pass
6. Pass Line
7. E bet
8. Hop
9. Horn (A, A; 6, 5; A, 2)
10. Any Seven.

Four: Ace, 3

1. Hop Ace, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Hard 4
14. Any Seven

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Four: 2, 2

1. Hop 2, 2
2. Hard 4
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. E bets
10. C bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

Five: Ace, 4

1. Hop A, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Five: 2, 3

1. Hop 2, 3
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Established Don't Come bets & any odds
6. Lay bets
7. Field
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Six: Ace, 5

1. Hop A, 5
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 2, 4

1. Hop 2, 4
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 6
16. Any Seven

Six: 3, 3

1. Hop 3, 3
2. Hard 6
2. Established Big 6
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 6
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Eight: 2, 6

1. Hop 2, 6
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

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Eight: 3, 5

1. Hop 3, 5
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Hard 8
16. Any Seven

Nine: 3, 6

1. Hop 3, 6
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven

Eight: 4, 4

1. Hop 4, 4
2. Hard 8
2. Established Big 8
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Big 8
7. Established Don't Come bets & any odds
8. Lay bets
9. Field
10. E bets
11. C bets
12. Any Craps
13. Hop
14. Horn
15. Any Seven

Ten: 6, 4

1. Hop 6, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Hard 10
14. Any Seven

Nine: 5, 4

1. Hop 5, 4
2. Established Come bet & any odds
3. Place bets
4. Buy bets
5. Field
6. Established Don't Come bets & any odds
7. Lay bets
8. E bets
9. C bets
10. Any Craps
11. Hop
12. Horn
13. Any Seven
- 14

Ten: 5, 5

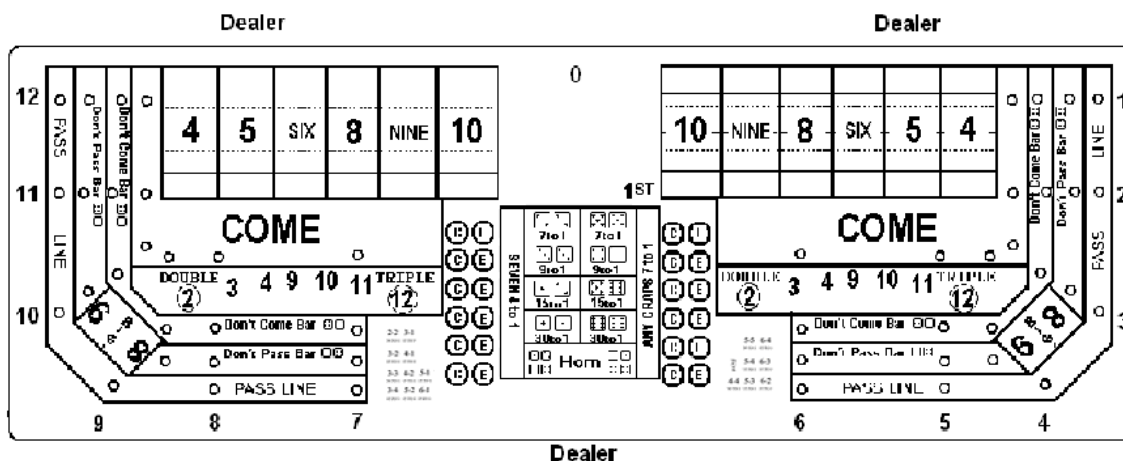
1. Hop 5, 5
2. Hard 10
3. Established Come bet & any odds
4. Place bets
5. Buy bets
6. Field
7. Established Don't Come bets & any odds
8. Lay bets
9. E bets
10. C bets
11. Any Craps
12. Hop
13. Horn
14. Any Seven

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Describe the type of gaming table utilized for this game

The game may be played on a semi circle or square shaped table.



Other equipment used

1. Shuffling machine: used to shuffle cards.
2. ON/OFF Tile: determines whether the point is established and if the bet is working or not.
3. A Buy/Lay tile: used to describe a player wager who places one of these bets.
4. A Game Open/Game Closed tile: used to announce to players when the game is open.
5. Layout: a felt placed on top the table and used to describe the games playing surface.

Glossary of Terms

Aces: have a value of 1.

Collection: set fee charged by the house for each wager placed.

Come out: the first deal of the cards in a betting round is called the "come out".

Odds: an odd bet that is placed behind the original pass/come bet, don't pass/don't come.

On/Off pucks: used to mark the point.

Point: if a 4, 5, 6, 8, 9, or 10 is dealt on the come out, then this number becomes the "point".

Working bets: that can be resolved with the next deal are said to be working. Generally, place bets, buy/lay bets, and come odds bets do not work on the come-out unless you tell the dealers to make them work. All other bets (e.g., Hard way) work unless you call them "off" by telling the dealers you do not want them to work.

EZ BACCARAT™ PANDA 8



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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.

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

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.

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 11**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fee on the Tie Bet, Dragon 7 Bonus, and the Panda 8 Bonus. For **schedule options 12-16**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Player Collection Fee (per betting circle)	Player/Dealer Collection (per hand*)
1	\$10-\$100	\$1	\$2
2	\$25-\$100	\$1	\$2
3	\$50-\$100	\$1	\$3
4	\$50-\$300	\$2	\$4
5	\$100-\$300	\$2	\$4
6	\$100-\$300	\$3	\$4
7	\$100-\$500	\$3	\$4
8	\$100-\$500	\$4	\$4
9	\$300-\$1,000	\$5	\$10
10	\$300-\$1,000	\$6	\$10
11	\$100	\$1	\$3

Up to a maximum of 20 circles per seat

*Player/Dealer will pay additional \$1 Jackpot drop per hand

Schedule Option	Wagering Limit	Total Table Action	Player-Dealer Fee	Player Fee
12	\$10 - \$100	\$10 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$800	\$5	
		\$801 - \$1200	\$10	
		\$1200+	\$20	
13	\$25 - \$100	\$25 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$800	\$5	
		\$801 - \$1200	\$10	
		\$1200+	\$20	
14	\$50 - \$100	\$50 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$800	\$5	
		\$801 - \$1200	\$10	
		\$1200+	\$20	
15	\$100 - \$300	\$100-\$300	\$3	\$0
		\$301-\$600	\$5	
		\$601-\$1200	\$10	
		\$1201-\$3000	\$40	
		\$3001+	\$70	
16	\$100 - \$500	\$100-\$300	\$3	\$0
		\$301-\$600	\$5	
		\$601-\$1200	\$10	
		\$1201-\$3000	\$40	
		\$3001+	\$70	

Up to a maximum of 20 circles per seat

*Player/Dealer will pay additional \$1 Jackpot drop per hand



PLAYER | BANKER

DRAGON 7 BET pays 40 to 1
PANDA 8 BET pays 25 to 1
TIE pays 8 to 1



Hollywood Park Casino



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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

UTH-03		
Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a Kind	3 to 1	

Collection Schedules and Fees

For Schedule Options 1-4, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing the Blind wager, Play wager, or Trips Bonus wager. The collection fees shall be collected from the player's and the Player-dealer and dropped by the house dealer after each player and the player-dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Ultimate Texas Hold'em are as shown below:

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



Glossary of terms used in the controlled game:

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



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Standards of play:

Three Card Poker (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 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 table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

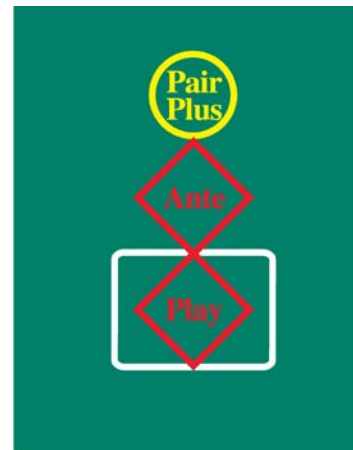
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For the Bonus wager the word(s) “Bonus” or “Pair Plus.”

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 shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and





- d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. 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 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 table, who has placed the Ante wager required above, shall also have the option to make an additional "Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.
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 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. 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.
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 Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even



- money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall be a push and be returned to the player.
- c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
 7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
 8. The game utilizes an action button to determine which player receives action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
 9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
 10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Bonus/Pair Plus:

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

1. A player shall only place a Bonus/Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.



2. Bonus/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 Bonus/Pair Plus and any collection fees that may be taken.
4. The Bonus/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 Bonus/Pair Plus wager.
7. The player-dealer will pay all winning Bonus/Pair Plus wagers and will collect all losing Bonus/Pair Plus wagers.
8. The Bonus/Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Bonus/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 Bonus/Pair Plus wagers pay as follows:

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

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.



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



Wagering Limits and Collection Fees

Three Card Poker- for **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place depending on the monetary value of the Ante wager. There will be no additional collection fee required from a player when placing a Play Bet wager or a bonus bet wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$2 - \$100	\$2 - \$50	\$0.25	\$2 - \$15	\$1.00
		\$51 - \$100	\$0.50	\$16 - \$50	
				\$51+	
2	\$5 - \$100	\$5-\$50	\$0.50	\$5-\$50	\$0.50
		\$51-\$100	\$1.00	\$51-\$100	\$1.00
				\$101+	\$1.50
3	\$5 - \$300	\$5-\$25	\$1.00	\$5-\$25	\$1.00
		\$26-\$300	\$1.00	\$26+	\$2.00
4	\$10 - \$200	\$10 - \$100	\$0.50	\$10 - \$200	\$2.00
		\$101 - \$200	\$1.00	\$201 - \$250	\$2.50
				\$251+	\$3.00

Three Card Poker- For **schedule options 5 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing a Play Bet wager or a bonus bet wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
5	\$5 - \$50	\$0.50	\$5 - \$50	\$1.00
			\$51+	\$2.00
6	\$5-\$100	\$1.00	\$2-\$100	\$1.00
			\$101+	\$2.00
7	\$5 - \$300	\$0.50	\$5 - \$50	\$1.00
			\$51+	\$2.00



8	\$10 - \$100	\$0.50	\$10 - \$50	\$1.00
			\$101+	\$2.00
9	\$10 - \$200	\$1.00	\$10 - \$100	\$1.00
			\$101+	\$2.00
10	\$50 - \$600	\$2.00	\$50 - \$500	\$3.00
			\$501+	\$5.00

Collection Fees

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Three Card Poker are as shown above.



*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:

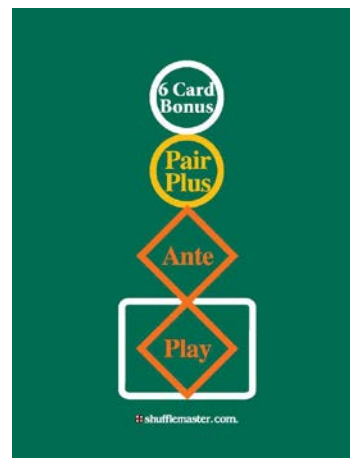
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

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 Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.



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

Pair Plus:

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

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.



3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning 6 Card Bonus wagers pay as follows:

Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.



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



Wagering Limits and Collection Fees

Three Card Poker 6 Card Bonus- for **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place depending on the monetary value of the Ante wager. There will be no additional collection fee required from a player when placing a Play Bet wager or a bonus bet wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$2 - \$100	\$2 - \$50	\$0.25	\$2 - \$15	\$1.00
		\$51 - \$100	\$0.50	\$16 - \$50	
				\$51+	
2	\$5 - \$100	\$5-\$50	\$0.50	\$5-\$50	\$0.50
		\$51-\$100	\$1.00	\$51-\$100	\$1.00
				\$101+	\$1.50
3	\$5 - \$300	\$5-\$25	\$1.00	\$5-\$25	\$1.00
		\$26-\$300	\$1.00	\$26+	\$2.00
4	\$10 - \$200	\$10 - \$100	\$0.50	\$10 - \$200	\$2.00
		\$101 - \$200	\$1.00	\$201 - \$250	\$2.50
				\$251+	\$3.00

Three Card Poker 6 Card Bonus- For **schedule options 5 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and Bonus Bet wagers that are initially placed on the table by players, referred to as total table action. The total table action does not count Play Bet wagers that are placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager that they place. There will be no additional collection fee required from a player when placing a Play Bet wager or a bonus bet wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

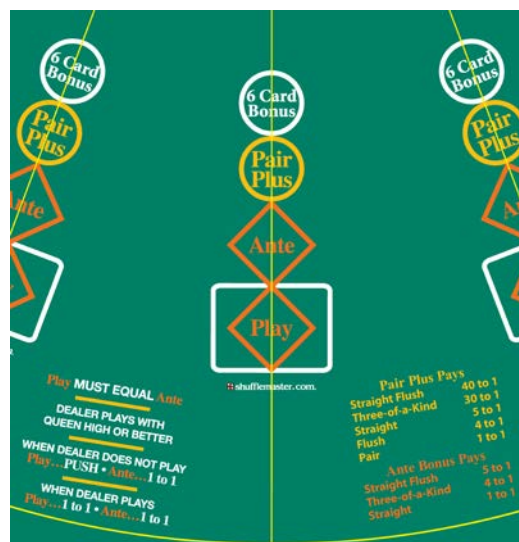
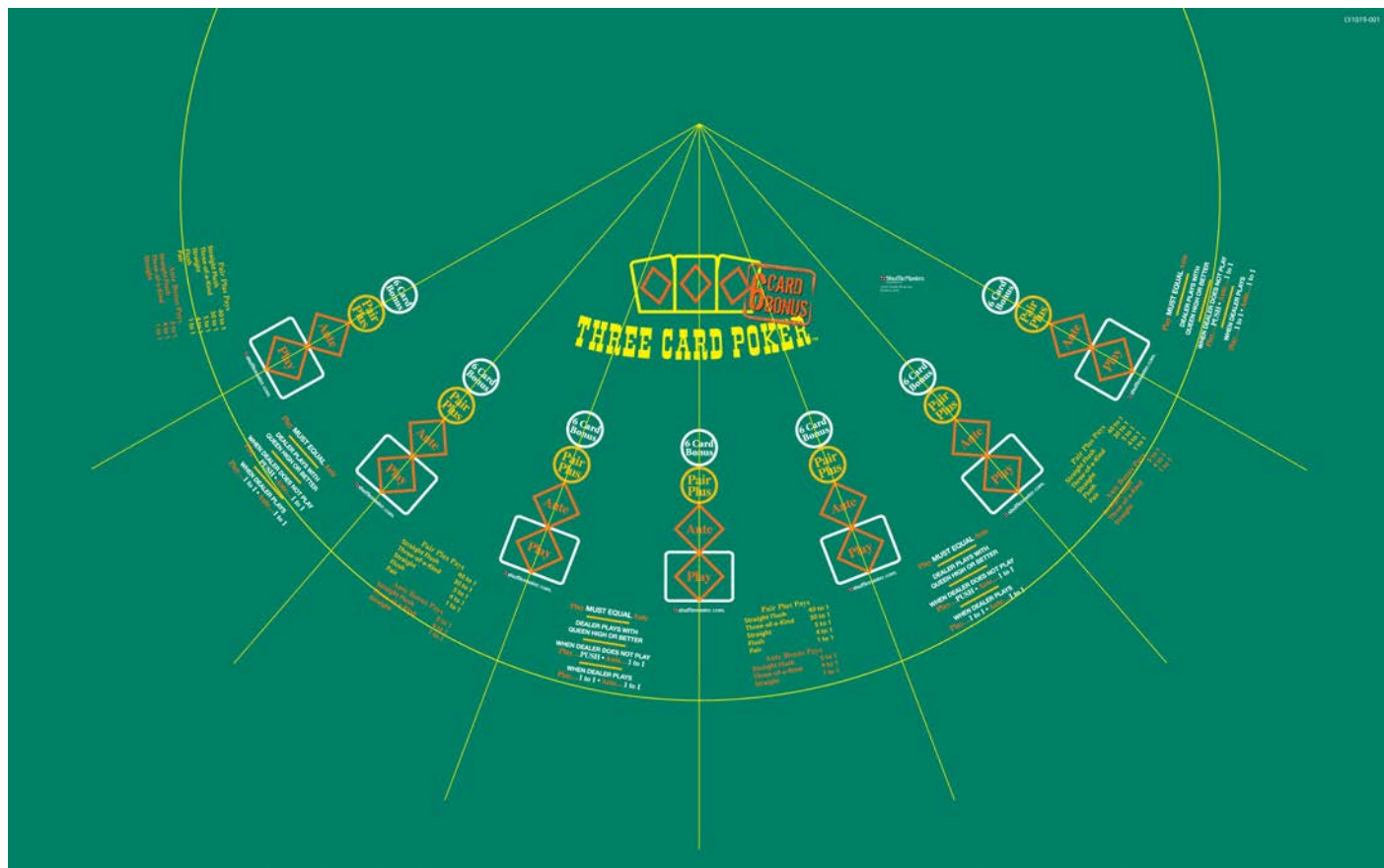
Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
5	\$5 - \$50	\$0.50	\$5 - \$50	\$1.00
			\$51+	\$2.00
6	\$5-\$100	\$1.00	\$2-\$100	\$1.00
			\$101+	\$2.00



7	\$5 - \$300	\$0.50	\$5 - \$50	\$1.00
			\$51+	\$2.00
8	\$10 - \$100	\$0.50	\$10 - \$50	\$1.00
			\$101+	\$2.00
9	\$10 - \$200	\$1.00	\$10 - \$100	\$1.00
			\$101+	\$2.00
10	\$50 - \$600	\$2.00	\$50 - \$500	\$3.00
			\$501+	\$5.00

Collection Fees

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown above.



Hollywood Park Casino

Pure 21.5 Blackjack

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21.5, referred to as a "Pure 21.5 Blackjack." (This hand pays 6 to 5)
- A "Pure 21.5 Blackjack" beats all other hands.
- Winning "Pure 21.5 Blackjack" hands are paid odds of 6 to 5.
- Draw additional cards if needed.
- Hierarchy of Hands: 'Pure 21.5 Blackjack,' 21 with three or more cards, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2.

VALUE OF CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen specially marked "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) are 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.

- Any two card hand consisting of any special Bonus card with an ace is a "Pure 21.5 Blackjack" and beats all other hands.
- A Bonus card has a value of:
 - a) 10.5 on first two cards if the other card is an ace.
 - b) 10 when combined with cards valued at 2 - 9.
 - c) 10 in any hand with three or more cards.
 - d) 20 when the first two cards are both Bonus cards.
- An ace card has a value of:
 - a) 1 or 11 when combined with cards valued at 2 - 9.
 - b) 2 or 12 when the first two cards are both aces.
- Deuces through Tens count as their face value.

CARD RANKING CHART

Card	Value
Bonus King	a 10.5 on first two cards if the other card is an ace.
Bonus Queen	b 10 when combined with cards valued at 2 - 9.
Bonus Jack	c 10 in any hand with three or more cards.
Bonus Ten	d 20 when the first two cards are both Bonus cards.
Ace	a 1 or 11 when combined with cards valued at 2 - 9. b 2 or 12 when the first two cards are both aces.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

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 commonly used in the casino industry.

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Pure 21.5 Blackjack

The casino dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a fifty-two card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and sixteen specially marked "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) are 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. The Bonus cards hold the following value:
 - a. 10.5 on first two cards if the other card is an ace.
 - b. 10 when combined with cards valued at 2 - 9.
 - c. 10 in any hand with three or more cards.
 - d. 20 when the first two cards are both Bonus cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of five collection rates per table limit 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 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 or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up, with the exception of the Player/dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the Player seated to the left of Player/dealer, in a clock-wise fashion around the table. Each Player will be dealt one card face up, with the Player/dealer receiving the last card. The Player/Dealer's first card will be placed in front of the casino dealer face up.
8. The casino dealer will deal a second face up card to the players, again starting with the Player to the left of the Player/dealer, in a clock-wise fashion around the table. The Player-Dealer will receive their second card, which will be placed in front of the casino dealer face down. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer then going around the table clockwise, to be dealt additional cards to make the best possible hand, as described below.

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Pure 21.5 Blackjack

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

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 19 or more	Hard 11 Or Less	All other counts

10. After all Players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the Player-Dealer hole (second) card. This down card will determine where the “action button” is placed. 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.

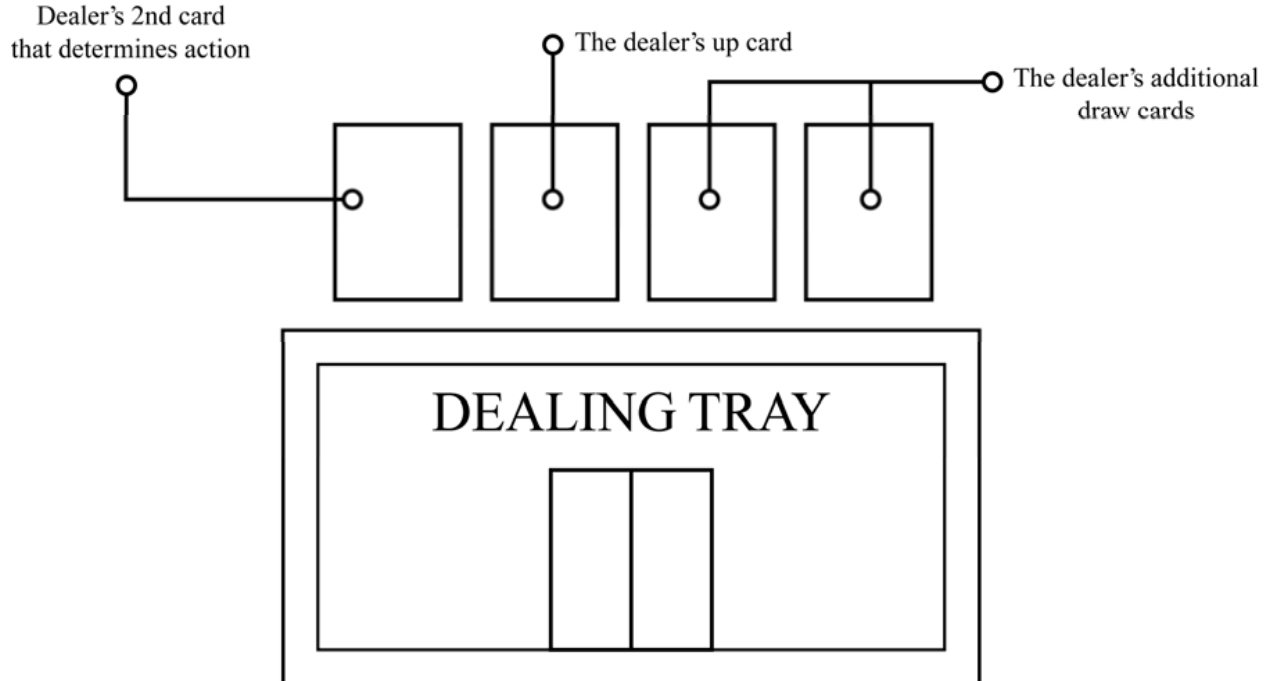
11. Beginning with the player to the left of the Player/dealer, the settling of the wagers will be done in a clockwise manner using the bottom card to determine where paying and collecting will begin, An Ace will result in starting from the first seat to the left of the Player/dealer, a 2 will result in starting at the 2nd seat, etc. The player-dealer position is not counted. Bonus Jacks count as 11, Bonus Queens as 12, and Bonus Kings as 13. Paying and collecting will continue until all wagers have been acted upon, or the player-dealer’s funds are exhausted. Furthermore, wagers will be settled from seat to seat, starting with the player that is chosen by the Player/dealer’s face down card, in the following order: game wager, Buster Blackjack Bonus Bet wager, Red Flex Bonus Bet wager, Match the Dealer Bonus Bet wager.

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

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

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14. The Player/Dealer's hand will then be completed according to the rules listed below. 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

15. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. 16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table. 17. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player -Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Pure 21.5 Blackjack" is the best possible hand. If the player is dealt a "Pure 21.5 Blackjack" and the Player-dealer's hand is less or more than a "Pure 21.5 Blackjack," the player wins the hand. Winning "Pure 21.5 Blackjack" are paid 6 to 5.

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Pure 21.5 Blackjack

2. A "Pure 21.5 Blackjack" is the best possible hand. If the Player-dealer is dealt a "Pure 21.5 Blackjack" and the Player's hand is less or more than a "Pure 21.5 Blackjack," the player loses and their wager will be collected.
3. A "Pure 21.5 Blackjack" is the best possible hand. If the player and the Player-Dealer's hands are both a "Pure 21.5 Blackjack," the hand is a push or tie, and no action is taken on the wager.
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. The player will be paid 1 to 1.
5. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player-Dealer's hand is less than a "Pure 21.5 Blackjack," the hand closest to a "Pure 21.5 Blackjack" wins.
6. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player-Dealer's hand is less than a "Pure 21.5 Blackjack," the hand loses and their wager will be collected.
7. 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, and no action is taken on the wager.
8. If a Player's and the Player-Dealer's totals are more than a "Pure 21.5 Blackjack", the following will apply:
 - a. If the Player-Dealer's hand is 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" push, and no action is taken on the wager.
 - b. If the Player-Dealer's hand is not 8-8-8, all Players whose total is more than a "Pure 21.5 Blackjack" lose and their wager will be collected.
 - c. The Player-Dealer wins all ties over a "Pure 21.5 Blackjack."
9. Backline betting is not permitted on any wager.
10. The game is played on an industry standard Blackjack table where up to eight players and a player/dealer can be seated, for a total of 9 seated positions.
11. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

• DOUBLE-DOWN

- Players can double-down only on the first two cards dealt to them. The Player must place a second wager equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. A Player may double-down for less.
- There is no extra collection fee taken by the casino on any double-down executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

• SPLIT

- Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card (except Aces, Aces one card only) to make

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the best hand. Players may double-down after splitting. Players may split twice (except Aces, which can only split once and receive one card).

- Players may split any Bonus card (i.e. “10”, Jack, Queen, or King) of the same rank.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a “Pure 21.5 Blackjack” after the split.
- There is no extra collection fee taken by the casino on any split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SURRENDER**

- 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.

- **ODDS**

- A ‘Pure 21.5 Blackjack’ hand pays odds of 6 to 5.

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

BUSTER BLACKJACK BONUS BET

Buster Blackjack features an optional wager (Buster Blackjack Bonus Bet) attached to Pure 21.5 Blackjack. It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer’s busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is collection for the extra wager.

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional bet offered to all players who placed an game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are not eligible to place a Buster Blackjack Bonus Bet wager.
5. The Buster Blackjack Bonus Bet may be less than, equal to, or greater than the game wager. However, it cannot exceed the posted table limits.
6. If the Player-Dealer does not or cannot have a “Pure 21.5 Blackjack” and the player has a “Pure 21.5 Blackjack”, the game wager is paid and the player’s cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a “Pure 21.5 Blackjack.”
7. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer’s busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack Bonus Bet will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack Bonus Bet will be collected in rotation to the extent of the money in action.
8. The Player-Dealer will pay all winning Buster Blackjack Bonus Bet and will collect all losing Buster Blackjack Bonus Bet.

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Pure 21.5 Blackjack

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: game wager, Buster Blackjack Bonus Bet wager, Red Flex 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.

Note: If there are no game wagers remaining simply because all players have received a "Pure 21.5 Blackjack", as long as there are Buster Blackjack Bonus Bet, the Player-Dealer must complete his hand, if not 17 or greater.

