21st Century Blackjack Rules

A. Casino Management.

1. Hustler Casino management reserves the right to make decisions in the best interests of the game and in the spirit of fairness to all players, even if a technical interpretation of the rules may vary the decision.
2. Hustler Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player plays against, or makes a wager against, the Hustler Casino.
3. By taking a seat in a game at the Hustler Casino, you agree that the decision of the management is final.
4. No decision on a hand may be rendered by a floorperson once the next hand has begun.

B. General.

1. The standard Blackjack shoe is composed of 8 regular decks of cards with 1 Joker per deck. In the case of Automatic Shuffling Devices, the number of decks may vary, but there will be one Joker per deck in all cases.
2. A 'Natural 22' beats all other hands. A Natural is:
   a) Two Jokers
   b) Two Aces
   c) One Ace and one Joker
3. Two Jokers pays 2 to 1 to the extent that money covers.
4. All cards have face value.
5. A Joker with any card is a Hard 21. Players may not draw any further.
6. Aces have a value of 1 or 11.
7. All face cards have a value of 10.
8. The value of each hand is the sum of its cards.
9. Players' hands are compared with the player/dealer's hand.

C. Objectives of The Game.

1. Players have two objectives:
   a) Form a hand whose sum does not exceed Natural 22 points.
   b) Form a hand whose value is greater than the player/dealer's hand.

D. Game Rules.

1. If a player's total is more than Natural 22 and the player/dealer's total is Natural 22 or less, the player/dealer wins.
2. If a player's total is Natural 22 or less and the player/dealer's total is more than Natural 22, the player wins.
3. If the player and the player/dealer's total is above Natural 22:
   a) Player/dealer is closer to Natural 22, player/dealer wins.
   b) If player is closer to Natural 22, it is a push.
   c) Player/dealer wins all ties over 22.
4. If the player and the player/dealer have totals below Natural 22, the hand closest to Natural 22 wins.
5. If the player and the player/dealer both have a Natural 22 it is a push.
6. If the player/dealer's up card is a Joker there is now draw.

E. Betting Rules.

1. Each player who places a wager must pay a separate collection. Players are not allowed to add money to the bets of other players.
2. Each table has a posted sign indicating the minimum and maximum bets and the appropriate collections.
3. Each 'seat' has six 'spots' for the placement of wagers. Up to 6 wagers can be made at each seat, and one collection paid for each bet.
4. All cash must be exchanged for chips. Cash wagers do not play.
5. Bets over the posted maximum limit do not play. The overage amount will be returned to the player.
6. Except in the case of double-downs or splits, players may not add or remove wagers prior to the completion of the hand.
7. Players may bet on the hands of other players (back-line betting) providing betting spots are open. A seated player cannot refuse a back-line bet.

F. The Deal.

1. Cards are dealt from left to right starting at the first seat with a valid wager and proceeding in a clockwise direction.

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2. The player/dealer receives one card face-up and each seat with a valid wager receives two cards face-up.
3. When the player/dealer's first card (face-up) is a Joker there is no draw.

G. Player Options – Decision.

1. The seated player will make final decision in playing of hand. If playing on empty seat, first wager will make decision.

H. Player Options – Stand.

1. Players who want to stand must signal their intentions to the dealer with a hand signal. The accepted signal to stand is a wave of the hand above the table surface. A verbal declaration is not sufficient.
2. It is the player's responsibility to correctly signal his intentions. *If the player makes no response to the dealer's prompt*, and the player's total is 12 or more, the dealer can assume the player wishes to stand.
   a) When the dealer points to a player's hand, and pauses, it will be assumed that the player has been given an opportunity to act, or at least to signify his intentions.
   b) If the dealer then moves on to the next active hand, and action takes place, it is assumed that the previous player has accepted the action and has no more valid options.
3. Players must stand with any hand that contains a Joker.
4. Players have no more options on any hand that totals 22 or more.