BUSTER BLACKJACK BONUS BET PAYTABLE

Number of Cards in Dealers Busted Hand	Payout
3	1 to 1
4	3 to 1
5	6 to 1
6	25 to 1
7	100 to 1
8 or more	250 to 1

RED FLEX BONUS BET

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

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

Rules of Play

1. The Red Flex Bonus Bet is an optional bet offered to all players who placed a game wager and also placed a Buster Blackjack Bonus Bet. If a player places a game wager but not a Buster Blackjack Bonus Bet, they are not eligible to place a Red Flex Bonus Bet. Players may place a Red Flex Bonus Bet wager for each game wager and Buster Blackjack Bonus Bet placed.
2. A player must participate in the game and place a Buster Blackjack Bonus Bet in order to make the Red Flex Bonus Bet wager.
3. Red Flex Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are not eligible to place a Red Flex Bonus Bet wager.
5. The Red Flex Bonus Bet may be less than, equal to, or greater than the game wager and the Buster Blackjack Bonus Bet. However, it cannot exceed the posted table limits.
6. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealers hand as well the number of consecutive red cards that are dealt to the player-dealer's hand. 'Red' cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the player/dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the player/dealer's hand are also of the same Red color. The order of the cards is listed below.

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- a) Player/Dealer's first card (top).
- b) Player/Dealer's (hole) second card.
- c) Player/Dealer's first hit card.
- d) Player/Dealer's second card.
- e) Player/Dealer's third card.
- f) Player/Dealer's fourth hit card and so on.

7. The amount of the winning payoff will be determined once the player/dealer's hand is complete or a black card is drawn.

8. The Player-Dealer will pay all winning Red Flex Bonus Bet and will collect all losing Red Flex Bonus Bet. 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: game wager, Buster Blackjack Bonus Bet wager, Red Flex 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.

Red Flex Bet Pay Table Hand Dealt	Payout
Two Red Cards	2 to 1
Three Consecutive Red Cards	3 to 1
Four Consecutive Red Cards	6 to 1
Five Consecutive Red Cards	40 to 1
Six Consecutive Red Cards	100 to 1
Seven of more Consecutive Red Cards	200 to 1

Note: The example hands listed below are descriptions of only the Player/Dealer hand, since the Player/Dealer hand solely determines a winner or loser.

Example #1 – Player/Dealer Hand – Ten of Hearts/Seven of Diamonds for a total of 17. No hit taken by rule. Payoff for first two cards (top and hole), *Two Consecutive Red Cards is made.

Example #2 – Player/Dealer Hand – King of Diamonds/Six of Diamonds for a total of 16. The hit taken by rule is the Nine of Hearts. *Payoff for Three Consecutive Red Cards is made.

Example #3 – Player/Dealer Hand – King of Diamonds/Two of Clubs. All Consecutive *Red Card wagers lose. Player/Dealer hand is played out according to house rules.

Example #4 – Player/Dealer Hand – Seven of Hearts/Eight of Diamonds for a total of 15. First hit by rule is the Ace of Clubs, second hit is the four of Diamonds. Payoff for first two cards (top and hole). Two Consecutive Red Cards are made.

MATCH THE DEALER BONUS BET

Match the Dealer features an optional wager (Match the Dealer Bonus Bet) attached to Pure 21.5 Blackjack. It features a wager that allows the player to bet that one or both of the player's two original cards of their hand will exactly match the dealer's up card in rank.

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There will be a distinctive marked circle on the table in which the player will place the optional wager. There is collection for the extra wager.

Rules of Play

1. The Match the Dealer Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a Match the Dealer Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Match the Dealer Bonus Bet wager.
3. Match the Dealer Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are not eligible to place a Match the Dealer Bonus Bet wager.
5. The Match the Dealer Bonus Bet may be less than, equal to, or greater than the game wager. However, it must be within \$1 and \$50.00.
6. The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a "Pure 21.5 Blackjack."
7. The Player-Dealer will pay all winning Match the Dealer Bonus Bet and will collect all losing Match the Dealer Bonus Bet.
8. 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: game wager, Buster Blackjack Bonus Bet wager, Red Flex Bonus Bet wager, and Match the Dealer Wager. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

MATCH THE DEALER BONUS BET PAYTABLE

Hand Dealt	Payout
2 suited matches	25 to 1
1 suited + 1 non-suited match	20 to 1
1 suited match	10 to 1
2 non-suited matches	10 to 1
1 non-suited match	4 to 1
No match	lose

LEGAL

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

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WAGERING LIMITS AND COLLECTION FEES

Collection Fees

For **schedule options 1 through 14**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Red Flex, Match the Dealer or Buster Bonus Bet wager. For **schedule options 15-19**, there shall be no collection taken from each player for placing any wager. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The total table action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Player Fee Per Betting Circle	Player-Dealer Fee Per Hand
1	\$2.00 - \$10.00	\$0.50	\$1.00
2	\$5.00 - \$20.00	\$1.00	\$2.00
3	\$10.00 - \$100.00	\$1.00	\$2.00
4	\$25.00 - \$100.00	\$1.00	\$2.00
5	\$25.00 - \$100.00	\$1.00	\$3.00
6	\$50.00 - \$300.00	\$2.00	\$4.00
7	\$50.00 - \$300.00	\$3.00	\$4.00
8	\$100.00 - \$300.00	\$2.00	\$4.00
9	\$100.00 - \$300.00	\$3.00	\$4.00
10	\$100.00 - \$500.00	\$3.00	\$4.00
11	\$100.00 - \$500.00	\$4.00	\$5.00
12	\$300.00 - \$1,000.00	\$5.00	\$10.00
13	\$300.00 - \$1,000.00	\$6.00	\$10.00
14	\$100.00	\$1.00	\$3.00

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Schedule Options	Wagering Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1500	\$7
			\$1505+	\$13
16	\$25 - \$100	\$0	\$25 - \$100	\$1
			\$105 - \$400	\$2
			\$405 - \$700	\$7
			\$705 - \$1500	\$9
			\$1505+	\$13
17	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$305 - \$800	\$4
			\$805 - \$1500	\$8
			\$1505-\$5000	\$13
			\$5005+	\$15
18	\$100 - \$500	\$0	\$100-\$500	\$3
			\$505-\$1500	\$7
			\$1505-\$5000	\$13
			\$5005-\$10000	\$15
			\$10005+	\$18
19	\$500 - \$1000	\$0	\$500-\$1000	\$7
			\$1005-\$5000	\$13
			\$5005-\$10000	\$15
			\$10005-\$20000	\$18
			\$20005+	\$20

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*Crazy 4 Poker is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Crazy 4 Poker (C4P) is a California game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

Crazy 4 Poker shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the Casino dealer on the opposite side. The cloth covering a Crazy 4 Poker table (the layout) shall have betting areas for eight players. Each Crazy 4 Poker table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the “Player-Dealer qualifies with King-high.” Within each player position there shall be four separate designated betting spaces labeled for the placement of bets. In addition, the appropriate Queens Up and Super Bonus pay tables shall be printed on the layout within each player position.

The wagering areas shall be designated as follows:

1. For ante wagers on the word “Ante”;
2. For super bonus wagers on the words “Super Bonus”;
3. For queens up bonus wagers on the words “Queens Up”; and
4. For play wagers on the word “Play.”

Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Crazy 4 Poker shall be dealt from a single deck automatic card shuffling device (‘shuffler’).

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2. **Physical Characteristics:** Cards used to play Crazy 4 Poker shall be in standard decks of 52 cards.
3. **Number of Decks:** Cards used to play Crazy 4 Poker shall be played with two alternating decks, each consisting of a 52 card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

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

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Betting scheme:

1. All wagers in Crazy 4 Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced "No more bets."
3. At the beginning of each round of play, each player shall be required to place an ante wager and super bonus wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.
 - a. **Super Bonus** – The Super Bonus wins when the player gets a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus.
 - i. **Wins:** When the player has a straight or better. Hands of straight or better always receive Super Bonus payouts. When the player has a straight or better but loses to the player-dealer's **qualifying** hand, he still receives Super Bonus payouts and the original wager stays on the layout.
 - ii. **Loses:** When the player has less than a straight and loses to the player-dealer's qualifying hand.
 - iii. **Pushes:** 1) When the player has less than a straight and beats the player-dealer's qualifying hands. 2) When the player has less than a straight and the player-dealer doesn't qualify.
4. Each player at a Crazy 4 Poker table, who has placed the ante wager required above, shall also have the option to make an additional "Queens Up bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.
2. The dealer shall wait for each player to place their ante bets, super bonus bets, and any Queens Up bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."
 - The shuffler deals the cards in stacks of five. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The dealer shall deliver each stack face down. The stack given to the player-dealer shall be delivered face down.

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3. After the stacks have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards. This will also initiate shuffling the deck for the next round of play.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Crazy 4 Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her five cards in full view of the dealer at all times.
3. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante and Super bonus wagers and end his or her participation in the round of play by folding. If a player makes the play wager it must be equal to the ante unless the player has at least a pair of Aces. If a player has a pair of Aces or better, he/she can bet up to three times their ante. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order. Backline Betting is not allowed.
 - a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit the ante wager, super bonus wager, and the Queens Up bonus wager.
4. After each player has either placed a wager on the table in the play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The dealer shall then reveal the player-dealer's cards and place the cards so as to form the highest possible ranking four card poker hand. The player-dealer must qualify to play with a minimum of King-high.
 - a. If the player-dealer does NOT qualify:
 - i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
 - ii. Pay all play bets even money and push all ante bets. Resolve Queens Up and super bonus bets as usual.
 - iii. Handle the bets in this order: Play, Ante, Queens Up, and Super Bonus for each player one at a time.
 - b. When the player-dealer qualifies (with King-high or better):
 - i. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up wager and reveal the player's cards.
 - ii. If the player's hand is higher than the dealer's, the play and ante bets are paid even money.
 - iii. If the player-dealer's hand beats the player's hand, the player loses.

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- iv. If the player-dealer's hand and the player's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
 - v. Reconcile the Queens Up and Super Bonus as normal.
6. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
 7. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button shall be utilized. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Super Bonus wager (if placed), then the Queens Up wager (if placed). The player-dealer will first collect all losing wagers and then pay all winning wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
 8. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as a player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
 9. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

Payout Odds

Player folds	ANTE and SUPER BONUS lose
Dealer does not qualify*	PLAY wins 1 to 1; ANTE pushes
Player beats dealer's qualifying hand	PLAY and ANTE win 1 to 1
Player loses to dealer's qualifying hand	PLAY and ANTE lose
Player ties dealers qualifying hand	PLAY, ANTE and SUPER BONUS push

Queens Up Bonus Bet:

The Queens Up Bonus Bet is an optional bet for Crazy 4 Poker. The rules are as follows:

1. Queens Up Bets must be placed prior to the initial deal.
2. Queens Up Bets may be made at any amount within table betting limits to qualify for a payoff.
3. Backline betting is not permitted on the Queens Up Bonus Bet.
4. The Bonus Bet considers the best four-card hand that each player can make with the five cards dealt to them. The bet wins when the player receives a pair of Queens or better. The bet loses when the player fails to get at least a pair of Queens.

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5. If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted payable designated by the casino.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus bet.
7. The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

SUPER BONUS & QUEENS UP BONUS BET PAYTABLE

Hand	C4P-12	
	Super Bonus	Queens Up
4 Aces	200 to 1	
4 of a Kind	30 to 1	50 to 1
Straight Flush	15 to 1	40 to 1
3 of a Kind	2 to 1	7 to 1
Flush	3 to 2	4 to 1
Straight	1 to 1	3 to 1
2 Pair		2 to 1
Queens or Better		1 to 1
House edge	3.42%	6.79%



Collection Schedule:

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 4**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for the Ante and the Queens up Bonus bet. For **schedule options 5 through 10**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. For **schedule options 11 through 13**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on including the Queens Up Bonus Wager. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Crazy 4 Poker are as shown below:

Schedule Options	Table Limit	Player- Dealer Collection Fee	Player Ante Collection Fee	Player Queens Up Collection Fee
1	\$10-\$100	\$2	\$1	\$0.50
2	\$25-\$100	\$2	\$1	\$0.50
3	\$50-\$300	\$2	\$2	\$1
4	\$100-\$500	\$3	\$3	\$2

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Schedule Options	Table Limit	Total Table Action	Player- Dealer Collection Fee	Player Fee
5	\$10-\$100	\$1-\$100	\$2	\$0
		\$101-\$300	\$3	
		\$301-\$800	\$5	
		\$801-\$1200	\$8	
		\$1201+	\$12	
6	\$25-\$100	\$1-\$100	\$2	\$0
		\$101-\$300	\$3	
		\$301-\$800	\$5	
		\$801-\$1200	\$8	
		\$1201+	\$12	
7	\$200-\$400	\$1-\$100	\$2	\$0
		\$101-\$300	\$3	
		\$301-\$800	\$5	
		\$801-\$1200	\$8	
		\$1201+	\$12	
8	\$10-\$100	\$1-\$100	\$2	\$0
		\$101-\$300	\$4	
		\$301-\$800	\$5	
		\$801-\$1200	\$10	
		\$1201+	\$20	
9	\$25-\$100	\$1-\$100	\$2	\$0
		\$101-\$300	\$4	
		\$301-\$800	\$5	
		\$801-\$1200	\$10	
		\$1201+	\$20	
10	\$200-\$400	\$1-\$100	\$2	\$0
		\$101-\$300	\$4	
		\$301-\$800	\$5	
		\$801-\$1200	\$10	
		\$1201+	\$20	

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Schedule Options	Table Limit	Player Collection Per Betting Circle	Player/Dealer Collection Per Hand *
11	\$10.00 - \$100.00	\$1.00	\$2.00
12	\$25.00 - \$100.00	\$1.00	\$2.00
13	\$200.00 - \$400.00	\$2.00	\$3.00

Up to a maximum of 20 circles per seat

Glossary of terms used in the controlled game:

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

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

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Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

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Table Layout





*Six Card Poker Two Way Bad Beat 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:

Six Card Poker is a game with two optional bonus bets 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 wager covers. Each player and the player-dealer receive six cards to make their best five-card poker hand.

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:

Six Card Poker Two-Way Bad Beat shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Six Card Poker Two-Way Bad Beat table shall have a drop box attached to it.

The cloth covering a Six Card Poker Two-Way Bad Beat table (the layout) shall have wagering areas for six players.

The wagering areas shall be designated as follows:

1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play 1x Ante”;
3. For Aces Up wagers the words “Aces Up”; and
4. For Two-Way Bad Beat Bonus wagers the words “Two-Way Bad Beat.”

The layout shall also have the Aces Up pay table displayed near each player’s wagering area. In addition, the layout shall have the words “Ante pushes if dealer has less than Ace-King” displayed across the layout.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Six Card Poker Two-Way Bad Beat shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Six Card Poker Two-Way Bad Beat shall be in standard decks of 52 cards. No jokers shall be utilized.

ACES UP	
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-Kind	30 to 1
Full House	10 to 1
Flush	8 to 1
Straight	6 to 1
Three-of-a-Kind	4 to 1
Two Pair	2 to 1
Pair of Aces	1 to 1



3. **Number of Decks:** Cards used to play Six Card Poker Two-Way Bad Beat shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
 - a. The backs of each deck will be a different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair Two cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs Two 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 Three cards of the same value.
 - d. Straight Five cards of any suit in sequence. An ace may be counted as high or low.
 - e. Flush Five cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between two flushes, and where the highest cards in both hands are the same value, the next card and so on.
 - f. Full House Three 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 Four cards of the same value.
 - h. Straight Flush Five 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 in Six Card Poker Two-Way Bad Beat 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 and three cards from the player-dealer's hand, which must be equal to the Ante wager.
4. Each player at a Six Card Poker Two-Way Bad Beat table, who has placed the Ante wager required above, shall also have the option to make an additional "Aces Up" wager or a "Two-Way Bad Beat" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.
5. Backline betting is not permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of six.
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 top three cards 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 Six Card Poker Two-Way Bad Beat 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:
 - a. Make a Play wager in an amount **equal** to the player's Ante wager, or
 - b. Fold and forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed an Aces Up wager and/or a Two-Way Bad Beat wager.
 - i. When a player folds, the house dealer will immediately collect the player's Ante. If the player has less than a pair of Aces, the house dealer will collect the Aces Up wager as well.
 - ii. If a player folds with a pair of Aces or better, the house dealer will immediately pay that wager.
4. 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.
5. 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.
6. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking five-card hand. The player-dealer must qualify to play with a **minimum of Ace-King**.
 - a. If the player-dealer does NOT qualify, the Ante wager receives no action. The house dealer shall immediately refund these wagers to players. All other bets receive full action.
 - b. If the player-dealer's hand qualifies, the wagers will be settled as follows:
 - 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.
 - iii. 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.
7. The house dealer shall then reveal the hand of each active player and settle bets accordingly, starting with the player to the farthest right of the house dealer and continuing counterclockwise. Wagers will be settled in the following order from player to player: the Ante wager (if applicable), then the Play wager, then the wager Aces Up Wager (if applicable), and then the Two-Way Bad Beat Bonus wager (if applicable). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. 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.



9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. The house dealer will collect losing wagers and push them to the player-dealer and will use the player-dealer's wager to pay any winning wagers. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Aces Up:

The Aces Up bet is an optional bonus wager for Six Card Poker. The rules are as follows:

1. A player shall only place an Aces Up wager if he/she has also placed an Ante wager prior to the initial deal.
2. Aces Up 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 Aces Up Bonus Bet and any collection fees that may be taken.
4. The Aces Up only considers the six cards dealt to the player.
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 Aces Up wager.
7. The player-dealer will pay all winning Aces Up wagers and will collect all losing Aces Up wagers.
8. Backline bettors are not eligible for the Aces Up Bonus Bet.
9. The Aces Up wager may win or lose regardless of the outcome of the base game wager.
10. Winning Aces Up wagers pay as follows:

	SCP-04
Royal Flush	500:1
Straight Flush	100:1
Four of a Kind	30:1
Full House	9:1
Flush	7:1
Straight	6:1
Three of a Kind	4:1
Two Pair	2:1
Pair of Aces	1:1
Expected Hold	30%



Two-Way Bad Beat Bonus:

The Two-Way Bad Beat Bonus is an optional bonus bet for Six Card Poker. The rules are as follows:

1. A player shall only place a Two-Way Bad Beat Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Two-Way Bad Beat 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 Two-Way Bad Beat Bonus Bet and any collection fees that may be taken.
4. The Two-Way Bad Beat Bonus wager considers the best five-card poker hand for the player and the player-dealer.
5. A player will win the Two-Way Bad Beat bonus if the player or player dealer's losing hand is a pair of Aces or better. It does not matter if the player beats the player-dealer or the player-dealer beats the player.
6. The Two-Way Bad Beat Bonus wager will lose if neither the player nor the player-dealer's losing hand has a pair of Aces or if the player and the player-dealer's hands tie.
7. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
8. If the player's hand does not qualify for payouts, the player-dealer collects the Two-Way Bad Beat Bonus wager.
9. The player-dealer will pay all winning Two-Way Bad Beat Bonus wagers and will collect all losing Two-Way Bad Beat Bonus wagers.
10. Backline bettors are not eligible for the Two-Way Bad Beat Bonus Bet.
11. The Two-Way Bad Beat Bonus wager may win or lose regardless of the outcome of the Ante wager. The Two-Way Bad Beat Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
12. Winning Two-Way Bad Beat Bonus wagers pay as follows:

Losing Hand	Payout
Straight Flush	10,000:1
Four of a Kind	5,000:1
Full House	500:1
Flush	200:1
Straight	100:1
Three of a Kind	35:1
Two Pair	10:1
Pair of Aces	9:1



Glossary of terms used in the controlled game:

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



Wagering Limits and Collection Fees

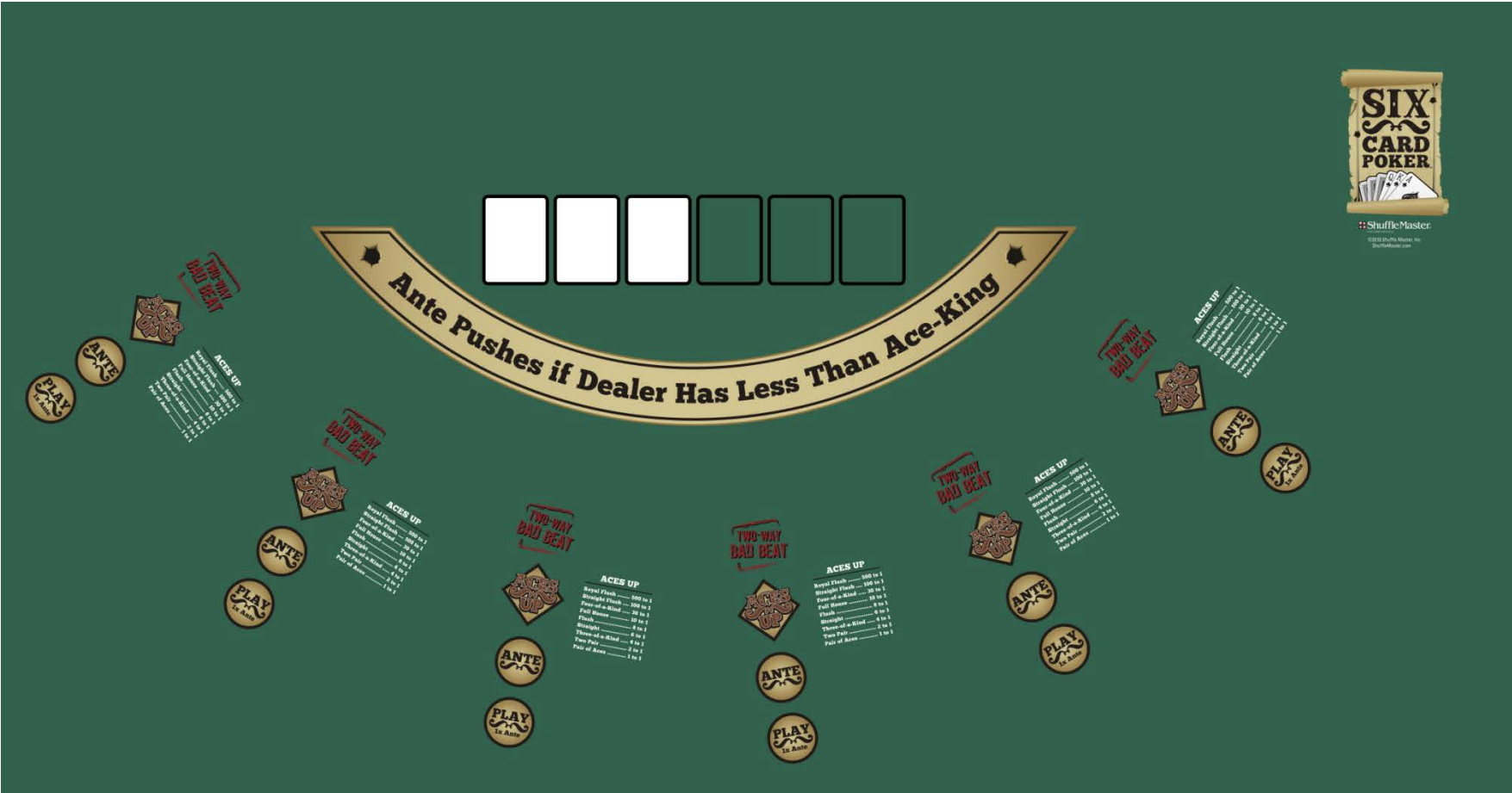
For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Two-Way Bad Beat Bonus Bet wager placed. No collection shall be taken for each Aces Up Bonus Bet wager placed. For **schedule option 5**, a collection fee shall be taken per hand from the player-dealer and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet wager placed. Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet wagers may be less than, or equal to, but not greater than the Ante wager. The collection fees shall be collected from the player's and the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Six Card Poker Two-Way Bad Beat are as shown below:

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Two-Way Bad Beat Bonus Bet Fee
1	\$5 - \$100	\$1.00	\$2.00	\$1.00
2	\$10 - \$100	\$1.00	\$2.00	\$1.00
3	\$25 - \$100	\$1.00	\$2.00	\$1.00
4	\$50 - \$300	\$2.00	\$3.00	\$2.00

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Aces Up Bonus Bet Fee	Two-Way Bad Beat Bonus Bet Fee
5	\$5 - \$100	\$1.00	\$2.00	\$1.00	\$1.00



TABLE LAYOUT





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

Standards of play:

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the "War" option, the player/dealer also matches the player's primary wager and places it next to the player's. The dealer then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to the player/dealer. If the player's card has a higher rank than the player/dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their ante wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the Tie wager, the ranks of the player and the player/dealer's cards must be equal.

The player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive rounds before it is rotated in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

Number of players in the game:

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. More players may participate in the game via backline betting.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Casino War shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Casino War shall be played with at least twelve (12) decks of cards in accordance with the following requirements:



- a. The cards shall be separated into two batches with an equal number of decks included in each batch.
- b. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch.
- c. One batch of the cards will be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
- d. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
- e. The cards from only one batch shall be placed in the discard rack at any given time.

Ranking of Hands:

1. The rank of the cards used in Casino War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Betting scheme:

1. All wagers at Casino War shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place a primary wager.
4. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.
5. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.
2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.
3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.
4. No player shall touch any card used in the game of Casino War other than the cutting card.



5. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:
 - a. One card face up to each player who has placed on primary wager; and
 - b. One card face up to the player/dealer.

Round of Play

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.
 - a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
 - b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
 - c. If the player's card and the player/dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager.
2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.
3. If a player has a tie hand, the player shall be offered one of the following options:
 - a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
 - b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player's primary wager.
4. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.
5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.
6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.



7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.
 - a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
 - b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
 - c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.
8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rank in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.
9. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Payout Odds

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1
- A tie wager shall be paid at odds of 10 to 1.
- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager



Bonus Tie Bet

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

1. Bonus Tie Bets must be placed prior to the initial deal.
2. Bonus Tie Bets must equal the primary bet to qualify for a Bonus Tie 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: Primary Bet, Bonus Tie 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. As an additional option, a Third Party Banker may cover the rest of the wagers.

Bonus Bets and Payout Amount Hand	Payoff
Four of a Kind	200:1
Double Tie	40:1
Suited Tie	20:1
Basic Tie	5:1

A (basic) tie would be paid 5 to 1 (example 6 Spades against 6 Hearts)

A suited tie will be paid 20 to 1 (example: 3 Clubs against 3 Clubs)

A Double tie would be paid 40 to 1 (example: 2 Hearts against 2 Spades, and when the Player and the Player/Dealer WAR and there is another tie of Q Hearts and Q Diamonds)

Four of a Kind pays 200 to 1 (Example: 2 Hearts against 2 Diamonds and ties again with a 2 Clubs and a 2 Spades)



Glossary of Terms

Definitions

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Burn card	means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.
Primary wager	means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.
Original deal	means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.
Player/Dealer	means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.
Round of play	means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.
Suit	means one of the four categories of cards: club, diamond, heart or spade.
Tie hand	means the rank of a player's card and the rank of the dealer's card are equal.
Tie wager	means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.
War	means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.
War deal	means the deal of the cards that follows the placement of a war wager.
War wager	means a wager, equal in amount to the player's primary wager,that is required to be made if the player elects to go to war.