I. Player Options – Hit.

1. Players who want to 'hit' a hand may do so by signaling to the dealer with a scratch on the table surface. A verbal declaration is not sufficient.
2. It is the player's responsibility to correctly signal his intentions. *If the player's total is less than 11 and no signal is given, or the player does not respond to the dealer prompt*, the dealer may automatically hit the hand.
3. Players may not double or split after taking a hit card, nor may they surrender any hand containing more than two cards.
4. Players may draw multiple hit cards.

J. Player Options – Double-Down.

1. Players may double their wagers on any two cards not containing a Joker.
2. The player who has paid a collection and has most money in action will make the decision of doubling. Other players with wagers in the same seat can double their wagers or allow the hand to be played as 'double for less,' but they cannot take more hit cards. Only one card will be dealt on a double-down bet.
3. No additional collection is charged on double-up wagers.
4. Players signal their intentions by placing a second wager behind the first wager. A verbal declaration followed by the placement of the second wager will be accepted as a double.
5. The dealer will announce 'Double-down,' and will deal one card placed face-up and at a horizontal position.
6. Players may double-down for less money than the original wager, but may not double-down for more money than the original wager.

K. Player Options – Splitting.

1. Players may split any two cards of equal rank other than Joker-Joker or Joker-Ace.
2. The player who has paid a collection and has most money in action will make the decision to split. If another player in the same hand does not want to split, his/her hand will be played as the first split hand. The player who did not split the first time will lose all options on the second split hand.
3. No additional collection is charged on split wagers.
4. Players signal their intentions by placing a second wager of equal amount beside the first wager. A verbal declaration followed by the placement of the second wager will be accepted as a split.

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5. Players may split hands to a maximum of three playable hands. In other words, they may split twice only.
6. Players may double-down on any split hands.
7. Players may surrender a split hand that contains no more than two cards.
8. In the case of splitting Aces, the player will receive *one card only* on each hand, dealt horizontally. After splitting aces surrender is not a valid option.

L. Player Options – Surrender.

1. Players may surrender any two-card hand and the dealer will return half the original wager.
2. Cards will remain face-up on the table until completion of the deal, with the surrendered amount of chips placed on top of the cards.
3. The signal for surrender is for the player to draw a line on the table or to push the bet forward with a slight push. A verbal announcement of surrender will be followed by the dealer's confirmation.
4. As mentioned previously, the player may surrender any two-card hand. It is therefore possible for a player to split a hand and surrender one or both hands after taking the first hit. *(Split Aces are not eligible for surrender.)*
5. If more than one player is betting a seat, one of the players may surrender while the other player continues to play out the hand.

M. Player/Dealer Options.

1. The player/dealer has no options. Hands of Soft 17 or less must be hit, and any totals of Hard 17 or greater will stand.
2. The player/dealer cannot add or remove chips from the bank after the first card is dealt, but may add or remove chips from the bank between dealing rounds.
3. If the player/dealer's first card is a Joker the hand is over and there are no draws.
4. If the player/dealer's hand is a natural all double-downs and splits have no action. Surrenders will play 'as is' and players will have already received half their original wagers.

N. Action Button.

1. The player/dealer's second card (hole card) will determine the beginning of the action and the placement of the action button, according to the following chart:

Player/Dealer's Hole Card	Relative Position of Action Button
Ace or 8	1st Position from Bank
2 or 9	2nd Position from Bank
3 or 10	3rd Position from Bank
4 or Jack	4th Position from Bank
5 or Queen	5th Position from Bank
6 or King	6th Position from Bank
7 or Joker	7th Position from Bank

O. Player/Dealer Rules.

1. The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals.
2. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.
3. The player/dealer does not have to cover all bets. In the event that money does not cover, the action button will be used to determine which bets will be paid.
4. A seated player does not have to bet the hand before acting as player/dealer.
5. Only a seated player may act as player/dealer.
6. No player may act as player/dealer on an empty seat.
7. The player/dealer may not play any other hand during his deal.