Collection Fees

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer based on the total aggregate value of all players' Primary and Tie wagers on the table, known as the total table action. A collection fee shall also be taken from each player based on the total aggregate value of their Primary and Tie wager. There will be no additional collection fee required from a player when placing a War wager. The Tie wager may be less than or equal to, but not greater than the Primary wager. The War wager must be equal to the Primary wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Casino War are as shown below:

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$5-\$100	\$5-\$100	\$0.50	\$5-\$100	\$0.50
		\$101-\$200	\$1.00	\$101-\$200	\$0.50
		\$201-\$300	\$1.50	\$201-\$300	\$0.50
		\$301-\$400	\$2.00	\$301-\$500	\$0.50
		\$401-\$500	\$2.50	\$500+	\$0.50
2	\$10-\$500	\$10-\$100	\$0.50	\$10-\$100	\$1.00
		\$101-\$200	\$1.00	\$101-\$200	\$1.00
		\$201-\$300	\$1.50	\$201-\$300	\$1.00
		\$301-\$400	\$2.00	\$301-\$500	\$1.00
		\$401-\$500	\$2.50	\$500+	\$1.00

OMAHA HIGH/LOW SPLIT

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the board" cards, to make the highest and lowest ranking five-card poker hand, according to the rankings as shown below. When making a 5-card low poker hand and a 5-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

Five-Card High Card Values

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

Five-Card Low Card Values

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

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

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

The ranking of hands for Omaha High/Low Split, in order from highest to lowest rank, shall be:

Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.

OMAHA HIGH/LOW SPLIT

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second,

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

Dealing Procedures and Round of Play

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

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

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

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

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

dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other

OMAHA HIGH/LOW SPLIT

and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

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. : For **schedule options 1 through 84**, the collection fees shall be taken by the house dealer from the pot after the flop. The designated fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. When there is only one blind required, it shall be placed by the player to the left of the dealer button. The appropriate fees are dependent on the number of players seated and playing during that round of play. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table. The Hollywood Park 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.

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Schedule Option	Table Limit	Blinds (Small/Big)	Number of Players	Player Fee	Designated Fee
1	\$1 - \$2	\$1	7 or more	\$4	\$1
2	\$1 - \$2	\$1	6	\$3	\$1
3	\$1 - \$2	\$1	5	\$2	\$1
4	\$1 - \$2	\$1	4 or less	\$1	\$1
5	\$2 - \$4	\$2	7 or more	\$4	\$1
6	\$2 - \$4	\$2	6	\$3	\$1
7	\$2 - \$4	\$2	5	\$2	\$1
8	\$2 - \$4	\$2	4 or less	\$1	\$1
9	\$3 - \$6	\$3	7 or more	\$4	\$1
10	\$3 - \$6	\$3	6	\$3	\$1
11	\$3 - \$6	\$3	5	\$2	\$1
12	\$3 - \$6	\$3	4 or less	\$1	\$1
13	\$4 - \$8	\$4	7 or more	\$5	\$1
14	\$4 - \$8	\$4	6	\$3	\$1
15	\$4 - \$8	\$4	5	\$2	\$1
16	\$4 - \$8	\$4	4 or less	\$1	\$1
17	\$6 - \$12	\$6	7 or more	\$5	\$1
18	\$6 - \$12	\$6	6	\$3	\$1
19	\$6 - \$12	\$6	5	\$2	\$1
20	\$6 - \$12	\$6	4 or less	\$1	\$1
21	\$8 - \$16	\$8	7 or more	\$5	\$1
22	\$8 - \$16	\$8	6	\$3	\$1
23	\$8 - \$16	\$8	5	\$2	\$1
24	\$8 - \$16	\$8	4 or less	\$1	\$1
25	\$9 - \$18	\$9	7 or more	\$5	\$1
26	\$9 - \$18	\$9	6	\$3	\$1
27	\$9 - \$18	\$9	5	\$2	\$1
28	\$9 - \$18	\$9	4 or less	\$1	\$1
29	\$15 - \$30	\$10 - \$15	7 or more	\$5	\$1
30	\$15 - \$30	\$10 - \$15	6	\$3	\$1
31	\$15 - \$30	\$10 - \$15	5	\$2	\$1
32	\$15 - \$30	\$10 - \$15	4 or less	\$1	\$1
33	\$20 - \$40	\$10 - \$20	7 or more	\$5	\$1
34	\$20 - \$40	\$10 - \$20	6	\$3	\$1
35	\$20 - \$40	\$10 - \$20	5	\$2	\$1
36	\$20 - \$40	\$10 - \$20	4 or less	\$1	\$1
37	\$25 - \$50	\$15 - \$25	7 or more	\$5	\$1
38	\$25 - \$50	\$15 - \$25	6	\$3	\$1
39	\$25 - \$50	\$15 - \$25	5	\$2	\$1
40	\$25 - \$50	\$15 - \$25	4 or less	\$1	\$1
41	\$30 - \$60	\$15 - \$30	7 or more	\$5	\$1
42	\$30 - \$60	\$15 - \$30	6	\$3	\$1
43	\$30 - \$60	\$15 - \$30	5	\$2	\$1
44	\$30 - \$60	\$15 - \$30	4 or less	\$1	\$1

No Bust 21st Century Blackjack 4.0a Perfect Pairs

Type of Game

The game of No Bust 21st Century Blackjack 4.0a Perfect Pairs 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 No Bust 21st Century Blackjack 4.0a Perfect Pairs is for the players and the player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of "Natural" or "20 ½." A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

Ranking Chart

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

Description of the Table and Total Number of Seated Positions

No Bust 21st Century Blackjack 4.0a Perfect Pairs is played on a raised gaming table. The table seats eight players who face the casino 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 the 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. Prior to the start of play, the casino dealer will take the collection fees.
4. 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 casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer 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.
5. The casino dealer will deal a second face up card to the players, again starting at the player in the first seated position to the left of the casino dealer, in a clock-wise fashion. The player-dealer will receive a face down card in front of the casino dealer.
6. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

No Bust 21st Century Blackjack 4.0a Perfect Pairs

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

7. 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.
8. 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.
9. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray.
10. 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

11. 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.
12. 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.
13. Backline betting is not permitted on the base game wager.

How Winners are Determined and Paid

1. A "Natural" is an initial two card hand containing an ace and any card with a value of 10 and is the best possible hand.
 - a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
 - b. Winning "Natural" hands will be paid 6 to 5.

No Bust 21st Century Blackjack 4.0a Perfect Pairs

2. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks more than a "Natural" the player wins the hand.
3. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks lower than a "Natural," the hand closest to a "Natural" wins.
4. If a player and the player-dealer hands rank the same and it is lower than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the player-dealer's hands both ranks the same and are higher than a "Natural", the following rules apply:
 - a. If the player-dealer's hand ranks closer to a "No Bust," the player-dealer wins the hand.
 - b. If the player's hand ranks closer to a "Natural" the player loses except when the player-dealer has the following hand then they will "PUSH".
 - i. If the player-dealer has a 3-card hand with a value of 23, 24 and 25 the player will push.
 - c. If the value of a player's hand is 22 and the hand contains 3 cards and no aces, the player loses the hand.
 - d. If the player's hand busts with four or more cards, the player loses the hand.
6. The player-dealer wins all ties over a "Natural."
7. If the player's hand ranks higher than a "Natural" and the player-dealer's hand is less than a "Natural," the player-dealer wins.
8. A two card "Natural" beats all other hands.
9. 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.
10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Player Options

Double-Down

- a. Players can double-down on the first two-cards only, with the exception of all "No Bust" hands and 21. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Splits

- a. Players can split any two cards of the same value or rank originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split. Players may double-down after each split.

No Bust 21st Century Blackjack 4.0a Perfect Pairs

- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.
- c. Players can split any two aces originally dealt to them but can only receive one extra card per ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may be split a maximum of two times for a total of three hands and cannot qualify for a "Natural" hand after the split.
- d. 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.

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 "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

Surrender

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

Bonus Bets

Buster Blackjack Bonus Bet

1. For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet wager. A player may only place a Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal.
2. Backline betting is not permitted on the Buster Blackjack Bonus Bet.
3. The Buster Blackjack Bonus Bet may be less than, equal to, or more than the table limit.
4. The Buster Blackjack Bonus Bet takes into account the value of the player-dealer's hand and the number of cards in the player-dealer's hand after it has been completed according to the chart and rules, as shown above. The Buster Blackjack Bonus Bet shall win in the event that the player-dealer's hand has a value which exceeds a Natural, referred to as a "Bust." Players that placed a Buster Blackjack Bonus Bet shall be paid according to the number of cards in the player-dealer's busted hand, as shown in the chart below. The Buster Blackjack Bonus Bet shall lose if the value of the player-dealer's hand does not exceed a Natural. There is no opportunity for the Buster Blackjack Bonus Bet to push as the player-dealer's hand must either Bust or be equal to or less than a Natural.
5. A Buster Blackjack Bonus Bet remains in action regardless of whether the player's game wager wins, loses, or pushes.
6. The player-dealer must always complete their hand as long as there is a Buster Blackjack Bonus Bet in play.
7. The player-dealer shall pay all winning Buster Blackjack Bonus Bets and shall collect all losing Buster Blackjack Bonus Bets. Wagers are collected or paid, to the extent that the player-dealer's wager covers.
8. 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, Buster Blackjack Bonus Bet. Once the player-dealer's wager has

No Bust 21st Century Blackjack 4.0a Perfect Pairs

been exhausted, the wagers not covered by the player-dealer will be returned to the players.

9. Winning Buster Blackjack Bonus Bets shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Paytable

Number of Cards in the Player-dealer's Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	16 to 1
7	50 to 1
8 or more	200 to 1

Perfect Pairs Bonus Bet

1. No Bust 21st Century Blackjack 4.0a Perfect Pairs features an optional Perfect Pairs Bonus Bet attached to the base game. It features a wager that allows the player to bet that the first two cards dealt to them will be a pair.
2. There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no additional collection for the extra wager.
3. The Perfect Pairs Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a Perfect Pairs Bonus Bet for each game wager placed.
4. A player must participate in the base game in order to make the Perfect Pairs Bonus Bet.
5. Perfect Pairs Bonus Bets must be placed prior to the initial deal.
6. Backline betting is not permitted on the Perfect Pairs Bonus Bet.
7. The Perfect Pairs Bonus Bet may be less than or equal to, but may not exceed the game wager.
8. Players who have been dealt a pair and have placed a Perfect Pairs Bonus Bet, will be paid according to the posted Perfect Pairs Bonus Bet pay table. Players who have not been dealt a pair and have placed a Perfect Pairs Bonus Bet, will lose and have their wager collected.
9. The Player-Dealer shall pay all qualifying Perfect Pairs Bonus Bets and will collect all Perfect Pairs Bonus Bets that did not qualify.

Perfect Pairs Bonus Bet Pay Table

Type of Pair	Payout
Perfect Pair- An identical pair	25 to 1
Colored Pair- a pair that is made up of two different suits of the same color	12 to 1
Mixed Pair- a pair that is made up of one red card and one black card	6 to 1

No Bust 21st Century Blackjack 4.0a Perfect Pairs

Table Layout



No Bust 21st Century Blackjack 4.0a Perfect Pairs

Collection Rates Schedules

For **schedule options 1 through 14**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fees when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. For **schedule options 15-25**, there shall be no collection taken from any player for placing any wager. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets that are placed by players before the cards are dealt, referred to as total table action. The total table action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered.

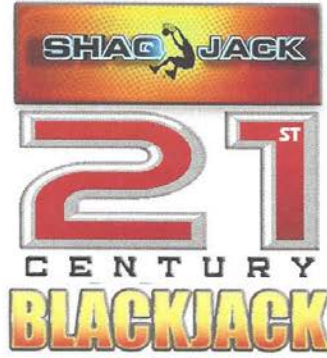
Schedule Option	Table Limit	Player Fee Per Betting Circle	Player-Dealer Fee Per Hand
1	\$2.00 - \$10.00	\$0.50	\$1.00
2	\$5.00 - \$20.00	\$1.00	\$2.00
3	\$10.00 - \$100.00	\$1.00	\$2.00
4	\$25.00 - \$100.00	\$1.00	\$2.00
5	\$25.00 - \$100.00	\$1.00	\$3.00
6	\$50.00 - \$300.00	\$2.00	\$4.00
7	\$50.00 - \$300.00	\$3.00	\$4.00
8	\$100.00 - \$300.00	\$2.00	\$4.00
9	\$100.00 - \$300.00	\$3.00	\$4.00
10	\$100.00 - \$500.00	\$3.00	\$4.00
11	\$100.00 - \$500.00	\$4.00	\$5.00
12	\$300.00 - \$1,000.00	\$5.00	\$10.00
13	\$300.00 - \$1,000.00	\$6.00	\$10.00
14	\$100.00	\$1.00	\$3.00

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1500	\$7
			\$1501+	\$13
16	\$25 - \$100	\$0	\$20 - \$100	\$1
			\$101 - \$400	\$2
			\$401 - \$700	\$7
			\$701 - \$1500	\$9
			\$1501+	\$13
17	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$301 - \$800	\$4
			\$801 - \$1500	\$8
			\$1501 - \$5000	\$13
			\$5001+	\$15

No Bust 21st Century Blackjack 4.0a Perfect Pairs

18	\$100 - \$500	\$0	\$100-\$500	\$3
			\$501-\$1500	\$7
			\$1501-\$5000	\$13
			\$5001-\$10000	\$15
			\$10001+	\$18
19	\$500 - \$1000	\$0	\$500-\$1000	\$7
			\$1001-\$5000	\$13
			\$5001-\$10000	\$15
			\$10001-\$20000	\$18
			\$20001+	\$20
20	\$5 - \$1500	\$0	\$5-\$50	\$.50
			\$51-\$150	\$2
			\$151-\$500	\$3
			\$501-\$1500	\$5
21	\$10 - \$1500	\$0	\$10-\$75	\$1
			\$76-\$200	\$2
			\$201-\$500	\$4
			\$501-\$1500	\$5
			\$1501+	\$10
22	\$25 - \$3000	\$0	\$25-\$100	\$1
			\$101-\$400	\$3
			\$401-\$1000	\$7
			\$1001-\$3000	\$18
			\$3001+	\$25
23	\$50 - \$6000	\$0	\$50-\$600	\$4
			\$601-\$1500	\$9
			\$1501-\$3000	\$15
			\$3001-\$6000	\$20
			\$6001+	\$30
24	\$100 - \$6000	\$0	\$100-\$500	\$5
			\$501-\$1000	\$7
			\$1001-\$3000	\$15
			\$3001-\$6000	\$20
			\$6001+	\$60
25	\$300 - \$7000	\$0	\$300-\$500	\$6
			\$501-\$2000	\$9
			\$2001-\$4000	\$20
			\$4001-\$7000	\$40
			\$7001+	\$70

Shaq Jack 21st Century Blackjack



VERSION A
With



LUCKY MATCH



MONSTER & BUSTER

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21ST CENTURY GAMING INC.
11330 SANTA MONICA BLVD, LOS ANGELES, CA 90025
310.272.6114 MoeMostashari@aol.com

Shaq Jack 21st Century Blackjack

Type of Game

The game of Shaq Jack 21st Century 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 Shaq Jack 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.
- A bonus ace has a value 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 bonus aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

Ranking Chart

Card	Value
Bonus Aces have 3 Values	a) 11 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more

Shaq Jack 21st Century Blackjack

	cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

Description of the Table and Total Number of Seated Positions

Shaq Jack 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the casino 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 the 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. Prior to the start of play, the casino dealer will take the collection fees.
4. 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 casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer 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.
5. The casino dealer will deal a second face up card to the players, again starting at the player in the first seated position to the left of the casino dealer, in a clock-wise fashion. The player-dealer will receive a face down card in front of the casino dealer.

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6. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray.
7. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

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

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

8. 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.
9. 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 a bonus ace, the bonus 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 a bonus ace counted as 1 or 11.

10. 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.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The 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,

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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.

13. Backline betting is not permitted on any wagers.

How Winners are Determined and Paid

1. A “Natural” is an initial two card hand containing a bonus ace and any card with a value of 10 and is the best possible hand.
 - a. If the player and the player-dealer’s hands are both a “Natural,” the hand is a push or tie, and no action is taken on the wager.
 - b. Winning” “Natural” hands will be paid 6 to 5.
2. If the player’s hand ranks lower than a “Natural” and the player-dealer’s hand ranks more than a “Natural” the player wins the hand.
3. If the player’s hand ranks lower than a “Natural” and the player-dealer’s hand ranks lower than a “Natural,” the hand closest to a “Natural”, without going over, wins.
4. If a player and the player-dealer hands rank the same and it is lower than a “Natural,” the hand is a push or tie, and no action is taken on the wager.
5. If a player’s and the player-dealer’s hands both rank higher than a “Natural”, the following rules apply:
 - a. If the player-dealer’s hand ranks closer to a “Natural,” the player-dealer wins the hand.
 - b. If the player’s hand ranks closer to a “Natural” the player loses except if the player has a 3-card hand that consists of a 23, 24, or 25, which case the hands will push.
6. The player-dealer wins all ties over a “Natural.”
7. If the player’s hand ranks higher than a “Natural” and the player-dealer’s hand is less than a “Natural,” the player-dealer wins.
8. A two card “Natural” beats all other hands.
9. 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.
10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Player Options

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.

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 each split.
- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.
- c. Players can split any two bonus aces originally dealt to them but can only receive one extra card per bonus ace. A total of three bonus 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. Bonus aces cannot qualify for a "Natural" hand after the split.

Insurance

- a. Players may make an optional insurance wager.
- b. When the dealer has a bonus ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

Surrender

- a. Players can surrender at any time if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

Bonus Bets

Monster & Buster Blackjack Bonus Bet

1. For each seated position, there shall be one separate and specifically designated area for the placement of a Monster & Buster Blackjack Bonus Bet wager. A player may only place a Monster & Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal. The Monster & Buster Blackjack Bonus Bet is an optional bonus wager.
2. Backline betting is not permitted on the Monster & Buster Blackjack Bonus Bet.
3. The Monster & Buster Blackjack Bonus Bet may be less than or equal to, but may not exceed the game wager.
4. The Monster & Buster Blackjack Bonus Bet allows the player to bet that the player hand will be a 3-card 21 hand or bust (22 or more). The greater the number of cards in the player's 3-card 21 hand, the higher the payoff and 1 to 1 for any hands of 22 or more. There is no opportunity for the Monster & Buster Blackjack Bonus Bet to push as the player's hand must either Bust or be equal to or less than a Natural.
5. A Monster & Buster Blackjack Bonus Bet remains in action regardless of whether the player's game wager wins, loses, or pushes.
6. The player-dealer must always complete their hand as long as there is a Monster & Buster Blackjack Bonus Bet in play.
7. The player-dealer shall pay all winning Monster & Buster Blackjack Bonus Bets and shall collect all losing Monster & Buster Blackjack Bonus Bets. Wagers are collected or paid, to the extent that the player-dealer's wager covers.

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8. Winning Monster & Buster Blackjack Bonus Bets shall be paid according to the table, as shown below.

Monster & Buster Blackjack Bonus Bet Paytable

Number of Cards in the Player's Hand	Payout
7-card or more 21 hand	40 to 1
6-card 21 hand	20 to 1
5-card 21 hand	7 to 1
7-7-7	5 to 1
6-7-8	3 to 1
4-card 21 hand	2 to 1
3-card 21 hand	1 to 1
Bust	1 to 1

Lucky Match Bonus Bet

- Shaq Jack 21st Century Blackjack features an optional Lucky Match Bonus Bet attached to the base game. It features a wager that allows the player to bet that the first two cards dealt to them will be a pair.
- The Lucky Match Bonus Bet wager takes into account the first two cards dealt to a player's hand. In the event that the first two cards dealt to a player that placed a Lucky Match Bonus Bet wager are a pair, the bonus bet wager will win. Any other combination of the first two cards dealt will lose.
- There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no additional collection for the extra wager.
- The Lucky Match Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a Lucky Match Bonus Bet for each game wager placed.
- A player must participate in the base game in order to make the Lucky Match Bonus Bet.
- Lucky Match Bonus Bets must be placed prior to the initial deal.
- Backline betting is not permitted on the Lucky Match Bonus Bet.
- The Lucky Match Bonus Bet may be less than, equal to, or greater than the game wager.
- Players who have been dealt a pair and have placed a Lucky Match Bonus Bet, will be paid according to the posted Lucky Match Bonus Bet pay table. Players who have not been dealt a pair and have placed a Lucky Match Bonus Bet, will lose and have their wager collected.
- The Player-Dealer shall pay all qualifying Lucky Match Bonus Bets and will collect all Lucky Match Bonus Bets that did not qualify.

Lucky Match Bonus Bet Pay Table

Type of Pair	Payout
Perfect Pair- An identical pair	25 to 1
Colored Pair- a pair that is made up of two different suits of the same color	12 to 1
Mixed Pair- a pair that is made up of one red card and one black card	6 to 1

Shaq Jack 21st Century Blackjack

Table Layout

Table Layout



VERSION A
With



LUCKY MATCH



MONSTER & BUSTER

Shaq Jack 21st Century Blackjack

Collection Rates Schedules

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 14**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a game wager on. There shall be no additional collection fees when a player doubles down, splits cards, places an insurance wager, or places a Monster & Buster Bonus Bet or a Lucky Match Bonus Bet. For **schedule options 15-25**, there shall be no collection taken from any player for placing any wager. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Monster & Buster Bonus Bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets that are placed by players before the cards are dealt, referred to as total table action. The total table action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered.

Schedule Option	Table Limit	Player Fee Per Betting Circle	Player-Dealer Fee Per Hand
1	\$2.00 - \$10.00	\$0.50	\$1.00
2	\$5.00 - \$20.00	\$1.00	\$2.00
3	\$10.00 - \$100.00	\$1.00	\$2.00
4	\$25.00 - \$100.00	\$1.00	\$2.00
5	\$25.00 - \$100.00	\$1.00	\$3.00
6	\$50.00 - \$300.00	\$2.00	\$4.00
7	\$50.00 - \$300.00	\$3.00	\$4.00
8	\$100.00 - \$300.00	\$2.00	\$4.00
9	\$100.00 - \$300.00	\$3.00	\$4.00
10	\$100.00 - \$500.00	\$3.00	\$4.00
11	\$100.00 - \$500.00	\$4.00	\$5.00
12	\$300.00 - \$1,000.00	\$5.00	\$10.00
13	\$300.00 - \$1,000.00	\$6.00	\$10.00
14	\$100.00	\$1.00	\$3.00

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1500	\$7
			\$1501+	\$13

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16	\$25 - \$100	\$0	\$20 - \$100	\$1
			\$101 - \$400	\$2
			\$401 - \$700	\$7
			\$701 - \$1500	\$9
			\$1501+	\$13
17	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$301 - \$800	\$4
			\$801 - \$1500	\$8
			\$1501 - \$5000	\$13
			\$5001+	\$15
18	\$100 - \$500	\$0	\$100 - \$500	\$3
			\$501 - \$1500	\$7
			\$1501 - \$5000	\$13
			\$5001 - \$10000	\$15
			\$10001+	\$18
19	\$500 - \$1000	\$0	\$500 - \$1000	\$7
			\$1001 - \$5000	\$13
			\$5001 - \$10000	\$15
			\$10001 - \$20000	\$18
			\$20001+	\$20
20	\$5 - \$1500	\$0	\$5 - \$50	\$.50
			\$51 - \$150	\$2
			\$151 - \$500	\$3
			\$501 - \$1500	\$5
21	\$10 - \$1500	\$0	\$10 - \$75	\$1
			\$76 - \$200	\$2
			\$201 - \$500	\$4
			\$501 - \$1500	\$5
			\$1501+	\$10
22	\$25 - \$3000	\$0	\$25 - \$100	\$1
			\$101 - \$400	\$3
			\$401 - \$1000	\$7
			\$1001 - \$3000	\$18
			\$3001+	\$25
23	\$50 - \$6000	\$0	\$50 - \$600	\$4
			\$601 - \$1500	\$9
			\$1501 - \$3000	\$15
			\$3001 - \$6000	\$20
			\$6001+	\$30
24	\$100 - \$6000	\$0	\$100 - \$500	\$5
			\$501 - \$1000	\$7
			\$1001 - \$3000	\$15
			\$3001 - \$6000	\$20
			\$6001+	\$60
25	\$300 - \$7000	\$0	\$300 - \$500	\$6
			\$501 - \$2000	\$9
			\$2001 - \$4000	\$20
			\$4001 - \$7000	\$40
			\$7001+	\$70

2 Way Winner

Type of Game

The game of 2 Way Winner 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 to the next player 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 game allows a player to play either Poker or Blackjack after receiving two cards and looking at the dealer's up card. There is an optional bonus wager called the 7-Card Bonus which will be paid according to the pay table listed below. Players cannot play multiple hands. The object of the game is to make the best Blackjack hand or the best five-card Poker hand that ranks better than the player-dealer's Blackjack hand or Poker hand. For Poker, the players may use any combination of the two cards initially dealt to them at the beginning of the game and the five cards dealt on the table throughout the course of the game to make the highest ranking five-card Poker hand. Only the best five of seven cards will be played.

Description of the Deck and Number of Decks Used

This game is played with one standard 52-card deck plus 1 joker card for a total of 53 cards. Cards used to play 2 Way Winner will be manually shuffled and then dealt.

Card Values and Hand Rankings

Blackjack and Poker Ranking Chart		
Card	Value for Blackjack	Value for Poker
Joker	2 or 12	Used as an ace or to complete a straight or flush
King, Queen, Jack or Ten	10	Hold their face value
Ace	1 or 11	Hold their face value
2 – 9	Hold their face value	Hold their face value

Blackjack Hand Rankings

- A king, queen, jack or ten value card and a joker, on the initial deal, is the best possible hand. It is known as a "natural 22" and pays 6 to 5.
- The second highest hand is a "joker 22". This consists of a player getting 22 with more than two cards, including a joker, this hand beats all other Blackjack hands except a "natural 22." The "joker 22" pays 1 to 1 on all wagers except the Poker Ante, which will be a push.

Poker Card and Hand Rankings from Highest to Lowest

The rank of each card used in Poker, 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 joker can only be used as an ace, or to complete a straight, flush, or a straight flush.

2 Way Winner

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 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 are the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 5, 4, 3 and 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on an industry standard semi-circle table which accommodates 1 to 7 players. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager, for the "Blackjack Ante", "Poker Ante", the "Blackjack Play" wager, the "Poker Play" wager (may wager up to two (2) times the "Poker Ante" wager), and the "7-Card Bonus" wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round. Back-line betting is not permitted on any wager.

Dealing Procedures and Round of Play

- Players will begin the game by placing wagers of equal amounts on both the Blackjack and Poker circles marked "Ante".
- Players also have the option of placing a 7-Card Bonus wager which is a bonus wager that a player bets on the 7- card Poker hand that is made from the player's initial 2 cards dealt and the 5 community cards. The 7-Card Bonus is paid according to the pay table below.
- Two cards are dealt clockwise, one by one, to the player (face down), starting with the player in the first position and ending with the player-dealer (one card face-up).
- The player-dealer's cards are kept in front of the casino dealer and are handled by them exclusively.
- After all the cards have been dealt, the player-dealer will announce to the players, "Poker or Blackjack?" Then the players will view their two cards and the player-dealer's

2 Way Winner

up card. The player's must decide whether they want to play Poker or Blackjack with their hands. Although the player is required to place a wager on both the Blackjack and Poker Antes, the player may not play both Poker and Blackjack. If the player does not like their cards for Poker or Blackjack they have the option to surrender, and lose one of the two antes. The remaining ante is returned to the player.

- The player(s) who decide to play Blackjack with his/her hand will place a wager equal to the amount of his/her ante on the black "Play" circle.
- The player(s) who decide to play Poker with his/her hand will place a wager equal to or two times the amount of his/her ante on the red "Play" circle.
- The casino dealer will check their two initial cards for a Natural 22 before any action. If the player-dealer has a Natural 22, all Blackjack players that do not have a Natural 22, lose. Players that have wagers on the "Poker Play" will still get action on their wagers.
- After all players complete placing their bets, those that have placed a bet on the Blackjack "Play" circles, will have the option to stay, hit, double down, or split. (Players may split only once and cannot double down after splitting. Only one additional card will be received when splitting aces. If a player wants to split or double down, only the wager on the Blackjack "Play" circle can be split or doubled down.)
- The player-dealer will turn the player-dealer's hole card over and "hit" or "stay" according to Chart 1A.