P. Kum-Kum Banks.

1. Players may pool their resources in order to act as player/dealer. Two or more players may pool to form a kum-kum bank.
2. The Hustler Casino takes no responsibility in settling disputes between players involved in a kum-kum bank.

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Q. Errors – Single Cards.

1. A card dealt off the table is live.
2. A boxed card is treated as a piece of paper.
3. When cards are dealt to a position with no wager, those cards are dead and are treated as pieces of paper.

R. Errors – Misdeals.

1. One position with a wager received only one card after the initial deal.
2. One position received three cards.
3. One position received no cards.
4. Two boxed cards appeared in one round.

S. Errors – Initial Deal.

1. If a player does not receive the first card, the cards will be backed up providing no other player has already received a second card.
2. If a card is dealt to a position with no wager, the cards will be moved forward if no player has already received a second card.

T. Errors – The Draw.

1. If a card is exposed before the player has acted, the exposed card plus 3 additional cards will be burned and placed in the discard rack. No exposed cards can be moved forward or backwards in any circumstances.
2. If a player is passed and not given an opportunity to act in turn, that player will have a chance to complete his draw last, providing the player/dealer has not already acted.
3. If a player is passed *after the dealer has pointed or prompted,* the hand will play out as a 'standing' hand.
4. If the draw is started in the wrong seat, and one card only is exposed, that card and three additional cards will be burned and action returned to the correct seat.
5. If the draw is started in the wrong seat, and more than one card has been exposed, the draw will continue around the table in order. The passed player will have an opportunity to act on his hand before the player/dealer receives cards.
6. If a player coerces the dealer to expose a card from the shoe, the player must accept the exposed card.
7. If cards run out prior to the completion of all hands, the entire round is declared a misdeal and players receive free collections. The entire shoe is to be reshuffled prior to the next round.

U. Supervisor Decisions.

1. The act of backing up cards can only be done by a supervisor.
2. Management reserves the right to make decisions which are in the best interest of the game, and under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

PAI GOW POKER

Description

Management has the final word on who may play and the manner in which play is conducted. Discourteous behavior or abusive language will not be tolerated.

Management is not responsible for the conduct of any player, but will retain the right to refuse the use of the facility to any player.

The HUSTLER CASINO is not responsible for chips or cash left on the table.

Pai GOW poker is a simple game to play. It is played with a 53-card deck, which includes the joker. The joker can be used as an ace or as any card that completes a straight or flush.

The house dealer deals the cards into seven hands of seven cards. Six of the hands go to players and one hand goes to the player/dealer. The player/dealer shakes the dice cup, which contains three dice, and the total on the dice determines who receives the first set of cards and where the action begins. The player/dealer position is always 1, 8, and 15. Out of the seven cards each player receives, the player creates a two-card hand (sometimes called the front hand) and a five-card hand (sometimes called the back hand). The two-card hand must rank lower than the five-card hand. The goal of the game is to make two hands that are both higher than the two hands made by the player/dealer. Pal GOW poker uses the same ranking of hands as in other high poker games.

All bets are against the player/dealer. The player wins if both of his or her hands rank higher than those of the player/dealer. A tie (push)-occurs if one hand is higher and the other is lower; no money changes hands. The player/dealer wins if both of the player's hands are lower than the player/dealer's hands. The player/dealer wins all situations in which one player hand is identical to that of the player/dealer (copy) and the other player/dealer hand wins the player/dealer pushes in all situations in which one player hand is identical to that of the player/dealer (copy) and the other player/dealer hand loses.

The designated dealer button rotates, and any player may take a turn being the player/dealer for two consecutive hands.

The house dealer makes all payoffs, at even money, from the stack of the player/dealer.