CHART 1A

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 or a joker with a combination of two or more cards that add up to 17, and the ace may be counted as either 1 or 11 and the joker may be counted as either 2 or 12.

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. If the hand includes the joker, the joker is counted as 2, not 12.

- If a player has a "Natural 22" ("joker" and "10"), he/she has two options:
 - The player can be paid on the Blackjack Ante with 6 to 5 odds, and the game will be over for the player; or
 - The player can choose to play Poker with the hand instead of being paid out, they will be paid according to the "How Winners are Determined and Paid" chart below for Poker.
- The Blackjack wagers are settled at this point in the game according to the rules below.
- Upon the completion of the Blackjack hand, the house dealer will collect all cards dealt during the Blackjack portion of the game unless the player has placed a 7-Card Bonus wager. If the player has placed a 7-Card Bonus wager the casino dealer will collect only the cards dealt because the player requested a "hit", leaving the initial two cards dealt to the player.
- If no players in the game chose to play Blackjack with their hand, the player-dealer will automatically turn over their initial 2 cards dealt and hit or stay as if they were playing Blackjack. The player-dealer would then continue by playing Poker.
- To start the Poker portion of the game the house dealer will push his/her initial 2 cards in the middle of the table as community cards. The house dealer will draw more cards on the table if the player-dealer has less than 5 cards. If the player-dealer has more than 5

2 Way Winner

cards after the Blackjack hands (e.g., 2, 3, A, 8, 2, 10), the house dealer will use only the first 5 cards as the community cards. The “10,” in this example will be burned.

- The house dealer will deal the player-dealer 2 more cards from the remaining deck as his/her hole cards and put the remaining cards in the discard rack.
- The house dealer will then evaluate each player's hand against the player-dealer's hand. The best possible five-card hand wins according to the Poker hand ranking previously explained. The Poker wagers and Blackjack Ante are now settled according to the rules below.

Action

All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button shall be utilized. Wagers will be settled in the following order from player to player, starting with the player in position 1: the Blackjack Ante, then the Blackjack Play wager, then the Poker Ante, then the Poker Play wager, and then the 7-Card Bonus. The Blackjack Ante and the Blackjack Play wager will be paid before the Poker portion begins. The Poker Ante, Poker Play wager, and 7-Card Bonus will be paid after the Poker portion ends. The player-dealer will first collect all losing wagers and then pay all winning wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

How Winners are Determined and Paid **Blackjack**

The player's hand will be compared to the player-dealer's hand to determine if the wager wins, loses, or pushes. (See the chart below for the Poker Ante payouts.)

- **Winning Hands**
 - 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.
 - If a player's total and the player-dealer's total are less than a Natural “22”, the hand closest to a Natural “22” will win.
 - The player-dealer will pay all players' wagers even money except if a player gets a “Natural 22” which will be paid 6 to 5.
 - The second highest hand is a “joker 22”. This consists of a player getting 22 with more than two cards, including a joker, this hand beats all other Blackjack hands except a “natural 22.” The “joker 22” pays 1 to 1 on all wagers except the Poker Ante, which will be a push.
- **Push**
 - If the player and the player-dealer both have a “Natural 22” or have the same count the game is a push.
- **Losing Hand**
 - If a player's total is more than a “Natural 22,” and the player-dealer's total is a “Natural 22” or less, the player loses the hand. The player-dealer will collect all players' wagers including the Poker Ante.

Poker

The player's hand will be compared to the player-dealer's hand and the best possible five-card hand wins.

2 Way Winner

- **Winning Hand**
 - If the player's hand ranks higher than the player-dealer's hand the player wins the hand; the player-dealer will pay even money to the players on the Poker Ante, the Poker Play wager. The Blackjack Ante pushes if the winning player's hand is ranked lower than a Full House. If the players have a winning hand with a Full House or better, the Blackjack Ante will be paid even money
- **Losing Hand**
 - If the player's hand ranks lower than the player-dealer's hand than the players lose their Poker Ante, Poker Play, and Blackjack Ante wagers, the player-dealer will collect all wagers.

How Winners are Determined and Paid			
Winning Blackjack Hand		Losing Blackjack Hand	
Blackjack Play Wager (Natural "22" Paid 6 to 5)	Win	Blackjack Play Wager	Lose
Blackjack Ante	Win	Blackjack Ante	Lose
Poker Ante	Push	Poker Ante	Lose
Winning Poker Hand		Losing Poker Hand	
Poker Play Wager	Win	Poker Play Wager	Lose
Poker Ante	Win	Poker Ante	Lose
Blackjack Ante With a Winning Poker Hand Less in Rank than a Full House	Push	Blackjack Ante	Lose
Blackjack Ante With a Winning Poker Hand of a Full House or Better	Win		

Player Options (For Blackjack Only)

Double Down

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

Split

Players can split any pair or two cards of equal value. Only one additional card will be received when splitting aces. The player must place a second wager next to the ante wager. Only the wager on the Blackjack "Ante" circle can be split. Players may split only once and cannot double down after splitting.

Surrender

Players can surrender after the first two cards are dealt to them. If they choose to surrender, they will lose one of the two antes, the remaining ante will be returned to the player. 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.

2 Way Winner

Bonus Bets

7-Card Bonus

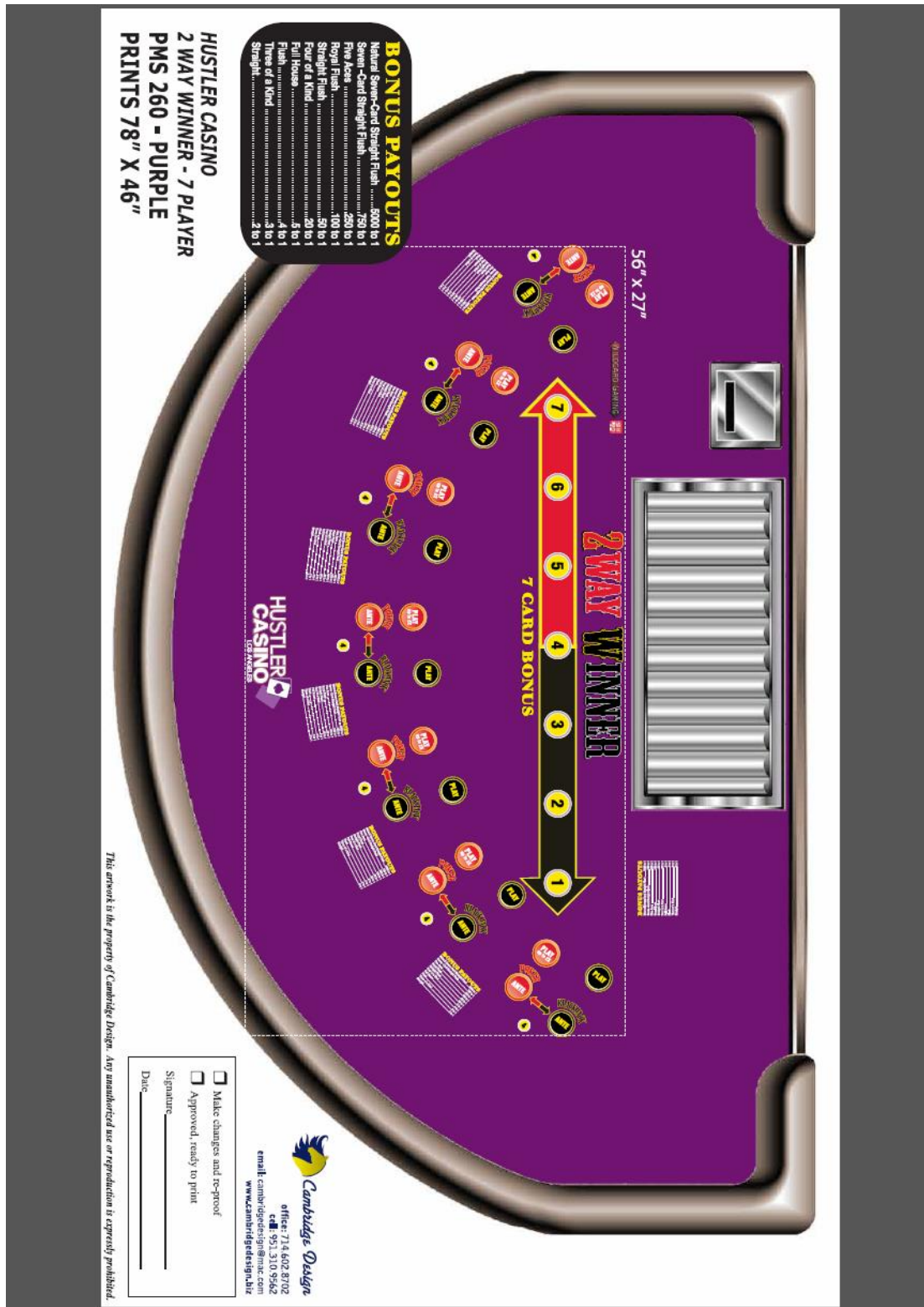
The 7-Card Bonus allows the player to win when the community cards make one of the qualifying hands as listed below.

- The 7-Card Bonus is an optional wager on the 7-card Poker hand, which consists of the community cards and the player's initial two cards.
- The 7-Card Bonus is an initial wager that needs to be placed at the beginning of the game before any cards are dealt.
- A Blackjack ante and a Poker ante must be made in order to place a 7-Card Bonus wager.
- The 7-Card Bonus considers the first 2 cards dealt to the player and the 5 community cards.
- The joker can only be used as an ace, or to complete a straight, flush, or a straight flush.
- If the player's hand qualifies for payouts, the player is paid according to the pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 7-Card Bonus Bet.
- The player-dealer will pay all winning 7-Card Bonus Bets and will collect all losing 7-Card Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- The 7-Card Bonus is resolved at the end of the round of play.

Qualifying Hands	Pays
Natural 7-Card Straight Flush	5000:1
7-Card Straight Flush (with joker)	750:1
Five Aces (with joker)	250:1
Royal Flush	100:1
Straight Flush	50:1
4 of a Kind	20:1
Full House	5:1
Flush	4:1
3 of a Kind	3:1
Straight	2:1

2 Way Winner

Table Layout



2 Way Winner

COLLECTION FEES

For **schedule options 1 - 5**, the collection fees shall be taken per hand, from the player and the player-dealer position before each round of play. The wagering limit for the 7-Card Bonus shall be \$5 - \$100. There shall be no collection taken for the 7-Card Bonus Bet. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of 2 Way Winner is shown below:

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	\$5-\$50	\$1	\$2
2	\$55-\$100	\$2	\$2
3	\$105-\$200	\$4	\$3
4	\$205-\$300	\$6	\$4
5	\$305-\$500	\$7	\$4

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 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 at least two out of the five cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and a maximum of three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards, to make the highest five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of each card used in Big O, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

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

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.
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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. Back-line betting is not permitted.

Dealing Procedures and Round of Play

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

The small and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind 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;
- Place a wager that is equal to the amount of the big blind, referred to as a "call."

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;
- 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;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Do not make a wager, called a “check,” with the option to call or raise a wager by another player;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as “the

Big O

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

How Winners are Determined and Paid

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

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

Drawmaha

Type of Game

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

Object of the Game

Drawmaha is a split pot game comprised of five-card Omaha and Draw poker. In Drawmaha, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as “hole” cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards. When making a five-card Draw poker hand, each player must use their five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the “draw.” An active player can win both the five-card Omaha hand and the five-card Draw poker hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Drawmaha Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for nine seated players, the two players to the left of the big blind will sit out). Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase “small blind” and a flat white disc/button with the phrase “big blind”) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
 - a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the placement of the dealer button is resolved, the house dealer will retrieve all the cards, begin the shuffle and cut requirements again and designate the small blind to the player to the immediate left of the player with the dealer button while the player to the immediate left of the player who received the small blind button will receive the big blind button.
 - a. Blind wagers are pre-determined, mandatory and are used to initiate action.
 - b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”

Drawmaha

5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
 - a. These initial five cards are referred to as “hole cards.”
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
 - a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or
 - b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
 - d. “Call” the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check” if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
 - a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager; this means to match the amount wagered by another player; or
 - e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
 - a. An active player may choose to discard 1, 2, 3 or 4 cards by placing them face-down into the center of the table.
 - i. A player must have five cards after the draw.
 - b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
 - c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded.

Drawmaha

- d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer is obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
14. Discards will be placed in the center of the table in front of each player.
15. After all active players have discarded in turn, the house dealer shall then burn a card and place the next card from the top of the deck face-up on the table. This is known as the "turn" card.
 - a. This card is also a community card and is shared by all players.
16. Immediately after the turn card is dealt, the house dealer will begin to replace each active players' discards consecutively starting with the first active player to the left of the dealer button.
17. Once the house dealer has replaced all the discards and placed them face-down into the discard pile, the third round of betting will begin.
18. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager according to the rules used in the previous round of play; or
 - e. Check according to the rules used in the previous round of play.
19. After all players have acted in turn, the house dealer shall move all wagers into the pot.
20. The house dealer will then burn a card.
21. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as the "river" card.
 - a. This card is also a community card and is shared by all players.
22. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
23. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager according to the rules used in the previous round of play; or
 - e. Check according to the rules used in the previous round of play.
24. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
25. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the round of draws or needs to be used per the below guidelines:*

Drawmaha

- a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-2 have all their cards completely replaced, and cards still need to be replaced for active Player 3-7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-2 only, reshuffle those cards, and continue to deal. This process would continue until each player has completed their draw).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *The house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card Draw poker hand, according to the Five-Card Hand Ranking chart shown above. All other players will lose.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Draw poker hand, and more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand and the other half of the pot will be awarded to the player with the highest ranked five-card Draw poker hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, and more than one player has the highest ranking five-card Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Draw poker hand and the other half of the pot will be awarded to the player with the highest ranked five-card Omaha hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the highest ranking five-card Omaha hand and more than one player has the highest ranking five-card Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card Draw poker hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card Draw poker hand.

Drawmaha 2-7

Type of Game

The players of Drawmaha 2-7 play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

Drawmaha 2-7 is a split pot game comprised of five-card Omaha and five-card 2-7 Draw poker. In Drawmaha 2-7, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card 2-7 Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as “hole” cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards. When making a five-card 2-7 Draw poker hand, each player must use their five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the “draw.” An active player can win both the five-card Omaha hand and the five-card 2-7 Draw poker hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Five-Card Omaha Hand Rankings

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

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

2-7 Draw Poker Card Values - The rank of each card used in Drawmaha 2-7 when forming a five-card 2-7 Draw poker hand, in order of highest to lowest rank, shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

Five-Card 2-7 Draw poker hands shall rank, from highest to lowest, as follows:

Five-Card 2-7 Draw Hand Rankings

Hand Dealt	Hand Requirements
High Card	A hand comprised of five cards that do not make any of the hands listed below. A 7, 5, 4, 3 and 2 is the highest ranked High Card hand and an ace, king, queen, jack and 9 is the lowest ranked High Card hand.
One Pair	A hand comprised of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pair	A hand comprised of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand comprised of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3 and 2 is the highest ranked Straight and an ace, king, queen, jack and 10 is the lowest ranked Straight (Note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3 and 2 is the highest ranked Flush and an ace, king, queen, jack and 9 is the lowest ranked Flush.
Full house	A hand comprised of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand comprised of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3 and 2 is the highest ranked Straight Flush and a king, queen, jack, 10 and 9 is the lowest ranked Straight Flush (Note: a 2, 3, 4, 5, and ace do not make up a Straight or Straight Flush, as an ace is only high in this game).
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.

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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 nine seated positions for patrons, although only up to seven players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for eight seated players, the player to the left of the big blind will sit out). Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word “dealer” on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase “small blind” and a flat white disc/button with the phrase “big blind”) are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
 - a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled.
4. Once the placement of the dealer button is resolved, the house dealer will retrieve all the cards, begin the shuffle and cut requirements again and designate the small blind to the player to the immediate left of the player with the dealer button while the player to the immediate left of the player who received the small blind button will receive the big blind button.
 - a. Blind wagers are pre-determined, mandatory and are used to initiate action.
 - b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
 - a. These initial five cards are referred to as “hole cards.”
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
 - a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or

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- b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
 - d. “Call” the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check” if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
 - a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager; this means to match the amount wagered by another player; or
 - e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
 - a. An active player may choose to discard 1, 2, 3 or 4 cards by placing them face-down into the center of the table.
 - i. A player must have five cards after the draw.
 - b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
 - c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded:
 - d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer is obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
14. Discards will be placed in the center of the table in front of each player.
15. After all active players have discarded in turn, the house dealer shall then burn a card and place the next card from the top of the deck face-up on the table. This is known as the “turn” card.
 - a. This card is also a community card and is shared by all players.
16. Immediately after the turn card is dealt, the house dealer will begin to replace each active players’ discards consecutively starting with the first active player to the left of the dealer button.

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17. Once the house dealer has replaced all the discards and placed them face-down into the discard pile, the third round of betting will begin.
18. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager according to the rules used in the previous round of play; or
 - e. Check according to the rules used in the previous round of play.
19. After all players have acted in turn, the house dealer shall move all wagers into the pot.
20. The house dealer will then burn a card.
21. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as "the river card."
 - a. This card is also a community card and is shared by all players.
22. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
23. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager according to the rules used in the previous round of play; or
 - e. Check according to the rules used in the previous round of play.
24. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
25. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the round of draws or needs to be used per the below guidelines:*
 - a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-2 have all their cards completely replaced, and cards still need to be replaced for active Player 3-7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-2 only, reshuffle those cards, and continue to deal. This process would continue until each player has completed their draw).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*

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4. *The house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card 2-7 Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card 2-7 Draw poker hand, according to the Five-Card Hand Ranking charts shown above. All other players will lose.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card 2-7 Draw poker hand, but more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand and the other half of the pot will be awarded to the player with the highest ranked five-card 2-7 Draw poker hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, but more than one player has the highest ranking five-card 2-7 Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card 2-7 Draw poker hand and the other half of the pot will be awarded to the player with the highest ranked five-card Omaha hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the highest ranking five-card Omaha hand and more than one player has the highest ranking five-card 2-7 Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card 2-7 Draw poker hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card 2-7 Draw poker hand.

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Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using standard 52-card decks with no jokers. Cards may be dealt using either a multiple deck "shoe" or an automated shuffling machine. In either case, a minimum of four decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

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

Dai Bacc Hand Ranking Chart

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Baccarat table that accommodates up to six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Kill the Ox/Tiger Bonus Bet, the Tiger 7 Bonus Bet and the Ox 8 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

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

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

- The Player line which pays 1 to 1;
- The Banker line which pays 1 to 1;
- Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Kill the Ox/Tiger Bonus Bet which pays 60 to 1;
- Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Tiger 7 Bonus Bet, which pays 40 to 1.
- Regardless of whether a player placed a wager on the Player line or the Banker line, that player may place a wager on the Ox 8 Bonus Bet, 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-down. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the Banker line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the Player line. The dealer will then turn the player's hand face up and then the banker's hand face up. The player's hand is resolved first and then the banker's hand is resolved. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Kill the Ox/Tiger Bonus Bet wagers, all Tiger 7 Bonus Bet wagers, and then all Ox 8 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The hand that is closest to nine wins. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed.

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

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

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

How Winners are Determined and Paid

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

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

Bonus Bets

Kill the Ox/Tiger

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

- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the player's hand contains a three-card eight, but does not beat the banker's hand.
- The player-dealer shall pay all winning Kill the Ox/Tiger Bonus Bets when the banker's hand contains a three-card seven, but does not beat the player's hand.
- The player-dealer shall collect all losing Kill the Ox/Tiger Bonus Bets.
- Backline betting is permitted on the Kill the Ox/Tiger Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Kill the Ox/Tiger Bet and any collection fees that may be taken.
- The Kill the Ox/Tiger Bet takes into account the total value of the Player hand and the Banker hand after each hand has been completed according to the rules above.

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- All winning Kill the Ox/Tiger Bonus Bets shall be paid 60 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Tiger 7 Bonus Bet

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

- The player-dealer shall pay all winning Tiger 7 Bonus Bets when the banker's hand beats the player's hand and the banker's hand totals seven with three cards.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets when the banker's hand does not beat the player's with a three card hand totaling seven.
- Backline betting is permitted on the Tiger 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tiger 7 Bonus Bet and any collection fees that may be taken.
- The Tiger 7 Bonus Bet takes into account the total value of the Player hand and the Banker hand after each hand has been completed according to the rules above.
- All winning Tiger 7 Bonus Bets shall be paid 40 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Ox 8 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of an Ox 8 Bonus Bet. A player may place an Ox 8 Bonus Bet regardless if they have also placed either a Player line wager or a Banker line wager prior to the initial deal.

- The player-dealer shall pay all winning Ox 8 Bonus Bets when the player's hand beats the banker's hand and the player's hand totals six with three cards.
- The player-dealer shall collect all losing Ox 8 Bonus Bets when the player's hand does not beat the banker's hand with a three-card hand totaling six.
- Backline betting is permitted on the Ox 8 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ox 8 Bonus Bet and any collection fees that may be taken.
- The Ox 8 Bonus Bet takes into account the total value of the Player hand and the Banker hand after each had has been completed according to the rules above.
- All winning Ox 8 Bonus Bets shall be paid 25 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.

Dai Bacc

Table Layout



California Games Collection Rates

Fortune Pai Gow Poker (GEGA-003861), Pai Gow Poker Joker's Wild (GEGA-003863), Pai Gow Poker (GEGA-003864)

For **schedule options 1 through 17**, a collection fee shall be taken per round of play from the player-dealer position. A collection fee shall also be taken, per round of play, from each player who places a base game wager(s). There shall be no additional collection fee taken from players when placing a Fortune Bonus Bet (when applicable). Bonus Bets may be less than, equal to, or greater than the game wager, but must be within the table limits. The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play.

Schedule Options	Table Limit	Player-Dealer Collection	Player Collection
1	\$10 - \$100	\$2	\$1
2	\$10 - \$100	\$3	\$2
3	\$25 - \$100	\$2	\$1
4	\$25 - \$100	\$3	\$2
5	\$50 - \$300	\$4	\$2
6	\$50 - \$300	\$5	\$3
7	\$100 - \$300	\$4	\$2
8	\$100 - \$300	\$5	\$3
9	\$100 - \$500	\$5	\$3
10	\$200 - \$700	\$7	\$4
11	\$200 - \$700	\$8	\$5
12	\$300 - \$1,000	\$10	\$5
13	\$300 - \$1,000	\$11	\$6
14	\$300 - \$2,000	\$10	\$8
15	\$300 - \$2,000	\$11	\$9
16	\$500 - \$5,000	\$15	\$10
17	\$500 - \$5,000	\$16	\$11

For **schedule options 18 through 34**, a collection fee shall be taken per round of play from the player-dealer position. There shall be no collection fee taken from each player. There shall be no additional collection fee taken from players when placing a Fortune Bonus Bet (when applicable). Bonus Bets may be less than, equal to, or greater than the game wager, but must be within the table limits. The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play.

Schedule Options	Table Limit	Player-Dealer Collection	Player Collection
18	\$10 - \$100	\$2	\$0
19	\$10 - \$100	\$3	\$0
20	\$25 - \$100	\$2	\$0
21	\$25 - \$100	\$3	\$0
22	\$50 - \$300	\$4	\$0
23	\$50 - \$300	\$5	\$0
24	\$100 - \$300	\$4	\$0
25	\$100 - \$300	\$5	\$0
26	\$100 - \$500	\$5	\$0
27	\$200 - \$700	\$7	\$0
28	\$200 - \$700	\$8	\$0
29	\$300 - \$1,000	\$10	\$0

California Games Collection Rates

30	\$300 - \$1,000	\$11	\$0
31	\$300 - \$2,000	\$10	\$0
32	\$300 - \$2,000	\$11	\$0
33	\$500 - \$5,000	\$15	\$0
34	\$500 - \$5,000	\$16	\$0

Pai Gow Tiles (GEGA-003862)

For **schedule options 1 through 14**, a collection fee shall be taken per round of play from the player-dealer position. A collection fee shall also be taken, per round of play from each player who places a wager(s). The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play.

Schedule Options	Table Limit	Player-Dealer Collection	Player Collection
1	\$10 - \$100	\$2	\$1
2	\$10 - \$100	\$3	\$2
3	\$25 - \$100	\$2	\$1
4	\$25 - \$100	\$3	\$2
5	\$50 - \$300	\$4	\$2
6	\$50 - \$300	\$5	\$3
7	\$100 - \$300	\$4	\$2
8	\$100 - \$300	\$5	\$3
9	\$100 - \$500	\$5	\$3
10	\$100 - \$500	\$6	\$4
11	\$200 - \$700	\$7	\$4
12	\$200 - \$700	\$8	\$5
13	\$300 - \$1,000	\$10	\$5
14	\$300 - \$1,000	\$11	\$6

For **schedule options 15 through 28**, a collection fee shall be taken per round of play from the player-dealer position. There will be no collection fee taken from any player for placing any wager. The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play.