PAI GOW POKER

Rules

1. All action proceeds in a clockwise direction starting from the action button.

2. You may not show your hand to or discuss your hand with, any other player at any time while the game-is in play.

3. The total count of the dice points after opening the dice cup determines which player receives the first hand, counting from the player/dealer as number 1 and proceeding clockwise. The player/dealer position is always 1, 8, and 15, no matter how many players are seated. Examples: If the dice points total 9, the player immediately to the left of the player/dealer receives the first hand. If the dice points total 15, the player/dealer receives the first hand.

4. The point total of the dice also determines the position of the action button, except when the player/dealer position is indicated; in those cases, the first player to the left (clockwise) of the player/dealer receives the action button.

5. The player/dealer's hand will not be opened until all other hands have been set. In the case in which the player/dealer's hand is opened before all hands are set, the house dealer will set the player's hand in the most logical manner.

6. 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.

7. A boxed or exposed card on the deal will be replaced, after the deal is finished, with the first of the remaining four cards.

8. The joker may be used as an ace or to complete a straight or flush.

9. You are responsible for the final setting of your hands. The house dealer may assist in setting your hand or otherwise offer advice upon your request, but cannot be held responsible for the final decision.

10. Statements regarding the value of your hand are not binding. The cards read for themselves.

11. If you set your hands in such a way that the two-card hand ranks higher than the five-card hand, your hand is fouled and the wager is forfeited to the extent that money covers.

12. If you put three cards in one hand and four in the other, or one card in one hand and six in the other, your hand is fouled and the wager is forfeited to the extent that money covers.

13. The house dealer may set more than one player's hand on any one deal according to the logical way.

14. You may look at only one hand, regardless of the number of hands on which you have wagered. You can be the "active" player on only one circle (spot) and on only one hand, regardless of the number of hands on which you have wagered.

15. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the house dealer.

16. High Limit Room and Main Floor:

    A. Only the player/dealer can request a deck change. A player may request a deck change only if the player/dealer agrees

    B. Once the shuffle has begun, it is too late to ask for a change equipment, i.e. Deck, Dice Cup, or Setup.

17. A hand that is misread by the house will play at true value if it can be retrieved intact.

18. When the player/dealer asks the house dealer to help set the hand, the house dealer cannot allow the player/dealer to set the hand fouled. If the house dealer mistakenly allows a fouled hand to be played, management will set the hand in the "logical way" and play will continue. A player/dealer's hand can never be set fouled.

19. If the player/dealer hand is open a players with a wager loses (or thinks he/she loses), and pushes his wager on top of his/her cards (technically surrendering). 'If the player pushes the money on top of his cards, and that hand wins or pushes (or loses), Dealer should immediately call the floorperson - Floorperson 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 wrong doing) will be allowed to play the hand as is (win, lose, or push).

20. Main Floor: Player/dealer may not ask for and receive an additional shuffle whenever he/she wants one. The dealer is to shuffle the card according to HUSTLER CASINO procedure only.
    High Limit Room. Player/dealer may ask for and receive an additional shuffle.
    High Limit Room. It is required that a seated player bet 6(six) times per round.

21. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

SUPER PAN 9

Description

Super Pan 9 is a fast-paced game that resembles baccarat. In the game, a dealing shoe is used to hold decks of cards that do not contain 7s, 8s, 9s, and 10s. The house dealer deals three cards to each player, including the player/dealer. Each player then has the opportunity to draw one additional card. The object of the game is for your cards to total as close to nine as possible. The goal is for your hand beat the player/dealer's hand.

In Super Pan 9, all picture cards have a value of zero. The value of the hand is the value of the "ones" column in the total of the hand. For example, a player receives 6, 4, 3 in the first three cards. This hand totals 13, but the hand has a value of three. The player draws a 5. The hand totals 18, but the value of the hand is now eight.

The player/dealer shakes the dice cup to determine the "action spot," that is, the position of the first hand that will be compared against that of the player/dealer and which player is dealt too first. The total count of the dice determines which seat is the action spot. The player/dealer's position is always 1, 9, and 17, regardless of how many players are seated.