Schedule Options	Table Limit	Player-Dealer Collection	Player Collection
15	\$10 - \$100	\$2	\$0
16	\$10 - \$100	\$3	\$0
17	\$25 - \$100	\$2	\$0
18	\$25 - \$100	\$3	\$0
19	\$50 - \$300	\$4	\$0
20	\$50 - \$300	\$5	\$0
21	\$100 - \$300	\$4	\$0
22	\$100 - \$300	\$5	\$0
23	\$100 - \$500	\$5	\$0
24	\$100 - \$500	\$6	\$0
25	\$200 - \$700	\$7	\$0
26	\$200 - \$700	\$8	\$0
27	\$300 - \$1,000	\$10	\$0
28	\$300 - \$1,000	\$11	\$0

California Games Collection Rates

Three Card Poker 6 Card Bonus (GEGA-003855), Three Card Poker (GEGA-003856)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and bonus bets initially placed on the table by players, referred to as Total Table Action. The Total Table Action does not count play bets placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager they place depending on the monetary value of the Ante wager. There will be no additional collection fee required from a player when placing a play bet or any other bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Wager	Player Fee	Total Table Action	Player-Dealer Fee
1	\$2 - \$100	\$2 - \$50	\$0.25	\$2+	\$1
		\$51 - \$100	\$0.50		
2	\$5 - \$100	\$5 - \$50	\$0.50	\$5 - \$50	\$0.50
		\$51 - \$100	\$1	\$51 - \$100	\$1
				\$101+	\$1.50
3	\$5 - \$300	\$5 - \$25	\$1	\$5 - \$25	\$1
		\$26 - \$300	\$1	\$26+	\$2
4	\$10 - \$200	\$10 - \$100	\$0.50	\$10 - \$200	\$2
		\$101 - \$200	\$1	\$201 - \$250	\$2.50
				\$251+	\$3

For **schedule options 5 through 14**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and bonus bets initially placed on the table by players, referred to as Total Table Action. The Total Table Action does not count play bets placed by players after cards are dealt. There shall be no collection taken from any player for placing any wager. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the player-dealer position and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
5	\$2 - \$100	\$0	\$2+	\$1
6	\$5 - \$100	\$0	\$5 - \$50	\$0.50
			\$51 - \$100	\$1
			\$101+	\$1.50
7	\$5 - \$300	\$0	\$5 - \$25	\$1
			\$26+	\$2
8	\$10 - \$200	\$0	\$10 - \$200	\$2
			\$201 - \$250	\$2.50
			\$251+	\$3
9	\$5 - \$50	\$0	\$5 - \$50	\$1
			\$51+	\$2
10	\$5 - \$100	\$0	\$2 - \$100	\$1
			\$101+	\$2

California Games Collection Rates

11	\$5 - \$300	\$0	\$5 - \$50	\$1
			\$51+	\$2
12	\$10 - \$100	\$0	\$10 - \$50	\$1
			\$101+	\$2
13	\$10 - \$200	\$0	\$10 - \$100	\$1
			\$101+	\$2
14	\$50 - \$600	\$0	\$50 - \$500	\$3
			\$501+	\$5

For **schedule options 15 through 20**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and bonus bets initially placed on the table by players, referred to as Total Table Action. The Total Table Action does not count play bets placed by players after cards are dealt. A collection fee shall also be taken from each player for each Ante wager they place. There will be no additional collection fee required from a player when placing a play bet or a bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$5 - \$50	\$0.50	\$5 - \$50	\$1
			\$51+	\$2
16	\$5 - \$100	\$1.00	\$2 - \$100	\$1
			\$101+	\$2
17	\$5 - \$300	\$0.50	\$5 - \$50	\$1
			\$51+	\$2
18	\$10 - \$100	\$0.50	\$10 - \$50	\$1
			\$101+	\$2
19	\$10 - \$200	\$1.00	\$10 - \$100	\$1
			\$101+	\$2
20	\$50 - \$600	\$2.00	\$50 - \$500	\$3
			\$501+	\$5

Pure 21.5 Blackjack (GEGA-003854), No Bust 21st Century Blackjack 6.1a (GEGA-003865), No Bust 21st Century Blackjack 4.0a (GEGA-003955)

For **schedule options 1 through 16**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will also be a collection fee taken from each player for each betting circle he or she places a base game wager on. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits

Schedule Option	Table Limit	Player-Dealer Fee Per Hand	Player Fee Per Betting Circle
1	\$2 - \$10	\$1	\$0.50
2	\$5 - \$20	\$2	\$1
3	\$5 - \$50	\$2	\$1

California Games Collection Rates

4	\$5 - \$100	\$2	\$1
5	\$10 - \$100	\$2	\$1
6	\$25 - \$100	\$2	\$1
7	\$25 - \$100	\$3	\$1
8	\$50 - \$300	\$4	\$2
9	\$50 - \$300	\$4	\$3
10	\$100 - \$300	\$4	\$2
11	\$100 - \$300	\$4	\$3
12	\$100 - \$500	\$4	\$3
13	\$100 - \$500	\$5	\$4
14	\$300 - \$1,000	\$10	\$5
15	\$300 - \$1,000	\$10	\$6
16	\$100	\$3	\$1

For **schedule options 17 through 30**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be no collection fee taken from the player for placing any wager. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits

Schedule Option	Table Limit	Player-Dealer Fee Per Hand	Player Fee Per Betting Circle
17	\$2 - \$10	\$1	\$0
18	\$5 - \$20	\$2	\$0
19	\$10 - \$100	\$2	\$0
20	\$25 - \$100	\$2	\$0
21	\$25 - \$100	\$3	\$0
22	\$50 - \$300	\$4	\$0
23	\$50 - \$300	\$4	\$0
24	\$100 - \$300	\$4	\$0
25	\$100 - \$300	\$4	\$0
26	\$100 - \$500	\$4	\$0
27	\$100 - \$500	\$5	\$0
28	\$300 - \$1,000	\$10	\$0
29	\$300 - \$1,000	\$10	\$0
30	\$100	\$3	\$0

California Games Collection Rates

For **schedule options 31 through 41**, there shall be no collection fees taken from any player for placing any wager. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. A collection fee shall be taken per hand, from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed by players before the cards are dealt, referred to as Total Table Action. The Total Table Action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
31	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1,500	\$7
			\$1,501+	\$13
32	\$25 - \$100	\$0	\$20 - \$100	\$1
			\$101 - \$400	\$2
			\$401 - \$700	\$7
			\$701 - \$1,500	\$9
			\$1,501+	\$13
33	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$301 - \$800	\$4
			\$801 - \$1,500	\$8
			\$1,501 - \$5,000	\$13
			\$5,001+	\$15
34	\$100 - \$500	\$0	\$100 - \$500	\$3
			\$501 - \$1,500	\$7
			\$1,501 - \$5,000	\$13
			\$5,001 - \$10,000	\$15
			\$10,001+	\$18
35	\$500 - \$1,000	\$0	\$500 - \$1,000	\$7
			\$1,001 - \$5,000	\$13
			\$5,001 - \$10,000	\$15
			\$10,001 - \$20,000	\$18
			\$20,001+	\$20
36	\$5 - \$1,500	\$0	\$5 - \$50	\$0.50
			\$51 - \$150	\$2
			\$151 - \$500	\$3
			\$501 - \$1,500	\$5
37	\$10 - \$1,500	\$0	\$10 - \$75	\$1
			\$76 - \$200	\$2
			\$201 - \$500	\$4
			\$501 - \$1,500	\$5
			\$1,501+	\$10

California Games Collection Rates

38	\$25 - \$3,000	\$0	\$25 - \$100	\$1
			\$101 - \$400	\$3
			\$401 - \$1,000	\$7
			\$1,001 - \$3,000	\$18
			\$3,001+	\$25
39	\$50 - \$6,000	\$0	\$50 - \$600	\$4
			\$601 - \$1500	\$9
			\$1,501 - \$3,000	\$15
			\$3,001 - \$6,000	\$20
			\$6,001+	\$30
40	\$100 - \$6,000	\$0	\$100 - \$500	\$5
			\$501 - \$1,000	\$7
			\$1,001 - \$3,000	\$15
			\$3,001 - \$6,000	\$20
			\$6,001+	\$60
41	\$300 - \$7,000	\$0	\$300 - \$500	\$6
			\$501 - \$2,000	\$9
			\$2,001 - \$4,000	\$20
			\$4,001 - \$7,000	\$40
			\$7,001+	\$70

Casino War (GEGA-003851)

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all players' wagers on the table, known as the Total Table Action. A collection fee shall also be taken from each player based on the total monetary value of their Primary and Tie wager. There will be no additional collection fee required from a player when placing a War wager. The Tie wager may be less than or equal to, but not greater than the Primary wager. The War wager must be equal to the Primary wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Wager	Player Fee
1	\$5 - \$100	\$5+	\$0.50	\$5 - \$100	\$0.50
				\$101 - \$200	\$1
				\$201 - \$300	\$1.50
				\$301 - \$400	\$2
				\$401 - \$500	\$2.50
2	\$10 - \$500	\$10+	\$1	\$10 - \$100	\$0.50
				\$101 - \$200	\$1
				\$201 - \$300	\$1.50
				\$301 - \$400	\$2
				\$401 - \$500	\$2.50

California Games Collection Rates

For **schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all players' wagers on the table, known as the Total Table Action. A collection fee shall not be taken from each player for placing any wager. The Tie wager may be less than or equal to, but not greater than the Primary wager. The War wager must be equal to the Primary wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
3	\$5 - \$100	\$5+	\$0.50	\$0
4	\$10 - \$500	\$10+	\$1	\$0

Six Card Poker Two Way Bad Beat (GEGA-003852)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Two-Way Bad Beat Bonus Bet placed. No collection shall be taken for each Aces Up Bonus Bet placed. Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet wagers may be less than, or equal to, but not greater than the Ante wager. The collection fees shall be collected from the players and the player-dealer position and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Two-Way Bad Beat Bonus Bet Fee
1	\$5 - \$100	\$1	\$2	\$1
2	\$10 - \$100	\$1	\$2	\$1
3	\$25 - \$100	\$1	\$2	\$1
4	\$50 - \$300	\$2	\$3	\$2

For **schedule option 5**, a collection fee shall be taken per hand from the player-dealer position and from each player for each Ante wager placed. An additional collection fee shall be taken from each player for each Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet placed. Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet may be less than, or equal to, but not greater than the Ante wager. The collection fees shall be collected from the players and the player-dealer position and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee	Aces Up Bonus Bet Fee	Two-Way Bad Beat Bonus Bet Fee
5	\$5 - \$100	\$1	\$2	\$1	\$1

California Games Collection Rates

For **schedule options 6 through 9**, a collection fee shall be taken per hand from the player-dealer position for each Ante wager placed. A collection fee shall not be taken from a player for placing a wager. Aces Up Bonus Bet and Two-Way Bad Beat Bonus Bet wagers may be less than, or equal to, but not greater than the Ante wager. The collection fees shall be collected from the player-dealer position and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
6	\$5 - \$100	\$2	\$0
7	\$10 - \$100	\$2	\$0
8	\$25 - \$100	\$2	\$0
9	\$50 - \$300	\$3	\$0

Crazy 4 Poker (GEGA-003853)

For **schedule options 1 through 4**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for the Ante and the Queens Up Bonus Bet. Bonus Bets may be less than, equal to, or greater than the game wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position 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 Options	Table Limit	Player-Dealer Collection Fee	Player Ante Collection Fee	Player Queens Up Collection Fee
1	\$10 - \$100	\$2	\$1	\$0.50
2	\$25 - \$100	\$2	\$1	\$0.50
3	\$50 - \$300	\$2	\$2	\$1
4	\$100 - \$500	\$3	\$3	\$2

For **schedule options 5 through 9**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from each player for placing a base game wager or bonus bet. Bonus Bets may be less than, equal to, or greater than the game wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position 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 Options	Table Limit	Player-Dealer Collection Fee	Player Fee
5	\$10 - \$100	\$1	\$0
6	\$25 - \$100	\$1	\$0
7	\$50 - \$300	\$2	\$0
8	\$100 - \$500	\$3	\$0
9	\$200 - \$400	\$3	\$0

California Games Collection Rates

For **schedule options 10 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players before the cards are dealt, referred to as Total Table Action. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position 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 Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Fee
10	\$10 - \$100	\$1 - \$100	\$2	\$0
		\$101 - \$300	\$3	
		\$301 - \$800	\$5	
		\$801 - \$1,200	\$8	
		\$1,201+	\$12	
11	\$25 - \$100	\$1 - \$100	\$2	\$0
		\$101 - \$300	\$3	
		\$301 - \$800	\$5	
		\$801 - \$1,200	\$8	
		\$1,201+	\$12	
12	\$200 - \$400	\$1 - \$100	\$2	\$0
		\$101 - \$300	\$3	
		\$301 - \$800	\$5	
		\$801 - \$1,200	\$8	
		\$1,201+	\$12	
13	\$10 - \$100	\$1 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$800	\$5	
		\$801 - \$1,200	\$10	
		\$1,201+	\$20	
14	\$25 - \$100	\$1 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$800	\$5	
		\$801 - \$1,200	\$10	
		\$1,201+	\$20	
15	\$200 - \$400	\$1 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$800	\$5	
		\$801 - \$1,200	\$10	
		\$1,201+	\$20	

California Games Collection Rates

For **schedule options 16 through 18**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle he or she places a game wager on including the Queens Up Bonus Bet. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position 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 Options	Table Limit	Player-Dealer Collection Per Hand *	Player Collection Per Betting Circle
16	\$10 - \$100	\$2	\$1
17	\$25 - \$100	\$2	\$1
18	\$200 - \$400	\$3	\$2

*Up to a maximum of 20 circles per seat

Ultimate Texas Hold'em (GEGA-003857)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each Ante wager they place. There will be no additional collection fee required from a player when placing the Blind wager, Play wager, Trips or Bad Beat Bonus Bet. Bonus Bets may be less than, equal to the ante wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position and dropped by the house dealer after each player and the player-dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager.

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

For **schedule options 5 through 8**, a collection fee shall be taken per hand from the player-dealer position. There shall be no collection taken from a player for placing a wager. Bonus Bets may be less than, equal to the ante wager, but must be within the table limits. The collection fees shall be collected from the players and the player-dealer position and dropped by the house dealer after each player and the player-dealer have received their "hole" cards and the five "community" cards have been dealt but prior to players placing a Play wager.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
1	\$2 - \$20	\$1	\$0
2	\$5 - \$50	\$2	\$0
3	\$10 - \$100	\$3	\$0
4	\$50 - \$300	\$3	\$0

California Games Collection Rates

EZ Baccarat Panda 8 (GEGA-003858), Golden Frog Baccarat (GEGR-002118), and Dai Bac (GEGR-001774)

For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle he or she places a game wager on. All bonus bets may be less than, equal to, or greater than the base game wager but must be within the table limits; Golden Frog bonus bets must be within \$10 - \$300, as well as be within the table limits. There shall be no additional collection fee on any bonus bets.

Schedule Option	Table Limit	Player-Dealer Collection (per hand*)	Player Collection Fee (per betting circle)
1	\$2 - \$10	\$1	\$0.50
2	\$5 - \$20	\$2	\$1
3	\$10 - \$100	\$2	\$1
4	\$25 - \$100	\$2	\$1
5	\$25 - \$100	\$3	\$1
6	\$50 - \$300	\$4	\$2
7	\$50 - \$300	\$4	\$3
8	\$100 - \$300	\$4	\$2
9	\$100 - \$300	\$4	\$3
10	\$100 - \$500	\$4	\$3
11	\$100 - \$500	\$5	\$4
12	\$300 - \$1,000	\$10	\$5
13	\$300 - \$1,000	\$10	\$6
14	\$100	\$3	\$1

*Up to a maximum of 20 circles per seat

For **schedule options 15 through 28**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There shall not be a collection fee taken from each player for each betting circle he or she places a game wager on. There shall be no additional collection fee on the Tie Bet, Dragon 7 Bonus Bet, and the Panda 8 Bonus Bet. All bonus bets may be less than, equal to, or greater than the base game wager but must be within the table limits; Golden Frog bonus bets must be within \$10 - \$300, as well as be within the table limits.

Schedule Option	Table Limit	Player-Dealer Collection (per hand*)	Player Collection Fee (per betting circle)
15	\$2 - \$10	\$1	\$0
16	\$5 - \$20	\$2	\$0
17	\$10 - \$100	\$2	\$0
18	\$25 - \$100	\$2	\$0
19	\$25 - \$100	\$3	\$0
20	\$50 - \$300	\$4	\$0
21	\$50 - \$300	\$4	\$0
22	\$100 - \$300	\$4	\$0
23	\$100 - \$300	\$4	\$0
24	\$100 - \$500	\$4	\$0
25	\$100 - \$500	\$5	\$0
26	\$300 - \$1,000	\$10	\$0
27	\$300 - \$1,000	\$10	\$0

California Games Collection Rates

28	\$100	\$3	\$0
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*Up to a maximum of 20 circles per seat

For **schedule options 29 through 40**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players before the cards are dealt, referred to as Total Table Action. All bonus bets may be less than, equal to, or greater than the base game wager but must be within the table limits; Golden Frog bonus bets must be within \$10 - \$300, as well as be within the table limits.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
29	\$10 - \$100	\$10 - \$100	\$1	\$0
		\$105 - \$300	\$2	
		\$305 - \$500	\$4	
		\$505 - \$1,500	\$7	
		\$1,505+	\$13	
30	\$25 - \$100	\$25 - \$100	\$1	\$0
		\$105 - \$400	\$2	
		\$405 - \$700	\$7	
		\$705 - \$1,500	\$9	
		\$1,505+	\$13	
31	\$100 - \$300	\$50 - \$300	\$2	\$0
		\$305 - \$800	\$4	
		\$805 - \$1,500	\$8	
		\$1,505 - \$5,000	\$13	
		\$5,005+	\$15	
32	\$100 - \$500	\$100 - \$500	\$3	\$0
		\$505 - \$1,000	\$7	
		\$1,005 - \$1,500	\$10	
		\$1,505 - \$2,200	\$15	
		\$2,205+	\$25	
33	\$5 - \$700	\$5 - \$50	\$1	\$0
		\$55 - \$150	\$2	
		\$155 - \$300	\$4	
		\$305 - \$700	\$7	
		\$705+	\$9	
34	\$1 - \$1,005	\$1 - \$50	\$1	\$0
		\$55 - \$300	\$2	
		\$305 - \$500	\$4	
		\$505 - \$1,000	\$7	
		\$1,005+	\$11	
35	\$25 - \$3,005	\$25 - \$300	\$2	\$0
		\$305 - \$800	\$6	
		\$805 - \$1,500	\$10	
		\$1,505 - \$3,000	\$12	
		\$3,005+	\$30	

California Games Collection Rates

36	\$50 - \$3,005	\$50 - \$200	\$2	\$0
		\$205 - \$600	\$5	
		\$605 - \$1,500	\$10	
		\$1,505 - \$3,000	\$25	
		\$3,005+	\$40	
37	\$100 - \$20,005	\$100 - \$1,000	\$3	\$0
		\$1,005 - \$5,000	\$15	
		\$5,005 - \$10,000	\$40	
		\$10,005 - \$20,000	\$75	
		\$20,005+	\$150	
38	\$500 - \$20,005	\$500 - \$5,000	\$7	\$0
		\$5,005 - \$10,000	\$30	
		\$10,005 - \$15,000	\$75	
		\$15,005 - \$20,000	\$100	
		\$20,005+	\$150	
39	\$300 - \$10,005	\$300 - \$1,000	\$5	\$0
		\$1,005 - \$2,000	\$15	
		\$2,005 - \$6,000	\$30	
		\$6,005 - \$10,000	\$70	
		\$10,005+	\$100	
40	\$1,000 - \$30,005	\$1,000 - \$10,000	\$10	\$0
		\$10,005 - \$15,000	\$50	
		\$15,005 - \$20,000	\$100	
		\$20,005 - \$30,000	\$150	
		\$30,005+	\$200	

*Up to a maximum of 20 circles per seat

For **schedule options 41 through 47**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players before the cards are dealt, referred to as Total Table Action. All bonus bets may be less than, equal to, or greater than the base game wager but must be within the table limits; Golden Frog bonus bets must be within \$10 - \$300, as well as be within the table limits.

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
41	\$5 - \$5,000	\$5 - \$50	\$1	\$0
		\$51 - \$300	\$2	
		\$301 - \$500	\$4	
		\$501 - \$1,000	\$7	
		\$1,001+	\$11	
42	\$25 - \$5,000	\$25 - \$300	\$2	\$0
		\$305 - \$800	\$6	
		\$805 - \$1,500	\$10	
		\$1,505 - \$4,500	\$20	
		\$4,505+	\$40	

California Games Collection Rates

43	\$50 - \$5,000	\$50 - \$200	\$2	\$0
		\$205 - \$600	\$5	
		\$605 - \$2,000	\$12	
		\$2,005 - \$3,500	\$30	
		\$3,505+	\$50	
44	\$100 - \$10,000	\$100 - \$1,000	\$3	\$0
		\$1,005 - \$5,000	\$15	
		\$5,005 - \$10,000	\$50	
		\$10,005 - \$13,000	\$100	
		\$13,005+	\$125	
45	\$300 - \$10,000	\$300 - \$3,000	\$6	\$0
		\$3,005 - \$6,000	\$25	
		\$6,005 - \$10,000	\$60	
		\$10,005 - \$15,000	\$90	
		\$15,005+	\$150	
46	\$500 - \$10,000	\$500 - \$5,000	\$7	\$0
		\$5,005 - \$10,000	\$50	
		\$10,005 - \$15,000	\$100	
		\$15,005 - \$20,000	\$150	
		\$20,005+	\$200	
47	\$1,000 - \$50,000	\$1,000 - \$7,000	\$15	\$0
		\$7,005 - \$15,000	\$75	
		\$15,005 - \$20,000	\$150	
		\$20,005 - \$30,000	\$200	
		\$30,005+	\$300	

Party Craps (GEGA-003859)

A collection fee is taken when the wager is initially placed, prior to each flip of the cards. The player pays a per hand initial collection fee when placing a wager. The player-dealer position pays a per-hand collection fee based on which sections have wagers on them and the total amount wagered, per section. The player-dealer position is charged according to two collection fee schedules, as shown below.

Player- Dealer Collection:

For **initial schedule options 1 and 2**, an initial collection fee is taken on bets when initially placed, a bet that pushes may remain without being charged an additional collection.

In the event the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers already established, nor will the new player-dealer position be required to pay additional fees.

The initial collection fee is taken for wagers placed in the following betting sections: Pass Line, Don't Pass Line, Come Bet, and Don't Come Bet only. There is no fee for placing odds behind an established Pass Line, Don't Pass Line, Come Bet, and Don't Come Bet.

Initial Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection
1	\$5 - \$300 (A, B)	\$10 - \$200	\$1
		\$201 +	\$3

California Games Collection Rates

2	\$10 - \$300 (A, B)	\$10 - \$200	\$1
		\$201 +	\$3

Player Dealer Additional Collection Fee:

For **additional schedule options 1 and 2**, the additional collection fee is only taken on bets initially placed, a bet that pushes may remain without being charged an additional collection.

In the event the player-dealer position rotates to the next player and no new wagers are placed, players will not be required to pay additional fees for wagers already established, nor will the new player-dealer position be required to pay additional fees. The additional collection fee is taken for the following betting sections: Big 6, Big 8, Field Bets, Hard Ways, Any 7, Any Craps, C Bets, E Bets, Horn Bets, and Hop Bets.

Additional Schedule Options	Table Limits	Total Table Action	Player-Dealer Collection
1	\$5 - \$300 (A, B)	\$1 - \$100	\$1
		\$101 +	\$3
2	\$10 - \$300 (A, B)	\$1 - \$100	\$1
		\$101 +	\$3

Player Collection Fee:

For **schedule options 1 and 2**, the player pays a collection fee when placing a wager on the Place, Lay or Buy Betting sections. A winning wager along with the payout is returned to the player and an additional collection will be taken if re-bet. If the game closes and a collection fee was taken for a wager that neither won nor lost, the player will not receive a collection fee refund. If a collection was taken for a wager that neither won nor lost and the player-dealer position moves to another player, then the wager may remain without being charged an additional collection; however, if the player removes the wager they will not receive a free collection.

Schedule Options	Table Limits	Player Wager (per spot)	Player Collection
1	\$5 - \$300 (A, B)	\$10 - \$100	\$1
2	\$10 - \$300 (A, B)	\$10 - \$100	\$1

Betting Limits:

The following betting areas contain three betting spots: pass line, don't pass, come, don't come, field, big 6, big 8, place bets, lay bets, and buy bets.

The following betting areas contain only one betting spot: e bets, c bets, any craps, any seven, horn, hop, and hard ways and the player must place a minimum of \$5.

Table Limits	\$5 to \$300 (A)	\$5 to \$300 (B)	\$10 to \$300 (A)	\$10 to \$300 (B)
	(bet limits)	(bet limits)	(bet limits)	(bet limits)
Pass Line	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Don't Pass	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Come	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Don't Come	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Place (4, or 10)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Place (5, or 9)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300

California Games Collection Rates

Place (6, or 8)	\$12 - \$300	\$12 - \$300	\$12 - \$300	\$12 - \$300
Buy (4, or 10)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Buy (5, or 9)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Buy (6, or 8)	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Lay (4, or 10)	\$20 - \$300	\$20 - \$300	\$20 - \$300	\$20 - \$300
Lay (5, or 9)	\$15 - \$300	\$15 - \$300	\$15 - \$300	\$15 - \$300
Lay (6, or 8)	\$12 - \$300	\$12 - \$300	\$12 - \$300	\$12 - \$300
Field	\$5 - \$300	\$5 - \$300	\$10 - \$300	\$10 - \$300
Big 6	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Big 8	\$10 - \$300	\$10 - \$300	\$10 - \$300	\$10 - \$300
Hard Way 8	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hard Way 6	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hard Way 10	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hard Way 4	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Any 7	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Any Craps	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (6, 5)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (A, 2)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (A, A)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Horn (6, 6)	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
Hop 3, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 2, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 3, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 4, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 3, 3	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 4, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 3, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 1	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 4, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 3	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 2	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 3	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 5, 5	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
Hop 6, 4	\$1 - \$25	\$5 - \$25	\$1 - \$25	\$5 - \$25
C bet	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25
E bet	\$1 - \$25	\$1 - \$25	\$1 - \$25	\$1 - \$25

California Games Collection Rates

Matched'em (GEGA-004306)

For **schedule options 1 and 2**, a collection fee shall be taken per hand from the player-dealer and player positions after the first three cards have been dealt and players have placed all of their wagers. There will be a collection fee taken from each player for each betting circle he or she places a base game wager on. Bonus bets may be greater than, less than, or equal to the Main Bet, as long as all bets are within table limits.

Schedule Option	Table Limit	Player Fee (per betting circle)	Player-Dealer Fee (per hand)
1	\$10 - \$100	\$1	\$2
2	\$25 - \$100	\$1	\$2

For **schedule options 3 and 4**, a collection fee shall be taken per hand from the player-dealer position. There will be no collection taken from each player for placing any wager. Players may wager a minimum of \$1 and a maximum of \$100 on the Copy Bet or Door Bet. There shall be no collection fee taken on the Copy Bet or Door Bet. Bonus bets may be greater than, less than, or equal to the Main Bet, as long as all bets are within table limits.

Schedule Option	Table Limit	Player-Dealer Fee (per hand)	Player Fee (per betting circle)
3	\$50 - \$300	\$4	\$2
4	\$10 - \$100	\$2	\$0

Turbo Blackjack (GEGA-004308)

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle he or she places a base game wager on. There shall be no collection fee taken on the play or bonus bets. Bonus bets may be less than, equal to, or greater than the base game wager, but must be between \$1 and \$200 within table limits.

Schedule Option	Table Limit	Player-Dealer Fee (per hand)	Player Fee (per betting circle)
1	\$10 - \$100	\$2	\$1
2	\$25 - \$100	\$2	\$1
3	\$50 - \$300	\$4	\$2

For **schedule options 4 through 6**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be no collection fee taken from each player for placing any wager. Bonus bets may be less than, equal to, or greater than the base game wager, but must be between \$1 and \$200 within table limits.

Schedule Option	Table Limit	Player-Dealer Fee (per hand)	Player Fee (per betting circle)
4	\$10 - \$100	\$2	\$0
5	\$25 - \$100	\$2	\$0
6	\$50 - \$300	\$4	\$0

California Games Collection Rates

Pan 9 Dragon 9 Bonus Bet (GEGA-004416)

For **schedule option 1 through 9**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle he or she places a base game wager on. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collection is dropped in the box. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits

Schedule Options	Table Limits	Player-Dealer Fee	Player Fee
1	\$5 - \$50	\$1	\$0.50
2	\$10 - \$100	\$2	\$1
3	\$25 - \$100	\$2	\$1
4	\$25 - \$200	\$3	\$2
5	\$50 - \$300	\$4	\$2
6	\$100 - \$500	\$5	\$3
7	\$200 - \$500	\$5	\$3
8	\$300 - \$1,000	\$5	\$4
9	\$500 - \$1,000	\$5	\$4

For **schedule options 10 through 18**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be no collection fee taken from each player for each betting circle he or she places a base game wager on. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits

Schedule Options	Table Limits	Player-Dealer Fee	Player Fee
10	\$5 - \$50	\$1	\$0
11	\$10 - \$100	\$2	\$0
12	\$25 - \$100	\$2	\$0
13	\$25 - \$200	\$3	\$0
14	\$50 - \$300	\$4	\$0
15	\$100 - \$500	\$5	\$0
16	\$200 - \$500	\$5	\$0
17	\$300 - \$1,000	\$5	\$0
18	\$500 - \$1,000	\$5	\$0

2 Way Winner (GEGA-004146)

For **schedule options 1 and 2**, the collection fees shall be taken per hand, from the player and the player-dealer positions before each round of play. The wagering limit for the 7-Card Bonus shall be \$5 - \$100. There shall be no collection taken for the 7-Card Bonus Bet.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	\$10 - \$100	\$1	\$2
2	\$50 - \$300	\$2	\$3

California Games Collection Rates

For **schedule options 3 and 4**, the collection fees shall be taken per hand, from the player-dealer position before each round of play. The wagering limit for the 7-Card Bonus shall be \$5 - \$100. There will be no collection fee taken from each player for placing any wager

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
3	\$10 - \$100	\$2	\$0
4	\$50 - \$300	\$3	\$0

Shaq Jack 21st Century Blackjack (GEGA-004598)

For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle he or she places a game wager on. There shall be no additional collection fees when a player doubles down, splits cards, places an insurance wager, or places a Monster Bet and Buster Bonus Bet or a Lucky Match Bonus Bet. Bonus Bets may be less than, equal to, but may not exceed the base game wager.

Schedule Option	Table Limit	Player-Dealer Fee Per Hand	Player Fee Per Betting Circle
1	\$2 - \$10	\$1	\$0.50
2	\$5 - \$20	\$2	\$1
3	\$10 - \$100	\$2	\$1
4	\$25 - \$100	\$2	\$1
5	\$25 - \$100	\$3	\$1
6	\$50 - \$300	\$4	\$2
7	\$50 - \$300	\$4	\$3
8	\$100 - \$300	\$4	\$2
9	\$100 - \$300	\$4	\$3
10	\$100 - \$500	\$4	\$3
11	\$100 - \$500	\$5	\$4
12	\$300 - \$1,000	\$10	\$5
13	\$300 - \$1,000	\$10	\$6
14	\$100	\$3	\$1

For **schedule options 15 through 25**, there shall be no collection taken from any player for placing any wager. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Monster Bet and Buster Bonus Bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players before the cards are dealt, referred to as Total Table Action. The Total Table Action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered. Bonus Bets may be less than, equal to, but may not exceed the base game wager.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
15	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1,500	\$7
			\$1,501+	\$13

California Games Collection Rates

16	\$25 - \$100	\$0	\$20 - \$100	\$1
			\$101 - \$400	\$2
			\$401 - \$700	\$7
			\$701 - \$1,500	\$9
			\$1,501+	\$13
17	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$301 - \$800	\$4
			\$801 - \$1,500	\$8
			\$1,501 - \$5,000	\$13
			\$5,001+	\$15
18	\$100 - \$500	\$0	\$100 - \$500	\$3
			\$501 - \$1,500	\$7
			\$1,501 - \$5,000	\$13
			\$5,001 - \$10,000	\$15
			\$10,001+	\$18
19	\$500 - \$1,000	\$0	\$500 - \$1,000	\$7
			\$1,001 - \$5,000	\$13
			\$5,001 - \$10,000	\$15
			\$10,001 - \$20,000	\$18
			\$20,001+	\$20
20	\$5 - \$1,500	\$0	\$5 - \$50	\$0.50
			\$51 - \$150	\$2
			\$151 - \$500	\$3
			\$501 - \$1,500	\$5
21	\$10 - \$1,500	\$0	\$10 - \$75	\$1
			\$76 - \$200	\$2
			\$201 - \$500	\$4
			\$501 - \$1,500	\$5
			\$1,501+	\$10
22	\$25 - \$3,000	\$0	\$25 - \$100	\$1
			\$101 - \$400	\$3
			\$401 - \$1,000	\$7
			\$1,001 - \$3,000	\$18
			\$3,001+	\$25
23	\$50 - \$6,000	\$0	\$50 - \$600	\$4
			\$601 - \$1,500	\$9
			\$1,501 - \$3,000	\$15
			\$3,001 - \$6,000	\$20
			\$6,001+	\$30
24	\$100 - \$6,000	\$0	\$100 - \$500	\$5
			\$501 - \$1,000	\$7
			\$1,001 - \$3,000	\$15
			\$3,001 - \$6,000	\$20
			\$6,001+	\$60
25	\$300 - \$7,000	\$0	\$300 - \$500	\$6
			\$501 - \$2,000	\$9
			\$2,001 - \$4,000	\$20
			\$4,001 - \$7,000	\$40
			\$7,001+	\$70

California Games Collection Rates

21st Century Baccarat V.10 (GEGA-004413)

For **schedule option 1 through 9**, a collection fee is taken from each player for every Banker or Player line bet prior to the start of the game. A collection fee is also taken from the player-dealer each round prior to the start of the game. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within \$1 - \$99.

Schedule Option	Table Limit	Player Collection Fee (per betting spot)	Player-Dealer Collection Fee (per hand)
1	\$5 - \$99	\$1	\$2
2	\$10 - \$100	\$1	\$2
3	\$25 - \$100	\$1	\$2
4	\$25 - \$200	\$2	\$3
5	\$50 - \$300	\$2	\$4
6	\$100 - \$500	\$3	\$5
7	\$200 - \$500	\$3	\$5
8	\$300 - \$1,000	\$4	\$6
9	\$500 - \$1,000	\$4	\$6

For **schedule option 10 through 18**, a collection fee is also taken from the player-dealer each round prior to the start of the game. No collection fee is taken from the player. There are no collection fees taken from the player-dealer position or the player on the Monster and Buster, Lucky Match and the Lucky Seven bonus wagers. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within \$1 - \$99.

Schedule Option	Table Limit	Player-Dealer Collection Fee (per hand)	Player Collection Fee (per betting spot)
10	\$5 - \$99	\$2	\$0
11	\$10 - \$100	\$2	\$0
12	\$25 - \$100	\$2	\$0
13	\$25 - \$200	\$3	\$0
14	\$50 - \$300	\$4	\$0
15	\$100 - \$500	\$5	\$0
16	\$200 - \$500	\$5	\$0
17	\$300 - \$1,000	\$6	\$0
18	\$500 - \$1,000	\$6	\$0

21st Century Blackjack 4.0a Perfect Pairs (GEGA-004527)

For **schedule options 1 through 16**, a collection fee shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle he or she places a game wager on. There shall be no additional collection fees when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. The Buster Bonus Bet may be less than, equal to, or greater than the base game wager. The Perfect Pairs Bonus Bet may be less than, or equal to the base game wager.

Schedule Option	Table Limit	Player-Dealer Fee Per Hand	Player Fee Per Betting Circle
1	\$2 - \$10	\$1	\$0.50
2	\$5 - \$20	\$2	\$1
3	\$5 - \$50	\$2	\$1

California Games Collection Rates

4	\$5 - \$100	\$2	\$1
5	\$10 - \$100	\$2	\$1
6	\$25 - \$100	\$2	\$1
7	\$25 - \$100	\$3	\$1
8	\$50 - \$300	\$4	\$2
9	\$50 - \$300	\$4	\$3
10	\$100 - \$300	\$4	\$2
11	\$100 - \$300	\$4	\$3
12	\$100 - \$500	\$4	\$3
13	\$100 - \$500	\$5	\$4
14	\$300 - \$1,000	\$10	\$5
15	\$300 - \$1,000	\$10	\$6
16	\$100	\$3	\$1

For **schedule options 17 through 27**, there shall be no collection taken from any player for placing any wager. There shall be no additional collection fee when a player doubles down, splits cards, places an insurance wager, or places a Buster Bonus Bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bets placed by players before the cards are dealt, referred to as Total Table Action. The Total Table Action does not include the player-dealer's wager or any wagers placed after the cards are dealt, such as when players double down, split cards, place an insurance wager, or when a hand is surrendered. The Buster Bonus Bet may be less than, equal to, or greater than the base game wager. The Perfect Pairs Bonus Bet may be less than, or equal to the base game wager.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-Dealer Fee
17	\$10 - \$100	\$0	\$10 - \$100	\$1
			\$101 - \$300	\$2
			\$301 - \$500	\$4
			\$501 - \$1,500	\$7
			\$1,501+	\$13
18	\$25 - \$100	\$0	\$20 - \$100	\$1
			\$101 - \$400	\$2
			\$401 - \$700	\$7
			\$701 - \$1,500	\$9
			\$1,501+	\$13
19	\$100 - \$300	\$0	\$50 - \$300	\$2
			\$301 - \$800	\$4
			\$801 - \$1,500	\$8
			\$1,501 - \$5,000	\$13
			\$5,001+	\$15
20	\$100 - \$500	\$0	\$100 - \$500	\$3
			\$501 - \$1,500	\$7
			\$1501 - \$5,000	\$13
			\$5,001 - \$10,000	\$15
			\$10,001+	\$18

California Games Collection Rates

21	\$500 - \$1,000	\$0	\$500 - \$1,000	\$7
			\$1,001 - \$5,000	\$13
			\$5,001 - \$10,000	\$15
			\$10,001 - \$20,000	\$18
			\$20,001+	\$20
22	\$5 - \$1,500	\$0	\$5 - \$50	\$.50
			\$51 - \$150	\$2
			\$151 - \$500	\$3
			\$501 - \$1,500	\$5
			\$1,501+	\$9
23	\$10 - \$1,500	\$0	\$10 - \$75	\$1
			\$76 - \$200	\$2
			\$201 - \$500	\$4
			\$501 - \$1,500	\$5
			\$1,501+	\$10
24	\$25 - \$3,000	\$0	\$25 - \$100	\$1
			\$101 - \$400	\$3
			\$401 - \$1,000	\$7
			\$1,001 - \$3,000	\$18
			\$3,001+	\$25
25	\$50 - \$6,000	\$0	\$50 - \$600	\$4
			\$601 - \$1,500	\$9
			\$1,501 - \$3,000	\$15
			\$3,001 - \$6,000	\$20
			\$6,001+	\$30
26	\$100 - \$6,000	\$0	\$100 - \$500	\$5
			\$501 - \$1,000	\$7
			\$1,001 - \$3,000	\$15
			\$3,001 - \$6,000	\$20
			\$6,001+	\$60
27	\$300 - \$7,000	\$0	\$300 - \$500	\$6
			\$501 - \$2,000	\$9
			\$2,001 - \$4,000	\$20
			\$4,001 - \$7,000	\$40
			\$7,001+	\$70

Pure Spanish 21.5 (GEGA-004043)

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player per wager placed and the player-dealer position per hand. There will be no additional collection fee required from a player when placing a bonus wager. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the player-dealer position and dropped by the house dealer after the house dealer has dealt each player their initial two card hand.

Schedule Option	Table Limit	Player Collections (per spot)	Player-Dealer Collections (per hand)
1	\$5 - \$100	\$1	\$2
2	\$10 - \$100	\$1	\$2
3	\$25 - \$100	\$1	\$2

California Games Collection Rates

4	\$50 - \$100	\$1	\$2
5	\$100 - \$200	\$1	\$2
6	\$100 - \$200	\$2	\$2

For **schedule options 7 through 11**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers placed by players prior to the cards being dealt, referred to as Total Table Action. The Total Table Action does not count the player-dealer's wager or any additional wagers placed by players after all cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager or a bonus wager. Bonus Bets may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be collected from the player-dealer position and dropped by the house dealer after the house dealer has dealt their initial two-card hand.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collections (per hand)	Player Collections (per spot)
7	\$5 - \$200	\$5 - \$100	\$1	\$0
		\$101 - \$200	\$2	
		\$201 - \$400	\$4	
		\$401 - \$600	\$6	
		\$601+	\$8	
8	\$5 - \$200	\$5 - \$100	\$2	\$0
		\$101 - \$200	\$3	
		\$201 - \$300	\$4	
		\$301 - \$600	\$5	
		\$601+	\$9	
9	\$5 - \$200	\$5 - \$300	\$3	\$0
		\$301 - \$600	\$4	
		\$601 - \$1,000	\$5	
		\$1,001 - \$2,000	\$8	
		\$2,001+	\$10	
10	\$5 - \$200	\$5 - \$300	\$2	\$0
		\$301 - \$600	\$5	
		\$601 - \$1,000	\$9	
		\$1,001 - \$2,000	\$15	
		\$2,001+	\$25	
11	\$25 - \$200	\$25 - \$100	\$2	\$0
		\$101 - \$300	\$4	
		\$301 - \$600	\$5	
		\$601 - \$1,000	\$8	
		\$1,001+	\$12	

California Games Collection Rates

For **schedule options 12 through 17**, a collection fee shall be taken per hand from the player in the player-dealer position per round of play. The player's collection is taken per wager placed on the base game wager and an additional collection is taken from a player for placing a bonus bet. The collection is taken after the first card delivered. The bonus bet may be less than, more than, or equal to the base game wager but must be within the table limits

Schedule Option	Wager	Table Limit	Player Collections (per spot)	Player-Dealer Collections (per hand)
12	Game	\$5 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
13	Game	\$10 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
14	Game	\$25 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
15	Game	\$50 - \$100	\$1	\$2
	Match the Dealer	\$5 - \$50		
16	Game	\$100 - \$200	\$1	\$2
	Match the Dealer	\$5 - \$50		
17	Game	\$100 - \$200	\$2	\$2
	Match the Dealer	\$5 - \$50	\$1	

Collection Fees for California 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.
- The Hollywood Park Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Face Up Pai Gow Poker

Type of Game

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

Object of the Game

The object of the game of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is shown first. In addition, when the player-dealer's hand is shown and the ranking is a seven-card ace-high hand or a seven-card king-high hand, then all player hands will automatically push (tie) and the players' base game wagers will be returned to the players.

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 is fully wild and can be used as any card. All suits will be considered equal in rank.

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

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

Face Up Pai Gow Poker

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
 - a. Each player then has the following option(s) when placing their wager(s):
 - i. The base game which pays 1 to 1;
 - ii. The Fortune Bonus Bet which pays according to the payable, as shown below;
 1. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the house dealer must place an "envy" button next to the player's Fortune Bonus Bet wager.
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 the base game wager and the Fortune Bonus Bet.
4. Once all wagers have been placed, the cards will be shuffled and dealt to players in the following way.
 - a. If the cards are hand shuffled, then the house dealer will shuffle, cut, and complete the deal of seven piles of seven cards face-down in front of them. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
 - i. The player-dealer then selects one of the seven piles.

Face Up Pai Gow Poker

- ii. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - iii. To determine who receives the action button, the house dealer will use a dice cup. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the total dice value is 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.
 - iv. Once the first position is determined, the house dealer then distributes the seven piles of cards, starting with the action button and continuing clockwise.
 - v. The player-dealer receives their cards in turn according to the action.
 - vi. 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. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
 - b. If a machine shuffler is used, the house dealer will use the shuffle machine to randomly intermix and deliver seven piles of seven cards.
 - i. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - ii. To determine who receives the action button, the house dealer will use a dice cup. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the total dice value is 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.
 - iii. Once action is determined, the house dealer will deliver the first seven cards to the action seat and continue clockwise around the table.
 - iv. 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. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
5. The player-dealer's hand will then be exposed and set before the players set their hands according to the House Way chart below.
 - a. If the player-dealer has an ace-high or king-high seven-card hand, all players' base game wagers shall automatically push and the bonus bets will be settled in the order stated below.
 - b. If the player-dealer's hand does not contain a seven-card ace-high or king-high hand, each player shall then set their hand by arranging the seven cards in to 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.
6. Once the player-dealer's hand is set, each player sets their hands by arranging the seven cards into a two-card hand in front, and a five-card hand in back.
 - a. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.


Face Up Pai Gow Poker

- b. Players have the option to ask the house dealer to set their hand according to the House Way chart below. 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.
7. Once the player's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or push hands.
8. 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.
9. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
10. All wagers will be settled from seat to seat (including backline betters) in the following order: the base game wager, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.


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 ♠
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	K ♠	9 ♠			
		8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	Q ♥	8 ♣			
		5 ♥	5 ♠	4 ♥	4 ♣	2 ♠

Face Up Pai Gow Poker

Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<div> <div>9♣ 9♠</div> <div>7♦ 7♣ 5♥ 5♠ A♣</div> </div>
Three of a Kind: Aces	Put an ace and highest single card in front.	<div> <div>A♣ 8♦</div> <div>A♦ A♠ 5♦ 4♣ 2♠</div> </div>
Three of a Kind: Kings and below	Put two highest single cards in front.	<div> <div>J♥ 10♣</div> <div>K♥ K♦ K♣ 7♠ 5♥</div> </div>
Two Three of a Kinds	Put highest Pair possible in front.	<div> <div>J♣ J♦</div> <div>5♠ 5♥ 5♣ J♠ A♦</div> </div>
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	<div> <div>A♠ 9♠</div> <div>6♠ 5♠ 4♣ 3♦ 2♠</div> </div>
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	<div> <div>J♥ 8♦</div> <div>9♠ 8♥  6♠ 5♦</div> </div>
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	<div> <div>7♦ 7♣</div> <div>9♥ 9♦ Q♦ J♦ 4♦</div> </div>
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	<div> <div>5♣ 5♥</div> <div>7♦ 6♠ 5♦ 4♠ 3♥</div> </div>
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	<div> <div>4♣ 4♥</div> <div>8♥ 8♠ 8♦ A♣ K♥</div> </div>
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	<div> <div>Q♣ Q♦</div> <div>Q♥ Q♠ 9♠ 7♦ 5♣</div> </div>
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.	<div> <div>J♦ J♠</div> <div>J♥ J♣ Q♦ 10♠ 7♥</div> </div>

Face Up Pai Gow Poker

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 of a Kind	Play the joker with the highest card in front and keep the Four of a Kind in the back.		K ♠			
		A ♥	A ♦	A ♣	A ♠	5 ♣

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 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.
2. The 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 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.
 - a. The base game wager also "pushes" if the ranking of the player-dealer's shown hand is a seven-card ace-high or king-high hand. 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. The player-dealer collects losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
6. 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.
7. The cards are collected, shuffled, and a new round begins.

Face Up Pai Gow Poker

Bonus Bets

Fortune Bonus Bet

The Fortune Bonus Bet is an optional bonus bet that complements the game of Face Up Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a predetermined and designated qualifying hand, as described below. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet.

- A player has to place a base bet in order to place a Fortune Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Any seated or backline player may place a Fortune Bonus Bet.
- The bonus bet takes into account the first seven cards dealt as a player's hand. In the event that the first seven cards dealt to a player that placed a bonus bet is a predetermined and designated qualifying hand, as described below, the bonus bet will win. The player will 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 cards dealt, other than the hands described below, will lose.
- The bonus bet may win regardless of the outcome of the base game wager.
- The player-dealer will pay all winning Fortune Bonus Bets and will collect all losing Fortune Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Fortune Bonus Bets will be paid according to the table, as shown below.

Fortune Bonus Bet Paytable

Hand Dealt	Fortune Pays	Envy Pays
Seven Card Straight Flush	500 to 1	\$250
Five Aces	250 to 1	\$50
Five of a Kind	200 to 1	\$25
Royal Flush	100 to 1	\$10
Straight Flush	50 to 1	\$5
Four of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

Envy Bonus

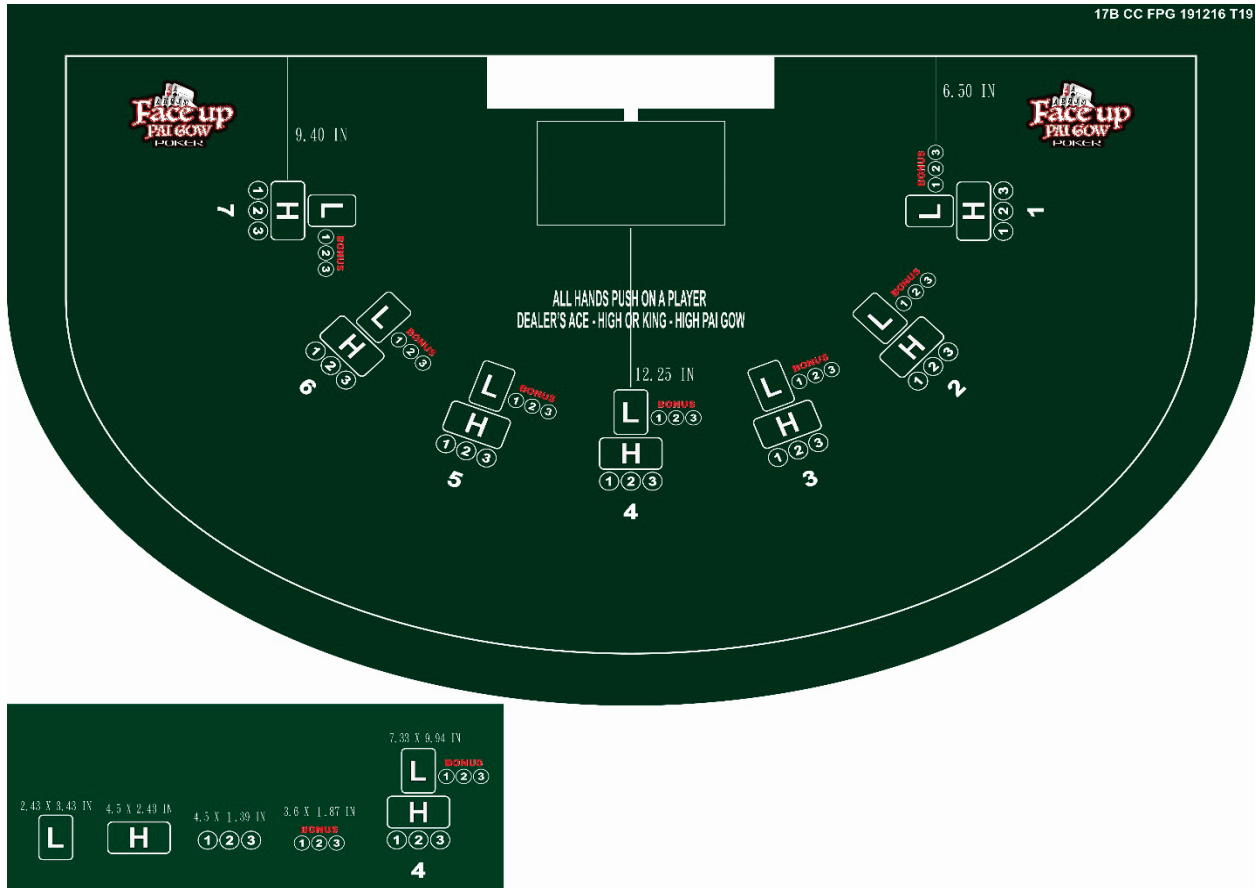
A player who places a wager of at least \$5 on the Fortune Bonus Bet will receive an Envy button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a predetermined and designated qualifying hand, as shown below. Players will receive one Envy button for 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.
- Seated players and backline bettors are eligible to receive an "Envy" button.
- 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 Envy Bonus hands are achieved, all players with Envy buttons will be paid the highest Envy payout. However, players are not eligible to win an Envy Bonus for their own hand.

Face Up Pai Gow Poker

- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown above.
- 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 above.

Table Layout



Face Up Pai Gow Poker

Collection Rates Schedules

For **schedule options 1 through 9**, a collection fee shall be taken per round of play from the player-dealer position. A collection fee shall also be taken from each player for each betting circle wagered on. Bonus Bets may be less than, equal to, or greater than the game wager, but must be within the table limits. The collection fees shall be collected and dropped by the house dealer at the conclusion of the hand or round of play.

Schedule Options	Table Limit	Player-Dealer Collection	Player Collection
1	\$10 - \$100	\$1	\$2
2	\$25 - \$100	\$1	\$2
3	\$50 - \$300	\$2	\$4
4	\$50 - \$300	\$3	\$5
5	\$100 - \$300	\$2	\$4
6	\$100 - \$300	\$3	\$5
7	\$300 - \$1,000	\$5	\$10
8	\$300 - \$2,000	\$6	\$11
9	\$500 - \$5,000	\$11	\$16

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.
- Hollywood Park 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.

Mississippi Stud

Type of Game

The game of Mississippi Stud 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 Mississippi Stud is for the players to achieve a pair of jacks or better using a combination of the two cards dealt to the player and three community cards.

All standard poker rankings will be used from the minimum winning hand of a pair of jacks to the best hand; a Royal Flush. All hands that are a pair of 6s through 10s shall push. All hands that are a pair of 5s and below are losing hands.

Description of the Deck and Number of Decks Used

Mississippi Stud shall be played with two alternating decks, each consisting of 52 cards and no joker. The back of each deck shall be a different color. One deck will be shuffled by the automated card shuffling device while the other is used to play the game, and both decks will be continuously alternated in and out of play every other round. The cards from only one deck shall be placed in the discard rack at any given time. If the automated shuffling machine malfunctions during the shuffle or the delivery of the cards, the hand will be voided.

Card Values and Hand Rankings

Cards for the game of Mississippi Stud shall rank from highest to lowest as follows: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace would be considered low when used to complete a straight flush or a straight formed with a 2, 3, 4, and 5. Hand rankings from highest to lowest shall be as follows:

Hand Ranking Chart

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

Mississippi Stud

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be separate betting spaces specifically designated for each separate wager, the Ante, 3rd Street, 4th Street, 5th street, and the 3 Card Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any base game wager or bonus bet.
3. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the shuffling device shall dispense the cards in stacks. The first stack dispensed shall contain three cards and all remaining stacks shall contain two cards.
4. The house dealer shall wait for each player to place their Ante wagers as well as any bonus bets. After each player has had the opportunity to place their Ante wagers and bonus bets, the house dealer will announce, "no more bets."
5. The house dealer shall deliver the first stack of three cards face-down in the designated area in front of the house dealer. This stack of cards shall serve as the community cards.
6. The house dealer shall then deliver a second stack, containing two cards, dispensed by the shuffler, face-down, to the player farthest to their left who has placed a wager. As the remaining stacks of two cards are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players who have placed a wager, moving clockwise around the table. The house dealer shall deliver each stack face-down.
7. The house dealer shall remove the remaining cards from the automated shuffler.
8. After the stacks have been delivered to each player and the community cards have been dealt, the house dealer shall place the remaining cards into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed but before the house dealer exposes the community cards, each player shall examine their cards.

Mississippi Stud

10. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a 3rd Street wager in an amount equal to one, two, or three times the amount of their Ante wager or fold and forfeit the Ante wager and end their participation in the round of play with the exception of a player that placed a 3 Card Bonus bet. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.
11. After each player has either placed a wager on the table in the 3rd Street wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack unless the player made a 3 Card Bonus bet. If the player has placed a wager on the 3 Card Bonus bet and folds, the house dealer will remove the base game wager and tuck the folded cards under the player's 3 Card Bonus bet.
12. After all decisions have been made regarding the 3rd Street wager, the house dealer shall then turn over and reveal the first community card (the community card located to the house dealer's farthest left).
13. Each player shall then either place a 4th Street wager in an amount equal to one, two, or three times the amount of the player's Ante wager or fold and forfeit the Ante and 3rd Street wagers and end their participation in the round of play with the exception of a player that placed a 3 Card Bonus bet. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.
14. After each player has either placed a wager on the table in the 4th Street wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack unless the player made a 3 Card Bonus bet. If the player has placed a wager on the 3 Card Bonus bet and folds, the house dealer will remove the base game wager and 3rd Street wager and tuck the folded cards under the player's 3 Card Bonus bet.
15. After all decisions have been made regarding the 4th Street wager, the house dealer shall then turn over and reveal the second community card (the community card located in the center of the three community cards).
16. Each player shall then either place a 5th Street wager in an amount equal to one, two, or three times the amount of the player's Ante wager or fold and forfeit the Ante, 3rd Street, and 4th Street wagers and end their participation in the round of play with the exception of a player that placed a 3 Card Bonus bet. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.
17. After all decisions have been made regarding the 5th Street wager, the house dealer shall then turn over and reveal the third community card (the community card located to the house dealer's farthest right). Players that fold prior to the third community card being revealed shall have their wagers collected immediately.
18. Players that fold prior to the third community card being revealed shall have their wagers collected immediately.
19. The wagers of each remaining player shall be resolved one player at a time regardless of the outcome.
20. The hand of the player shall then be immediately collected by the house dealer and placed in the discard rack.
21. All winning wagers shall be paid in accordance with the payout odds listed in the pay table below.