The draw begins clockwise from the player/dealer, which makes the player/dealer the last player to draw. All hands play against the player/dealer's hand to the extent that money covers.

SUPER PAN 9

Rules

1. All action proceeds in a clockwise direction starting from the action button.

2. You may not show your hand to, or discuss your hand, with any other player at any time during play.

3. The total count of the dice points after opening the dice cup determines which player is dealt to first and has first action. The player/dealer's position is always 1, 9, and 17, no matter how many players are seated. Examples: If the dice points total 8, the player to the player/dealer's right will receive the first card and has first action.

   On the draw, the first player to the player/dealer's left is offered the option of one additional card. The option continues until the player/dealer has the option of drawing the last card.

4. You may look at only one hand, regardless of the number of hands on which you have wagered.

5. A misdeal will be declared if:

   a. It has been determined before the deal is complete that cards have gone to the wrong spot.

   b. The player/dealer has the wrong number of cards.

   c. A foreign card appears on the table.

6. All exposed cards on the deal play. On the draw, an exposed card will be replaced after the player/dealer has acted on his or her hand and before the players hands are read. (An exposed card is defined as one that lands face up on the table.)

7. A boxed card in the shoe is a non-existent card and is immediately replaced by the next card in the shoe.

8. If the house dealer deals a card off the table, the card is a dead card and the player receives the next card.

9. Statements regarding the value of your hand are not binding. The cards read for themselves.

10. Each player who wishes a fourth card must request a card in turn.

11. When the player/dealer's three-card hand totals 4 or less, the house dealer automatically draws a card for the player/dealer.

12. When the player/dealer's three-card hand totals 7, 8, or 9, the hand, automatically stands (plays as is).

13. When you request assistance on the play of a hand, the house dealer plays the hand according to HUSTLER CASINO Rules.

    a. Draw on 5 or less, and

    b. Stand on 6 or more.

    After the player/dealer's hand has been opened and set, the a hand that has been set in the "logical way" is opened and checked. Any hand that has been played incorrectly by a house dealer will be reset by management.

14. Once the player/dealer's hand is open, no one else may act on his or her hand.

15. After the announcement "All hands set" has been made, you may not touch or alter your wager. Penalty: Possible forfeiture of that wager to the extent that money covers.

16. If you miss your opportunity to draw, the house dealer will back up the draw cards in order for you to receive the proper draw card, as long as the player/dealer's hand has not been opened. If you change to a hit from a no hit or vice versa, your hand will be played the logical way with the exception of 5 or 6, which will be played in the original position it was set.

17. If the player/dealer has not drawn a card, the house dealer must determine that the player/dealer has made a commitment to stand, announce the total, and proceed to settle the wagers.

18. A misdeal will not be declared after the draw has commenced, except when the player/dealer's hand does not have three cards.

19. If a card has been removed from the shoe at the request of an active player, it must play.

20. If a card has been removed from the shoe because of dealer error, the card will be placed directly under the shoe, and will be the next card in play.

20. A boxed card out of the shoe never plays.

21. All players are responsible for protecting their own hands. If you foul your hand through your carelessness with other cards, your wager is forfeited to the extent that money covers.

23. If you have an incorrect number of cards, you have a fouled hand. It is your responsibility to notify the house dealer of a problem before the draw commences.

24. A player/dealer partnership may consist of no more than three active players at the same

time.

25. Your hand must remain in view of the dealer at all times, or you risk a fouled hand and forfeiture of your wager.

26. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

PAI GOW TILES

Description

The game of PAI GOW comes to the United States from Asia. The game's playing pieces are dominoes, commonly known as tiles. Each Player receives four tiles and makes two hands of two tiles each, a high hand and a secondhand. The house dealer shuffles the tiles and the player/dealer shakes the dice cup, which contains three dice. The total of the dice determines who receives the first set of tiles and where the action begins. The house dealer delivers four tiles to each spot or position (also known as circle) at the table. The player/dealer's hand is pushed toward the player's spot who is acting as the player/dealer. The hand is then "capped" and brought back in by the house dealer for safe keeping until all the players hands are set. The goal of the game is to make two hands out of the four tiles that are both higher than the two hands made by the player/dealer. The player wins if both his or her hands rank higher than those of the player/dealer. A tie (push) occurs if one hand is higher and the other is lower, in which case no money changes hands. The player/dealer wins if both of the player's hands are lower than the player/dealer's hands. The player/dealer wins all situations in which one player hand is identical to that of the player/dealer and the other player/dealer hand wins. The player/dealer pushes all situations in which one player hand is identical to that of the player/dealer and the other player/dealer hand loses.

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

The house dealer makes all payoffs, at even money, from the stack of the player/dealer.

PAI GOW TILES

Rules

1. All action proceeds in a counterclockwise direction starting with the action button.

2. All tiles (dominoes) must be kept on the table. You may not show your tiles to, or discuss your tiles with, any other player at any time while the game is in play.

3. The house dealer shuffles the tiles thoroughly and stacks them in rows, with four tiles in each row.

4. All bets must be placed before the dice cup is opened.

5. The total count of the dice points after opening the dice cup determines which player receives the first four tiles. The count begins with the player/dealer being number I and proceeds counterclockwise The player/dealer's position is always 1, 9, and 17, no matter how many players are playing. Examples: If the dice points total 8, the player' immediately to the left of the player/dealer receives the first four tiles. If the dice points total 17, the player/dealer receives the first four tiles.

6. The point total of the dice also determines the position of the action button. An exception is when the player/dealer position is indicated. In this case, the player/dealer will receive the first four tiles, but the first player to the right (counterclockwise) of the player/dealer receives the action button.

7. The house dealer deals four tiles to every spot, regardless of whether a bet has been made at each spot. The house-dealer returns the tiles from all empty spots to an area in front of the house-dealer's tray.

8. You receive four tiles and set-them in a way you like, in two hands, each consisting of two tiles, with the high hand in one stack and the low hand in another stack, both placed in front of your bet. You may, if you wish, leave all four tiles in one stack, in which case the house dealer sets them in "logical" way.

9. The player/dealer's tiles must be covered by a button until all the player's hands have been set. At that point, the player/dealer sets his or her hand.

8. When the player/dealer's hand is set, the house dealer opens each players' hand, starting from the action button and proceeding in a counterclockwise direction, calling out the hand and declaring whether the player won, lost, or pushed.

9. If a player loses, the house dealer brings the losing-bet forward in front of the betting circle, (stacking two stacks on top of the other two tiles.)

10. If a player pushes, the house dealer leaves the money alone but brings the tiles toward the dealer's tray as if no one has bet the on spot.

11. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

13-CARD
CHINESE POKER

Description

The game of 13-card combines elements of PAI GOW poker and poker. Many variations of this game are played around the world, and its origin is claimed by many countries.

13-card uses a standard 52-card deck. The game uses no jokers or wild cards. The game is played with two, three, or four players, each one taking turns at dealing or being in the dealer position. Each player is dealt 13 cards, which the player arranges into three separate poker hands: one three-card hand in front and two five-card hands. Each hand must rank higher than the hand before it. Of the three hands, the back five-card hand must be the best hand.

Example:	3-card hand: 6– 6– A	Front
	5-card hand: 10– 10– 10– 3– 4	Middle
	5-card hand: 5- 6- 7- 8- 9	Back

The goal of the game is for-all three, of the player's hands to rank higher than the opponent's hands. -13:card uses the same ranking-of-hands as in other high poker games.