Mississippi Stud

How Winners are Determined and Paid

Once the third community card has been revealed, the house dealer shall then evaluate and announce the best possible five-card poker hand that can be formed using the player's two cards and the three community cards, starting with the player to the farthest right of the house dealer proceeding in a counterclockwise manner around the table.

- If the hand of the player is a push (a pair of sixes, sevens, eights, nines, or tens), the house dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.
- 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.
- No action button is utilized. Action on payouts shall begin with the player to the farthest right of the house dealer and continue counterclockwise from player to player.
- Wagers shall be settled in the following order from player to player: Ante wager, 3rd Street wager, 4th Street wager, 5th Street wager, and 3 Card Bonus Bet (if placed).
- Once the player-dealer's wager has been exhausted, any wagers not covered by the player-dealer will be returned to the players. All winning 3rd Street, 4th Street and 5th Street wagers shall be paid the same payouts based on the payout table below.
- Winning Ante, 3rd Street, 4th Street, and 5th Street wagers will be paid as follows:

Mississippi Stud Payout Table

Hand	Payout
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6s, 7s, 8s, 9s, or 10s	Push
All other hands	Lose

Bonus Bet

3 Card Bonus

The 3 Card Bonus is an optional bonus bet attached to the game of Mississippi Stud that considers the three community cards. The 3 Card Bonus may be less than equal to, or greater than the Ante wager so long as it is within table limits. The rules are as follows:

- A player may only place a 3 Card Bonus if they have also placed an Ante wager prior to the initial deal.
- All 3 Card Bonus bets must be placed prior to any cards being dealt.
- The 3 Card Bonus may win or lose regardless of the Ante, 3rd Street, 4th Street, or 5th Street wagers.
- The 3 Card Bonus shall not be forfeited if the player chooses to fold their hand.
- The player-dealer shall pay all winning 3 Card Bonus bets and collect all losing 3 Card Bonus bets.

Mississippi Stud

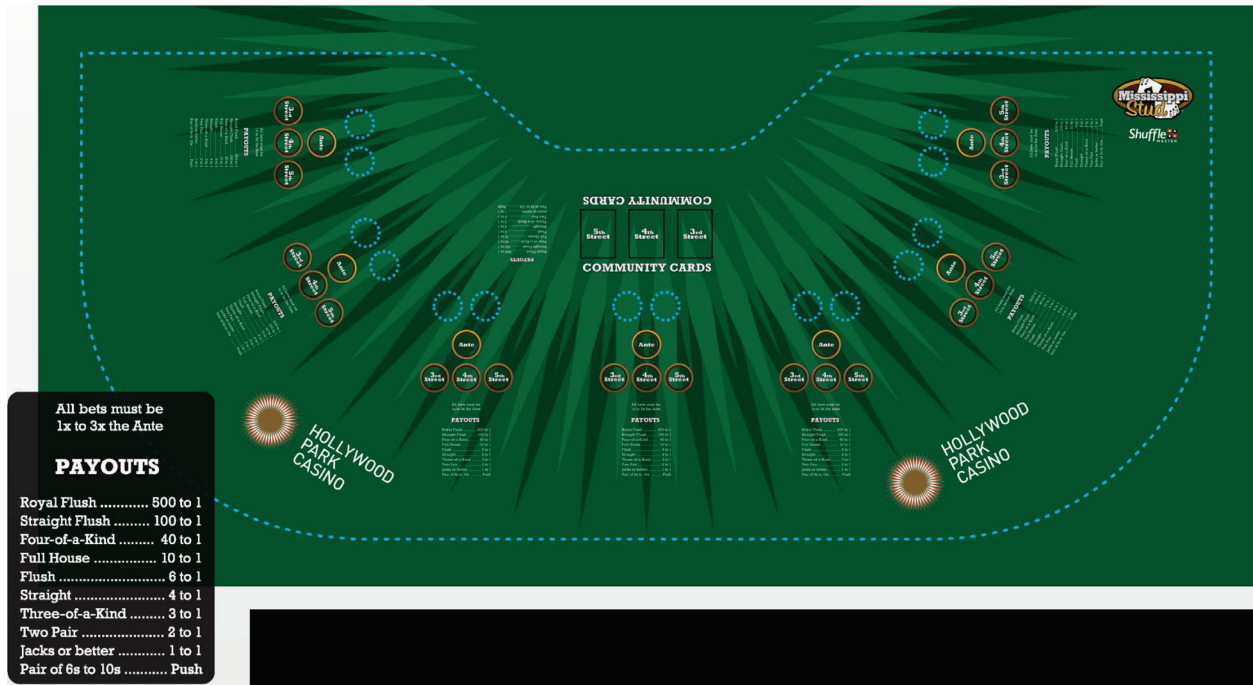
- Winning 3 Card Bonus bets shall be paid as shown below:

3 Card Bonus Bet Pay Table

Hand	Payout
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Mississippi Stud

Table Layout



Mississippi Stud

Collection Rates Schedule

For **schedule options 1 through 3**, the Player Fee shall be taken from each player for each base game wager they place. No collection shall be taken from any player for placing a 3 Card Bonus bet. The Player-Dealer Fee shall be taken per hand from the player-dealer position. No additional collection shall be taken from the player-dealer position for any 3 Card Bonus bet placed by any player. The 3 Card Bonus bet may be less than, equal to, or greater than the ante wager, so long as it is within table limits. Backline betting is not permitted on any base game wager or bonus bet. All collection fees shall be taken prior to any cards being dealt or round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$50

Maximum Wagering Limits shall be between \$50 and \$300

Schedule Option	Player Collection Fee	layer-Dealer Collection Fee
1	\$1	\$2
2	\$1	\$3
3	\$2	\$4

Collection Rates for California Games

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

Poker Collection Rates

Timed Collection Rates (applies to all Poker Games)

For **schedule options 1 through 3**, a collection fee shall be taken from each player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer.

No Limit

Schedule Option	Buy-In	Collection Fee (per 1/2 hour)
1	\$5000+	\$20
2	\$25-\$50 or higher blinds	\$20

Limit

Schedule Option	Buy-In	Collection Fee (per 1/2 hour)
3	\$80-\$160	\$14

Drawmaha (GEGR-002086), Drawmaha 2-7 (GEGR-002087) – For **schedule options 1 through 37**, Collection Fee #1 shall be taken from the player in the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

No Limit/Pot Limit

Minimum Buy-In \$50

Maximum Buy-In \$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-6	\$1	\$5	\$1
2	7-6	\$1	\$5	\$0
3	7-6	\$1	\$4	\$1
4	7-6	\$1	\$4	\$0
5	7-6	\$1	\$3	\$1
6	7-6	\$1	\$3	\$0
7	7-6	\$1	\$2	\$1
8	7-6	\$1	\$2	\$0
9	7-6	\$1	\$1	\$1
10	7-6	\$1	\$1	\$0
11	7-6	\$1	\$5	\$2
12	7-6	\$1	\$4	\$2
13	7-6	\$1	\$3	\$2
14	7-6	\$0	\$4	\$1
15	7-6	\$0	\$5	\$1
16	7-6	\$0	\$3	\$1
17	5	\$0	\$3	\$1
18	5	\$0	\$4	\$1
19	5	\$1	\$4	\$1
20	5	\$1	\$3	\$1
21	5	\$1	\$3	\$0

Poker Collection Rates

22	5	\$1	\$2	\$1
23	5	\$1	\$2	\$0
24	5	\$1	\$1	\$1
25	5	\$1	\$1	\$0
26	4	\$1	\$2	\$1
27	4	\$1	\$2	\$0
28	4	\$1	\$1	\$1
29	4	\$1	\$1	\$0
30	4	\$1	\$3	\$1
31	4	\$0	\$3	\$1
32	3 or less	\$1	\$2	\$1
33	3 or less	\$1	\$1	\$1
34	3 or less	\$1	\$1	\$0
35	3 or less	\$0	\$3	\$1
36	3 or less	\$0	\$2	\$1
37	3 or less	\$0	\$2	\$0

For **schedule options 38 through 54**, Collection Fee #1 shall be taken from the player in the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

Minimum Limit Game \$2-\$4

Maximum Limit Game \$20-\$40

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
38	7-6	\$1	\$4	\$1
39	7-6	\$1	\$4	\$0
40	7-6	\$1	\$3	\$1
41	7-6	\$1	\$3	\$0
42	7-6	\$1	\$2	\$1
43	7-6	\$1	\$2	\$0
44	5	\$1	\$2	\$1
45	5	\$1	\$2	\$0
46	5	\$1	\$1	\$1
47	5	\$1	\$1	\$0
48	4	\$1	\$2	\$1
49	4	\$1	\$2	\$0
50	4	\$1	\$1	\$1
51	4	\$1	\$1	\$0
52	3 or less	\$1	\$1	\$1
53	3 or less	\$1	\$1	\$0
54	3 or less	\$0	\$2	\$1

Poker Collection Rates

Timed Collections

For **schedule options 55 through 59**, the collection fee is taken from each active player, in advance every half hour of play (based on number of players).

Minimum Limit Game \$30-\$60

Maximum Limit Game \$4,000-\$8,000

Schedule Option	Regular Table Fee (Number of Players)	
	5 to 7	4 or less
55	\$10	\$5
56	\$12	\$6
57	\$15	\$7
58	\$17	\$8
59	\$20	\$10

Collection Fees for Poker Games

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

Dragon Dai Bacc 2.0

Type of Game

The game of Dragon Dai Bacc 2.0 utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to place a bet on the hand, either Player or Banker, that will have an accumulated point value closer to nine than the other hand. Additionally, there are three optional bonus bets the player may wager on: Tie Bonus Bet, Ox 8 Bonus Bet, and Tiger 7 Bonus Bet.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards may be dealt using a multiple deck "shoe" or an automated shuffling machine. A minimum of four decks and a maximum of eight decks will be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in Dragon Dai Bacc 2.0, shall be as follows: picture cards (king, queen, jack) and 10s 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.

EXAMPLE: *Two cards on the Banker hand, a nine and a six, add up to a total of 15, drop the 1 and the hand value is 5.*

The ranking of hands for Dragon Dai Bacc 2.0, in order from highest to lowest rank, shall be:

Dragon Dai Bacc 2.0 Hand Rankings

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 total of 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 total of 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.

Dragon Dai Bacc 2.0

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard baccarat table that accommodates up to six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bonus Bet, the Tiger 7 Bonus Bet, and the Ox 8 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

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

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on all wagers.
3. Each player has the following options when placing their wager(s):
 - a. The Player line which pays 1 to 1;
 - b. The Banker line which pays 1 to 1;
 - c. The Tie Bonus Bet which pays 8 to 1;
 - d. The Ox 8 Bonus Bet which pays 25 to 1; and
 - e. The Tiger 7 Bonus Bet which pays 40 to 1.
4. The house dealer will shuffle/mix the cards either by hand or a shuffling machine.
5. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until the Banker line hand and Player line hand have a total of two cards each. All cards are dealt face-down.
 - The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line.
 - The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line.
6. The house dealer will then turn the Player line hand face-up and then the Banker line hand face-up.
7. At this point the house dealer shall distribute the action button.
 - a. The position of the action button is determined by the second card dealt to the Banker hand.
 - b. The player-dealer's seat is not counted when distributing the action button.
 - c. The first seat, not occupied by the player-dealer, to the left of the house dealer will be designated as number one. The successive seats in clockwise rotation respectively represent the other numbers.
 - d. Card values will be as follows: ace will equal one, jack will equal 11, queen will equal 12, king will equal 13 and all other cards will hold their face value.
8. If either the Player hand or Banker hand is a Natural 8 or 9, no draw will occur. In the absence of a Natural hand, the Player hand is resolved first, and then the Banker hand is resolved according to the following rules:
 - a. The player hand must stand when the hand is valued at 6 or 7, and must hit when the hand is valued at 5 or less.
 - b. If the player hand stands, then the banker hand hits on a total of 5 or less.

Dragon Dai Bacc 2.0

- c. If the player hand hits for a complete hand then the banker hand hits using the following rules:
- If the banker hand total is 0, 1 or 2, it will always be dealt a third card.
 - If the banker hand total is 3, then the banker hand is dealt a third card unless the third card dealt to the player hand was an 8.
 - If the banker hand total is 4, then the banker hand is dealt a third card unless the third card dealt to the player hand was a 0, 1, 8, or 9.
 - If the banker hand total is 5, then the banker hand is dealt a third card if the third card dealt to the player hand was 4, 5, 6, or 7.
 - If the banker hand total is 6, then the banker hand is dealt a third card if the third card dealt to the player hand was a 6 or 7

9. The following chart shows when the Banker hand hits (H) or stands (S) according to the rules above:

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

How Winners are Determined and Paid

Once both hands have been completed according to the guidelines above, the player's wagers are settled. The action on payouts will begin with the player with the action button and continue counter clockwise. Backline bettors will be paid immediately after the seated player they are behind and before the next seated player. All wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bonus Bets, all Ox 8 Bonus Bets, and then all Tiger 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning Player line wagers made by players when the Player hand is closer to nine than the banker hand. The Player line pays 1 to 1.
- 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-dealer shall pay all winning Banker line wagers made by players when the Banker hand is closer to nine than the Player hand. The Banker line pays 1 to 1.
 - If the Banker hand wins with a three card total of seven, the wager shall push.
- The player-dealer shall collect all losing Banker line wagers made by players when the Player hand is closer to nine than the Banker hand.

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- The player-dealer shall pay all winning Tie Bonus Bets made by players when both the Player hand and the Banker hand are of the same value, a tie. Tie Bonus Bet pays 8 to 1.
 - In this instance, all Banker line and Player line wagers will push.
- The player-dealer shall collect all losing Tie Bonus Bets, when both the Player hand and the Banker hand are not of the same value.
- The player-dealer shall pay all winning Ox 8 Bonus Bets made by players when the Player hand has a total of eight with three cards, and beats the Banker hand. The Ox 8 Bonus Bet pays 25 to 1.
- The player-dealer shall collect all losing Ox 8 Bonus Bets, when the Player hand does not have a total of eight with three cards, and does not beat the Banker hand.
- The player-dealer shall pay all winning Tiger 7 Bonus Bets made by players when the Banker hand has a total of seven with three cards, and beats the Player hand. The Ox 8 Bonus Bet pays 40 to 1.
- The player-dealer shall collect all losing Tiger 7 Bonus Bets, when the Banker hand does not have a total of seven with three cards, and does not beat the Player hand.

Bonus Bets

Tie Bonus Bet

The optional Tie Bonus Bet takes into account the total value of the Player hand and the Banker hand after each hand has been completed according to the rules above. The Tie Bonus Bet wins when the total of the Player hand and the total of the Banker hand are equal, regardless of the number of cards each hand has. If the total value of the Player and the Banker hand are not equal, all Tie Bonus Bets lose.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bonus Bet.
- The Tie Bonus Bet must be placed prior to the initial deal.
- The player does not have to place a Player line or Banker line wager in order to place a Tie Bonus Bet.
- Backline betting is permitted on the Tie Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Tie Bonus Bets and collect all losing Tie Bonus Bets.
- All winning Tie Bonus Bets shall be paid 8 to 1.

Ox 8 Bonus Bet

The Ox 8 Bonus Bet is an optional bonus bet and takes into account the total value of the Player hand and the Banker hand after each hand has been completed according to the rules above. The bonus bet pays out when the player places the Ox 8 Bonus Bet, the Player hand beats the Banker hand, and the Player hand totals eight with three cards.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Ox 8 Bonus Bet.
- The Ox 8 Bonus Bet must be placed prior to the initial deal.
- A player does not have to place a Player line or Banker line wager in order to place a Ox 8 Bonus Bet.
- Backline betting is permitted on the Ox 8 Bonus Bet.

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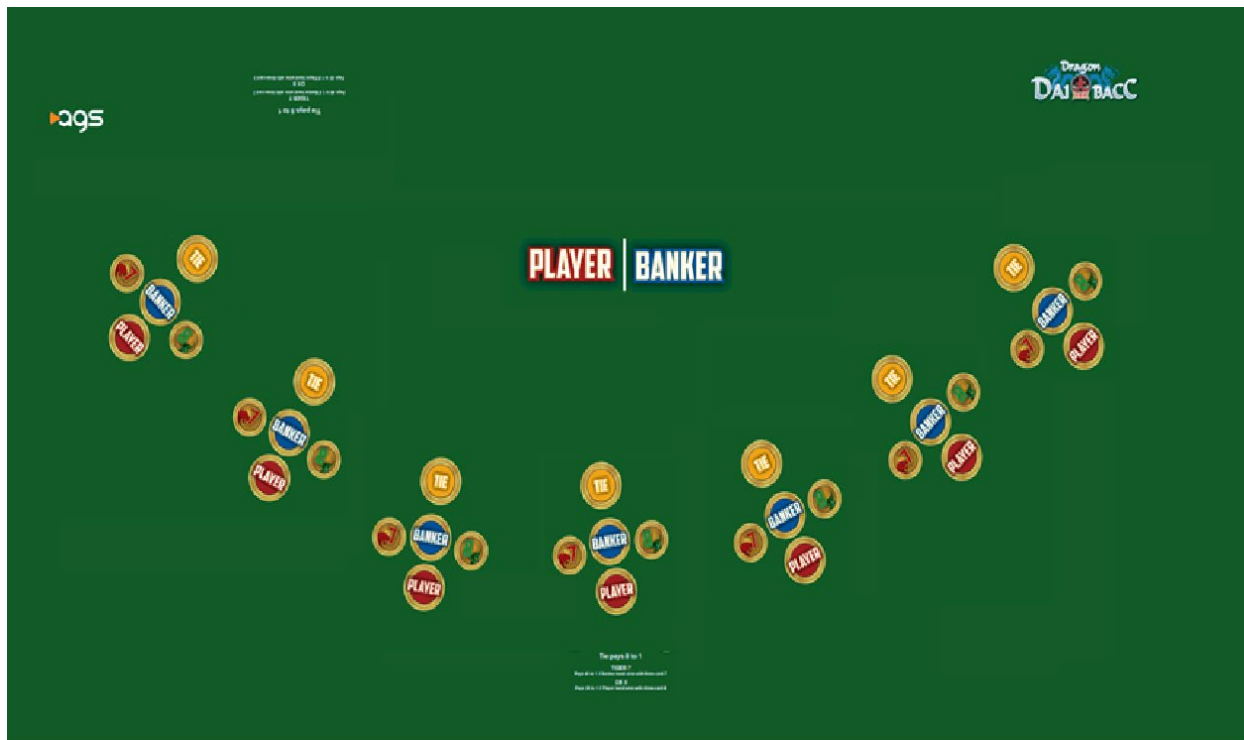
- See the collection rate schedules for restrictions on the amount that may be wagered on the Ox 8 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Ox 8 Bonus Bets and collect all losing Tiger 7 Bonus Bets.
- All winning Ox 8 Bonus Bets shall be paid 25 to 1.

Tiger 7 Bonus Bet

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

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 7 Bonus Bet.
- The Tiger 7 Bonus Bet must be placed prior to the initial deal.
- A player does not have to place a Player line or Banker line wager in order to place a Tiger 7 Bonus Bet.
- Backline betting is permitted on the Tiger 7 Bonus Bet.
- See the collection rate schedules for restrictions on the amount that may be wagered on the Tiger 7 Bonus Bet and any collection fees that may be taken.
- The player-dealer shall pay all winning Tiger 7 Bonus Bets and collect all losing Tiger 7 Bonus Bets.
- All winning Tiger 7 Bonus Bets shall be paid 40 to 1.

Table Layout



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Collection Fee Schedules

For **schedule options 1 through 14**, a Player-Dealer Collection fee shall be taken per hand from the player-dealer position. A Player Collection fee may be taken from each player for each betting circle they place a game wager on. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus Bets may be less than, equal to, or greater than the base game wager but must be within the table limits. There shall be no additional collection fee on any bonus bets.

Minimum wagering limits shall be between \$2 and \$300

Maximum wagering limits shall be between \$10 and \$1,000

Schedule Option	Player-Dealer Collection	Player Collection Fee
1	\$1	\$0
2	\$1	\$0.50
3	\$2	\$0
4	\$2	\$1
5	\$3	\$0
6	\$3	\$1
7	\$4	\$0
8	\$4	\$2
9	\$4	\$3
10	\$5	\$0
11	\$5	\$4
12	\$10	\$0
13	\$10	\$5
14	\$10	\$6

For **schedule options 29 through 47**, a Player-Dealer Collection Fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bets, referred to as Total Table Action. There shall be no fee taken from the player for placing any base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus bets may be less than, equal to, or greater than the base game wager but must be within the table limits; Golden Frog bonus bets must be within \$10 - \$300, as well as be within the table limits.

Minimum wagering limits shall be between \$1 and \$1,000

Maximum wagering limits shall be between \$100 and \$30,005

Schedule Option	Total Table Action	Player-Dealer Collection Fee
29	\$1-\$50	\$1
	\$51-\$300	\$2
	\$301-\$500	\$4
	\$501-\$1,000	\$7
	\$1,001+	\$11
30	\$5-\$50	\$1
	\$51-\$150	\$2
	\$151-\$300	\$4
	\$301-\$700	\$7
	\$701+	\$9

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31	\$5-\$50	\$1
	\$51-\$300	\$2
	\$301-\$500	\$4
	\$501-\$1,000	\$7
	\$1,001+	\$11
32	\$10-\$100	\$1
	\$101-\$300	\$2
	\$301-\$500	\$4
	\$501-\$1,500	\$7
	\$1,501+	\$13
33	\$25-\$100	\$1
	\$101-\$400	\$2
	\$401-\$700	\$7
	\$701-\$1,500	\$9
	\$1,501+	\$13
34	\$25-\$300	\$2
	\$301-\$800	\$6
	\$801-\$1,500	\$10
	\$1,501-\$3,000	\$12
	\$3,001+	\$30
35	\$25-\$300	\$2
	\$301-\$800	\$6
	\$801-\$1,500	\$10
	\$1,501-\$4,500	\$20
	\$4,501+	\$40
36	\$50-\$200	\$2
	\$201-\$600	\$5
	\$601-\$1,500	\$10
	\$1,501-\$3,000	\$25
	\$3,001+	\$40
37	\$50-\$200	\$2
	\$201-\$600	\$5
	\$601-\$2,000	\$12
	\$2,001-\$3,500	\$30
	\$3,5001+	\$50
38	\$50-\$300	\$2
	\$301-\$800	\$4
	\$801-\$1,500	\$8
	\$1,501-\$5,000	\$13
	\$5,001+	\$15
39	\$100-\$500	\$3
	\$501-\$1,000	\$7
	\$1,001-\$1,500	\$10
	\$1,501-\$2,200	\$15
	\$2,201+	\$25

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40	\$100-\$1,000	\$3
	\$1,001-\$5,000	\$15
	\$5,001-\$10,000	\$50
	\$10,001-\$13,000	\$100
	\$13,001+	\$125
41	\$100-\$1,000	\$3
	\$1,001-\$5,000	\$15
	\$5,001-\$10,000	\$40
	\$10,001-\$20,000	\$75
	\$20,001+	\$150
42	\$300-\$1,000	\$5
	\$1,001-\$2,000	\$15
	\$2,001-\$6,000	\$30
	\$6,00-\$10,000	\$70
	\$10,001+	\$100
43	\$300-\$3,000	\$6
	\$3,001-\$6,000	\$25
	\$6,001-\$10,000	\$60
	\$10,001-\$15,000	\$90
	\$15,001+	\$150
44	\$500-\$5,000	\$7
	\$5,001-\$10,000	\$30
	\$10,001-\$15,000	\$75
	\$15,001-\$20,000	\$100
	\$20,001+	\$150
45	\$500-\$5,000	\$7
	\$5,001-\$10,000	\$50
	\$10,001-\$15,000	\$100
	\$15,001-\$20,000	\$150
	\$20,001+	\$200
46	\$1,000-\$7,000	\$15
	\$7,001-\$15,000	\$75
	\$15,001-\$20,000	\$150
	\$20,001-\$30,000	\$200
	\$30,001+	\$300
47	\$1,000-\$10,000	\$10
	\$10,001-\$15,000	\$50
	\$15,001-\$20,000	\$100
	\$20,001-\$30,000	\$150
	\$30,001+	\$200

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Collection Procedures California Games

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

Golden Frog Baccarat

Type of Game

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

Object of the Game

The object of the game is to place a bet on either the Player line hand or the Banker line hand the player believes will have an accumulated point value closer to nine than the other hand. Additionally, there are six optional bonus bets the players may wager on: Tie Bet, Jin Chan 7 Bet, Koi 8 Bet, 3 Card 9 Over a 3 Card 1 Bet, Natural 9 Over 2 Card 7 Bet, and 8 Over 6 Bet.

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 shuffled and dealt using either a multiple deck "shoe," a continuous shuffle machine or an automated shuffling machine; eight decks will be used.

Card Values and Hand Rankings

The value of each card used in Golden Frog Baccarat will be as follows: aces have a value of one, two through nine have their face value, while picture cards (king, queen, jack) and tens have a value of zero. When the total numerical value of the cards equal ten or more, only the right-hand digit (numeric count) is considered.

EXAMPLE: *Two cards on the Banker line hand, a queen and a five, add up to a total of 15, drop the 1 and the hand value is 5.*

The ranking of hands for Golden Frog Baccarat, in order from highest to lowest rank, will be:

Golden Frog Baccarat Hand Rankings

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

Golden Frog Baccarat

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table and accommodate up to six active players and a player-dealer position for a total of seven seated positions, or a standard baccarat table and accommodate up to thirteen active players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be eight separate betting spaces specifically designated for two separate controlled game wagers and six optional bonus bets: the Player line hand, the Banker line hand, the Tie Bet, the Jin Chan 7 Bet, the Koi 8 Bet, the 3 Card 9 Over a 3 Card 1 Bet, the Natural 9 Over 2 Card 7 Bet, and the 8 Over 6 Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts players may wager. Players must bet at least the table minimum. Backline betting is not permitted on any controlled game wagers nor any of the six bonus bets.



Dealing Procedures and Round of Play

1. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game, the player-dealer position is offered to the players starting with the first active patron in the seated position to the left of the house dealer. Once a player-dealer position has been established for the game, the house dealer shall wait for each player to place their wager(s) within the table limits as listed below.
3. The house dealer will shuffle/mix the cards. The person in the player-dealer position is offered the cut of the deck after the shuffle but before the cards are placed in the shoe or continuous shuffle machine. The first card dealt out of the shoe or continuous shuffle machine will be placed face-up. The value of the card will equal the amount of cards to be burned face-down; face cards are equal to ten. Free hands can be dealt at a player's request but no more than five free hands per shoe will be dealt. A free hand is where the house dealer will deal cards with no bets placed.
4. Each player has the following option(s) when placing their wager(s):
 - a. Active players are not allowed to place wagers on any unoccupied betting positions;
 - b. The Player line hand pays 1 to 1;
 - c. The Banker line hand pays 19 to 20;
 - d. Place a wager on the Tie Bet and pays 8 to 1; a player may place a Tie Bet even if they have not placed either a Player line hand or a Banker line hand wager prior to the initial deal;
 - e. If a player placed a Player line hand or a Banker line hand wager, they may place a wager on the Jin Chan 7 Bet and pays 40 to 1;
 - f. If a player placed a Player line hand or a Banker line hand wager, they may place a wager on the Koi 8 Bet and pays 25 to 1;
 - g. If a player placed a Player line hand or a Banker line hand wager, they may place a wager on the 3 Card 9 Over a 3 Card 1 Bet and pays 100 to 1;
 - h. If a player placed a Player line hand or a Banker line hand wager, they may place a wager on the Natural 9 Over 2 Card 7 Bet and pays 30 to 1;
 - i. If a player placed a Player line hand or a Banker line hand wager, they may place a wager on the 8 Over 6 Bet and pays 25 to 1.
5. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until the Banker line hand and the Player line hand have a total of two cards each. All cards are dealt face-up.

Golden Frog Baccarat

- a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line hand.
- b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line hand.
6. The Player line hand is resolved first and then the Banker line hand is resolved.
7. After the house dealer delivers the first two cards to both the Player line hand and the Banker line hand, the following Golden Frog Baccarat rules are followed.
 - a. The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - b. If the Player line hand stands, then the Banker line hand must hit on a total of five or less.
 - c. If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - i. If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - ii. If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was a ten value card thus the Player line hand equals zero, one, eight, or nine.
 - iii. If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - iv. If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.
 - v. If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards.
 - vi. If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards.
8. The following chart shows when the Banker line hand hits (H) or stands (S) according to the rules above:

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

9. The hand closest to nine wins.
10. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers will be settled at one time in the following order from player to player: all Player line wagers, then all Banker line wagers, then all Tie Bets, all Jin Chan 7 Bets, all Koi 8 Bets, all 3 Card 9 Over a 3 Card 1 Bets, all Natural 9 Over 2 Card 7 Bets, and then all 8 Over 6 Bets.
11. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Golden Frog Baccarat

How Winners are Determined and Paid

Once both hands have been completed, according to the rules 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 to the extent they have wagered:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers when the Player line hand is closer to nine than the Banker line hand.
- If the Banker line hand equals 7 with three cards and is closer to nine than the Player line hand, all Banker line wagers push.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If both the Player line hand and Banker line hand are of the same value, a tie, all Banker line and Player line wagers will push.

Bonus Bets

Tie Bet

The optional Tie Bet takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The Tie Bet wins when the total of the Player line hand and the total of the Banker line hand are equal. For each seated position, there shall be one separate and specifically designated area for the placement of an optional Tie Bet.

- a. A player may place a Tie Bet even if they have not placed either a Player line wager or a Banker line wager prior to the initial deal.
- b. Winning Tie Bet wagers shall be paid 8 to 1.
- c. The player-dealer will pay all winning Tie Bets and collect all losing Tie Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- d. See the collection rate schedule for restrictions on the amount to be wagered on the Tie Bet and if any collection fees are to be taken.

Jin Chan 7 Bet

The optional Jin Chan 7 Bet takes into account only the cards in the Banker line hand. If the Banker line hand wins with a three-card hand equaling 7, all Jin Chan 7 Bets win. If the Banker line hand is not a three-card hand equaling 7, all Jin Chan 7 Bets shall lose. For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the Jin Chan 7 Bet.

- a. A player may only place a Jin Chan 7 Bet if they have placed either a Player line wager or a Banker line wager prior to the initial deal.
- b. Winning Jin Chan 7 wagers are paid 40 to 1.

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- c. The player-dealer will pay all winning Jin Chan 7 Bets and collect all losing Jin Chan 7 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- d. See the collection rate schedule for restrictions on the amount to be wagered on the Jin Chan 7 Bet and if any collection fees are to be taken.

Koi 8 Bet

The optional Koi 8 Bet takes into account only the cards in the Player line hand. If the Player line hand wins with a three-card hand equaling 8, all Koi 8 Bets win. If the Player line hand is not a three-card hand equaling 8, all Koi 8 Bets shall lose. For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the Koi 8 Bet.

- a. A player may only place a Koi 8 Bet wager if they have placed either a Player line wager or a Banker line wager prior to the initial deal.
- b. Winning Koi 8 wagers are paid 25 to 1.
- c. The player-dealer will pay all winning Koi 8 Bets and collect all losing Koi 8 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- d. See the collection rate schedule for restrictions on the amount to be wagered on the Koi 8 Bet and if any collection fees are to be taken.

3 Card 9 Over a 3 Card 1 Bet

The optional 3 Card 9 Over a 3 Card 1 Bet takes into account the cards in the Player line hand or the Banker line hand. If the Player line hand or the Banker line hand equals 9 with three cards and wins over a Player line hand or Banker line hand equals 1 with three cards, the 3 Card 9 Over a 3 Card 1 Bet wins. If the Player line hand or the Banker line hand is not a three-card 9 hand nor a three-card 1 hand, all 3 Card 9 Over 3 Card 1 Bets shall lose. For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the 3 Card 9 Over a 3 Card 1 Bet.

- a. A player may only place a 3 Card 9 Over a 3 Card 1 Bet if they have placed either a Player line wager or a Banker line wager prior to the initial deal.
- b. Winning 3 Card 9 Over a 3 Card 1 wagers are paid 100 to 1.
- c. The player-dealer will pay all winning 3 Card 9 Over a 3 Card 1 Bets and collect all losing 3 Card 9 Over a 3 Card 1 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- d. See the collection rate schedule for restrictions on the amount to be wagered on the 3 Card 9 Over a 3 Card 1 Bet and if any collection fees are to be taken.

Natural 9 Over 2 Card 7 Bet

The optional Natural 9 Over 2 Card 7 Bet takes into account the cards in the Player line hand or Banker line hand. If the Player line hand or Banker line hand equals 9 with two cards and wins over a Player line hand or Banker line hand equaling 7 with two cards, the Natural 9 Over 2 Card 7 Bet wins. If the Player line hand or Banker line hand is not a two-card hand equaling 9 nor a two-card hand equaling 7, all Natural 9 Over 2 Card 7 Bets shall lose. For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the Natural 9 Over 2 Card 7.

- a. A player can only place a Natural 9 Over 2 Card 7 Bet if they have placed either a Player line wager or a Banker line wager prior to the initial deal.

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- b. Winning Natural 9 Over 2 Card 7 wagers are paid 30 to 1.
- c. The player-dealer will pay all winning Natural 9 Over 2 Card 7 Bets and collect all losing Natural 9 Over 2 Card 7 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- d. See the collection rate schedule for restrictions on the amount to be wagered on the Natural 9 Over 2 Card 7 Bet and if any collection fees are to be taken.

8 Over 6 Bet

The optional 8 Over 6 Bet takes into account the cards in the Player line hand or the Banker line hand. If the Player line hand or Banker line hand equals 8 and wins over a Player line hand or Banker line hand equaling 6, the 8 Over 6 Bet wins. If the Player line hand or Banker line hand does not equal 8 and does not win over a Player line hand or Banker line hand equaling 6, all 8 Over 6 Bets shall lose. For each seated position, there shall be one separate and specifically designated area for the placement of one separate wager; the 8 Over 6 Bet.

- a. A player may only place an 8 Over 6 Bet if they have placed either a Player line wager or a Banker line wager prior to the initial deal.
- b. Winning 8 Over 6 Bets are paid 25 to 1.
- c. The player-dealer will pay all winning 8 Over 6 Bets and collect all losing 8 Over 6 Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- d. See the collection rate schedule for restrictions on the amount to be wagered on the 8 Over 6 Bet and if any collection fees are to be taken.

Golden Frog Baccarat

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Golden Frog Baccarat, please refer to the Bureau approved California Games Collection Rates (GEGR-001607).

Poker Collection Rates

Omaha High-Low Split (GEGR-001600), Omaha (GEGR-001599), Big O (GEGR-001606) –
For **schedule options 1 through 24**, the collection fees shall be taken by the house dealer from the pot after the flop. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. When there is only one blind required, it shall be placed by the player to the left of the dealer button. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000 limit game

Schedule Option	Number of Players	Player Fee	Designated Fee
1	7 or more	\$8	\$1
2	7 or more	\$7	\$1
3	7 or more	\$6	\$1
4	7 or more	\$5	\$1
5	7 or more	\$4	\$1
6	7 or more	\$3	\$1
7	6	\$6	\$1
8	6	\$5	\$1
9	6	\$4	\$1
10	6	\$3	\$1
11	6	\$2	\$1
12	6-5	\$6	\$1
13	6-5	\$5	\$1
14	5	\$4	\$1
15	5	\$3	\$1
16	5	\$2	\$1
17	5	\$1	\$1
18	4	\$4	\$1
19	4	\$2	\$1
20	4	\$1	\$1
21	3 or less	\$2	\$1
22	3 or less	\$1	\$1
23	3 or less	\$1	\$0.50
24	3 or less	\$0.50	\$0.50

For **schedule options 25 through 48**, the collection fees shall be taken by the house dealer from the pot after the flop. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. When there is only one blind required, it shall be placed by the player to the left of the dealer button. The appropriate fees are dependent on the number of players seated and playing during that round of play.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Number of Players	Player Fee	Designated Fee
25	7 or more	\$8	\$1
26	7 or more	\$7	\$1
27	7 or more	\$6	\$1

Poker Collection Rates

28	7 or more	\$5	\$1
29	7 or more	\$4	\$1
30	7 or more	\$3	\$1
31	6	\$6	\$1
32	6	\$5	\$1
33	6	\$4	\$1
34	6	\$3	\$1
35	6	\$2	\$1
36	6-5	\$6	\$1
37	6-5	\$5	\$1
38	5	\$4	\$1
39	5	\$3	\$1
40	5	\$2	\$1
41	5	\$1	\$1
42	4	\$4	\$1
43	4	\$2	\$1
44	4	\$1	\$1
45	3 or less	\$2	\$1
46	3 or less	\$1	\$1
47	3 or less	\$1	\$0.50
48	3 or less	\$0.50	\$0.50

For **schedule options 49 through 59**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. All schedule options apply to any blinds. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000 limit game

Schedule Option	# of Players	Player Collection	New Player Collection
49	5+	\$12	\$6
50	5+	\$13	\$6
51	5+	\$14	\$7
52	5+	\$15	\$8
53	5+	\$16	\$7
54	5+	\$16	\$8
55	5+	\$17	\$9
56	4 or less	\$6	\$3
57	4 or less	\$7	\$4
58	4 or less	\$8	\$4
59	4 or less	\$9	\$5

Poker Collection Rates

For **schedule options 60 through 69**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes. The appropriate fees are dependent on the number of players seated and playing during that round of play.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	# of Players	Player Collection	New Player Collection
60	5+	\$10	\$5
61	4 or less	\$5	\$3
62	5+	\$12	\$6
63	4 or less	\$6	\$3
64	5+	\$14	\$7
65	4 or less	\$7	\$4
66	5+	\$15	\$8
67	4 or less	\$8	\$4
68	5+	\$20	\$10
69	4 or less	\$15	\$8

Texas Hold'em (GEGR-001605) – For **schedule options 1 through 15**, the collection fees shall be taken by the house dealer from the pot after the flop. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$1,000 limit game

Schedule Option	Number of Players	Player Fee	Designated Fee
1	7 or more	\$3	\$1
2	6	\$2	\$1
3	5	\$1	\$1
4	4	\$1	\$1
5	3 or less	\$0.50	\$0.50
6	7 or more	\$4	\$1
7	6	\$3	\$1
8	5	\$2	\$1
9	3 or less	\$1	\$0.50
10	7 or more	\$5	\$1
11	6	\$4	\$1
12	5	\$3	\$1
13	7 or more	\$6	\$1
14	6	\$5	\$1
15	5	\$4	\$1

Poker Collection Rates

For **schedule options 16 through 30**, the collection fees shall be taken by the house dealer from the pot after the flop. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the flop. The appropriate fees are dependent on the number of players seated and playing during that round of play.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Number of Players	Player Fee	Designated Fee
16	7 or more	\$3	\$1
17	6	\$2	\$1
18	5	\$1	\$1
19	4	\$1	\$1
20	3 or less	\$0.50	\$0.50
21	7 or more	\$4	\$1
22	6	\$3	\$1
23	5	\$2	\$1
24	3 or less	\$1	\$0.50
25	7 or more	\$5	\$1
26	6	\$4	\$1
27	5	\$3	\$1
28	7 or more	\$6	\$1
29	6	\$5	\$1
30	5	\$4	\$1

For **schedule options 31 through 44**, the collection fees shall be taken by the house dealer from the pot after the flop. For schedule options where there is a player fee and a new player fee, both fees shall be taken per round of play. All of the following schedules apply to all blinds. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Limit Games

Minimum of a \$50-\$100 limit game

Maximum of a \$500-\$1,000 limit game

Schedule Option	# of Players	Player	New Player
31	5+	\$11	\$6
32	4	\$6	\$3
33	3	\$1	
34	2	\$0.50	
35	5+	\$12	\$6
36	5+	\$13	\$6
37	4	\$7	\$3
38	5+	\$14	\$7
39	4	\$8	\$4
40	5+	\$15	\$7
41	4	\$7	\$4
42	5+	\$16	\$8
43	4	\$8	\$5

Poker Collection Rates

44	5+	\$17	\$8
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For **schedule options 45 through 58**, the collection fees shall be taken by the house dealer from the pot after the flop. For schedule options where there is a player fee and a new player fee, both fees shall be taken per round of play. All of the following schedules apply to all blinds. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes. The appropriate fees are dependent on the number of players seated and playing during that round of play.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	# of Players	Player	New Player
45	5+	\$11	\$6
46	4	\$6	\$3
47	3	\$1	
48	2	\$0.50	
49	5+	\$12	\$6
50	5+	\$13	\$6
51	4	\$7	\$3
52	5+	\$14	\$7
53	4	\$8	\$4
54	5+	\$15	\$7
55	4	\$7	\$4
56	5+	\$16	\$8
57	4	\$8	\$5
58	5+	\$17	\$8

For **schedule options 59 through 68**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes. The appropriate fees are dependent on the number of players seated and playing during that round of play.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	# of Players	Player Collection	New Player Collection
59	5+	\$11	\$6
60	4 or less	\$6	\$4
61	5+	\$12	\$6
62	5+	\$13	\$6
63	4 or less	\$7	\$4
64	5+	\$14	\$7
65	4 or less	\$8	\$4
66	5+	\$15	\$8
67	5+	\$20	\$10
68	4 or less	\$15	\$8

Poker Collection Rates

Razz (GEGR-001602) – For **schedule options 1 through 8**, the collection fees shall be taken by the house dealer from the pot after the first betting round is complete. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the first betting round. The appropriate fees are dependent on the number of players seated and playing during that round of play. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$100-200 limit game

Schedule Option	Number of Players	Player Fee	Designated Fee
1	7 or more	\$3	\$1
2	6	\$3	\$1
3	5	\$2	\$1
4	4 or less	\$1	\$1
5	7 or more	\$4	\$1
6	7 or more	\$5	\$1
7	6	\$4	\$1
8	5	\$3	\$1

For **schedule options 9 through 16**, the collection fees shall be taken by the house dealer from the pot after the first betting round is complete. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the first betting round. The appropriate fees are dependent on the number of players seated and playing during that round of play. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Number of Players	Player Fee	Designated Fee
9	7 or more	\$3	\$1
10	6	\$3	\$1
11	5	\$2	\$1
12	4 or less	\$1	\$1
13	7 or more	\$4	\$1
14	7 or more	\$5	\$1
15	6	\$4	\$1
16	5	\$3	\$1

Poker Collection Rates

Seven Card Stud (GEGR-001603), Seven Card Stud High-Low Split (GEGR-001604) – For **schedule options 1 through 33**, the collection fees shall be taken from the pot after all players have posted the required antes but prior to the start of any cards being dealt. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the first betting round. The appropriate fees are dependent on the number of players seated and playing during that round of play. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Limit Games

Minimum of a \$1-\$2 limit game

Maximum of a \$100-200 limit game

Schedule Option	Number of Players	Player Fee	Designated Fee
1	7 or more	\$3	\$1
2	6	\$3	\$1
3	5	\$2	\$1
4	4	\$1	\$1
5	3 or less	\$0.50	\$0.50
21	7 or more	\$4	\$1
26	7 or more	\$5	\$1
27	6	\$4	\$1
28	5	\$3	\$1
31	7 or more	\$6	\$1
32	6	\$5	\$1
33	5	\$4	\$1

For **schedule options 34 through 45**, the collection fees shall be taken from the pot after all players have posted the required antes but prior to the start of any cards being dealt. The Designated Fee shall be taken from the pot, instead of the collection fees, if the round of play ends before the first betting round. The appropriate fees are dependent on the number of players seated and playing during that round of play. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Number of Players	Player Fee	Designated Fee
34	7 or more	\$3	\$1
35	6	\$3	\$1
36	5	\$2	\$1
37	4	\$1	\$1
38	3 or less	\$0.50	\$0.50
39	7 or more	\$4	\$1
40	7 or more	\$5	\$1
41	6	\$4	\$1
42	5	\$3	\$1
43	7 or more	\$6	\$1
44	6	\$5	\$1
45	5	\$4	\$1

Poker Collection Rates

For **schedule options 46 through 67**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes.

Limit Games

Minimum of a \$10-\$20 limit game

Maximum of a \$500-1,000 limit game

Schedule Option	# of Players	Player Collection	New Player Collection
46	5+	\$10	\$5
47	4 or less	\$5	\$2
48	5+	\$12	\$6
49	4 or less	\$6	\$4
50	5+	\$11	\$6
51	4 or less	\$6	\$3
52	5+	\$13	\$7
53	4 or less	\$7	\$3
54	5+	\$14	\$7
55	4 or less	\$7	\$4
56	5+	\$15	\$8
57	4 or less	\$8	\$4
58	5+	\$13	\$6
59	4 or less	\$6	\$13
60	5+	\$14	\$6
61	5+	\$15	\$6
62	4 or less	\$7	\$3
63	5+	\$17	\$8
64	5+	\$15	\$7
65	5+	\$16	\$7
66	5+	\$16	\$8
67	4 or less	\$8	\$5

For **schedule options 68 through 89**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	# of Players	Player Collection	New Player Collection
68	5+	\$10	\$5
69	4 or less	\$5	\$2
70	5+	\$12	\$6
71	4 or less	\$6	\$4
72	5+	\$11	\$6
73	4 or less	\$6	\$3

Poker Collection Rates

74	5+	\$13	\$7
75	4 or less	\$7	\$3
76	5+	\$14	\$7
77	4 or less	\$7	\$4
78	5+	\$15	\$8
79	4 or less	\$8	\$4
80	5+	\$13	\$6
81	4 or less	\$6	\$13
82	5+	\$14	\$6
83	5+	\$15	\$6
84	4 or less	\$7	\$3
85	5+	\$17	\$8
86	5+	\$15	\$7
87	5+	\$16	\$7
88	5+	\$16	\$8
89	4 or less	\$8	\$5

Mexican Poker (GEGR-001598) – For **schedule options 1 through 7**, the collection fee shall be taken by the house dealer from the pot after the first betting round is complete. The Designated Fee #1 shall be taken from the pot when the first up-card has been dealt to each player. The Designated Fee #2 shall be taken from the pot when the third up-card has been dealt to each player. The appropriate fees are dependent on the number of players seated and playing during that round of play.

Limit Games

Minimum of a \$2-\$4 limit game

Maximum of a \$6-12 limit game

Schedule Option	Number of Players	Player Fee	Designated Fee #1	Designated Fee #2
1	6 or more	\$2.50	\$1	\$1
2	5	\$2	\$1	\$1
3	4 or less	\$1	\$1	\$1
4	6 or more	\$3	\$1	\$1
5	6 or more	\$6	\$1	\$1
6	5	\$3	\$1	\$1
7	4 or less	\$2	\$1	\$1

For **schedule options 8 through 10**, the collection fee shall be taken by the house dealer from the pot after the first betting round is complete. The Designated Fee #1 shall be taken from the pot when the first up-card has been dealt to each player. The Designated Fee #2 shall be taken from the pot when the third up-card has been dealt to each player. The appropriate fees are dependent on the number of players seated and playing during that round of play.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Number of Players	Player Fee	Designated Fee #1	Designated Fee #2
8	6 or more	\$7	\$1	\$1
9	5	\$5	\$1	\$1

Poker Collection Rates

10	4 or less	\$3	\$1	\$1
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Badugi (GEGR-001596) – For **schedule options 1**, the collection fees shall be taken from the pot after all players have posted the required buy-in prior to the start of the game or any cards being dealt. The appropriate fees are dependent on the number of players as shown below. However, if all players, including the small blind, fold and do not call the big blind, the Designated Table Fee of \$1 shall be taken and no additional collection fee shall be taken. The collection fees are determined based on the number of players seated and participating in the game that bought in.

Limit Games

Minimum of a \$15-\$30 limit game

Maximum of a \$100-200 limit game

Schedule Option	Designated Table Fee	Regular Table Fee-Number of Players			
		6+	5	4	3 or less
1	\$1	\$5	\$3	\$2	\$1

For **schedule options 2**, the collection fees shall be taken from the pot after all players have posted the required buy-in prior to the start of the game or any cards being dealt. The appropriate fees are dependent on the number of players as shown below. However, if all players, including the small blind, fold and do not call the big blind, the Designated Table Fee of \$1 shall be taken and no additional collection fee shall be taken. The collection fees are determined based on the number of players seated and participating in the game that bought in.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	Designated Table Fee	Regular Table Fee-Number of Players			
		6+	5	4	3 or less
2	\$1	\$5	\$3	\$2	\$1

For **schedule options 3 through 19**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes.

Limit Games

Minimum of a \$10-\$20 limit game

Maximum of a \$500-1,000 limit game

Schedule Option	# of Players	Player Collection	New Player Collection
3	4+	\$10	\$5
4	3 or less	\$5	\$2
5	4+	\$11	\$6
6	3 or less	\$6	\$3
7	4+	\$12	\$6
8	3 or less	\$7	\$3
9	4+	\$13	\$6
10	4+	\$14	\$7
11	3 or less	\$6	\$4

Poker Collection Rates

12	3 or less	\$7	\$4
13	4+	\$15	\$8
14	3 or less	\$7	\$4
15	3 or less	\$8	\$4
16	4+	\$16	\$7
17	4+	\$16	\$8
18	4+	\$17	\$9
19	3 or less	\$8	\$5

For **schedule options 20 through 36**, a collection fee shall be taken from each player and each new player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer. A new player is one who was not at the table during the last round of collection and has played less than 15 minutes.

No Limit Games

\$20 Minimum Buy-In

No Maximum Buy-In

Schedule Option	# of Players	Player Collection	New Player Collection
20	4+	\$10	\$5
21	3 or less	\$5	\$2
22	4+	\$11	\$6
23	3 or less	\$6	\$3
24	4+	\$12	\$6
25	3 or less	\$7	\$3
26	4+	\$13	\$6
27	4+	\$14	\$7
28	3 or less	\$6	\$4
29	3 or less	\$7	\$4
30	4+	\$15	\$8
31	3 or less	\$7	\$4
32	3 or less	\$8	\$4
33	4+	\$16	\$7
34	4+	\$16	\$8
35	4+	\$17	\$9
36	3 or less	\$8	\$5

Chinese Poker (GEGR-001597) – For **schedule options 1 through 4**, the collection fee shall be taken by the house dealer from each player per hand prior to cards being dealt. The appropriate fees are dependent on the table limit per point.

Schedule Option	Table Limit	Buy-In	Collection Per player per hand
1	\$10 per point	\$200	\$1
2	\$20 per point	\$400	\$2
3	\$25 per point	\$500	\$3
4	\$50 per point	\$1,000	\$4

Poker Collection Rates

Timed Collection Rates (applies to all Poker Games)

For **schedule options 1 through 2**, a collection fee shall be taken from each player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer.

No Limit

Schedule Option	Buy-In	Collection Fee (per 1/2 hour)
1	\$5000+	\$20
2	\$25-\$50 or higher blinds	\$20

For **schedule option 3**, a collection fee shall be taken from each player on the hour and on the half hour. For games that do not start on the hour or on the half hour, the collection fee will not be taken from new players until the hour or the half hour, whichever is closer.

Limit

Schedule Option	Buy-In	Collection Fee (per 1/2 hour)
3	\$80-\$160	\$14

Drawmaha (GEGR-002086), Drawmaha 2-7 (GEGR-002087) – For schedule options 1 through 37, Collection Fee #1 shall be taken from the player in the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

No Limit/Pot Limit

Minimum Buy-In \$50

Maximum Buy-In \$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-6	\$1	\$5	\$1
2	7-6	\$1	\$5	\$0
3	7-6	\$1	\$4	\$1
4	7-6	\$1	\$4	\$0
5	7-6	\$1	\$3	\$1
6	7-6	\$1	\$3	\$0
7	7-6	\$1	\$2	\$1
8	7-6	\$1	\$2	\$0
9	7-6	\$1	\$1	\$1
10	7-6	\$1	\$1	\$0
11	7-6	\$1	\$5	\$2
12	7-6	\$1	\$4	\$2
13	7-6	\$1	\$3	\$2
14	7-6	\$0	\$4	\$1
15	7-6	\$0	\$5	\$1
16	7-6	\$0	\$3	\$1
17	5	\$0	\$3	\$1
18	5	\$0	\$4	\$1
19	5	\$1	\$4	\$1
20	5	\$1	\$3	\$1

Poker Collection Rates

21	5	\$1	\$3	\$0
22	5	\$1	\$2	\$1
23	5	\$1	\$2	\$0
24	5	\$1	\$1	\$1
25	5	\$1	\$1	\$0
26	4	\$1	\$2	\$1
27	4	\$1	\$2	\$0
28	4	\$1	\$1	\$1
29	4	\$1	\$1	\$0
30	4	\$1	\$3	\$1
31	4	\$0	\$3	\$1
32	3 or less	\$1	\$2	\$1
33	3 or less	\$1	\$1	\$1
34	3 or less	\$1	\$1	\$0
35	3 or less	\$0	\$3	\$1
36	3 or less	\$0	\$2	\$1
37	3 or less	\$0	\$2	\$0

For **schedule options 38 through 54**, Collection Fee #1 shall be taken from the player in the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after the flop. Collection Fee #3 shall be taken from the pot after the turn card. If the hand does not reach the flop, Collection Fee #2 will not be taken. If the hand does not reach the turn card, Collection Fee #3 will not be taken.

Limit Games

Minimum of a \$2-\$4 limit game

Maximum of a \$20-\$40 limit game

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
38	7-6	\$1	\$4	\$1
39	7-6	\$1	\$4	\$0
40	7-6	\$1	\$3	\$1
41	7-6	\$1	\$3	\$0
42	7-6	\$1	\$2	\$1
43	7-6	\$1	\$2	\$0
44	5	\$1	\$2	\$1
45	5	\$1	\$2	\$0
46	5	\$1	\$1	\$1
47	5	\$1	\$1	\$0
48	4	\$1	\$2	\$1
49	4	\$1	\$2	\$0
50	4	\$1	\$1	\$1
51	4	\$1	\$1	\$0
52	3 or less	\$1	\$1	\$1
53	3 or less	\$1	\$1	\$0
54	3 or less	\$0	\$2	\$1

Poker Collection Rates

Timed Collections

For **schedule options 55 through 59**, the collection fee is taken from each active player, in advance every half hour of play (based on number of players).

Limit Games

Minimum of a \$30-\$60 limit game

Maximum of a \$4,000-\$8,000 limit game

Schedule Option	Regular Table Fee (Number of Players)	
	5 to 7	4 or less
55	\$10	\$5
56	\$12	\$6
57	\$15	\$7
58	\$17	\$8
59	\$20	\$10

Collection Fees for Poker Games

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