Each player's set of hands competes separately and one at a time against each other player's set of hands. One unit is wagered on each of the three poker hands. In each matchup, the front three-card hand is compared to the front three-card hand of the opponent, the middle five-card hand is compared to the middle five-card hand of the opponent, and the back five-card hand is compared to the back five-card hand of the opponent. Each winning hand receives one unit from the other player. Thus, in each set of three matchups, four possibilities exist (discounting ties):

a. The challenger wins all three matchups, winning three units.

b. The challenger wins two matchups and loses one, for a net win of one unit.

c. The challenger wins one matchup and loses two, for a net loss of one unit.

d. The challenger looses all three matchups, losing three units.

Ties in any matchup result in no win or loss of units.

In this context, a unit is the betting limit for the particular game in which you are playing.

In addition, when certain hard-to-achieve hands are made, they reverse a bonus from each opponent. These are:

Three of a kind in front:	3 additional units
Full house in the middle:	2 additional units
Four of a kind in the middle:	8 additional units
Straight flush in the middle:	10 additional units
Four of a kind in back:	4 additional units
Straight flush in back:	5 additional units

Since each hand competes separately against every other hand, when a bonus hand beats a bonus hand, the net effect may be that the bonuses cancel each other.

13-CARD
CHINESE POKER

Rules

These are the ranking of hands in descending order of strength:

Royal flush

Straight flush

Four of a kind

Full house Flush

Straight

Three of-a kind

Two pair

One pair

No pair

The betting structure is a fixed limit. One unit is wagered on each of the three poker hands, with this exception: When certain hard-to-achieve hands are made, they may receive a bonus from each opponent. These are:

Three of a kind in front:	3 additional units
Full house in the middle:	2 additional units
Four of a kind in the middle:	8 additional units
Straight flush in the middle:	10 additional units
Four of a kind in back:	4 additional units
Straight flush in back	5 additional units

Since each hand competes separately against every other hand, when a bonus hand beats a bonus hand, the net effect may be that the bonuses cancel each other.

In this context, a unit is the betting limit for the particular game in which you are playing.

The game is played for table stakes.

A buy-in is equivalent to 25 times, the limit condition.

No short buy-ins are allowed; however, at anytime you may add to your stack between hands.

Playing behind is not allowed except in a cash exchange for chips.

To receive a hand, you must have at least three betting units for the particular game in which you are playing.

Action starts with-the player to the right of the dealer button and proceeds around the table counterclockwise, with each player competing separately and one at a time against each other player.

The following situations result in a fouled hand:

a. The middle poker hand is not ranked higher than the three-card hand.

b. The back hand is not ranked higher than the middle hand.

c. Any hand has the wrong number of cards.

HUSTLER CASINO BLACKJACK

Introduction:

Hustler Casino Blackjack is a game in which the object of the game is to get a hand closer to NATURAL than an opponent's hand without going over. This game still offers the opportunity to push if both you and your opponent's hands exceed 21 points.

Hustler Casino offers the opportunity to be a Player or the Player/dealer on any given hand.

Hustler Casino offers a variety of choices in which a Player has the opportunity to increase a wager by doubling down and splitting pairs yet allowing a Player to decrease a wager by surrendering a hand.

Hustler Casino is played with a 6 Deck shoe containing 1 Jokers per deck.

Card Ranking Chart:

(A)

ACE	=	1 or 11
JOKER	=	Wild
FACE CARDS	=	10
OTHERS	=	FACE VALUE

(B)

1ST	-	Two Jokers
2nd	-	21 (Total of any number of cards)
3rd	-	20 (Total of any number of cards)
4th	-	19 (Total of any number of cards)
5th	-	18 (Total of any number of cards)
6th	-	17 (Total of any number of cards)
7th	-	16 (Total of any number of cards)
8th	-	15 (Total of any number of cards)
9th	-	14 (Total of any number of cards)
10th	-	13 (Total of any number of cards)
11th	-	etc.
12th	-	etc.

(C) INSTRUCITONS:

1. A hand that is closer to NATURAL than an opponent's hand wins.
2. A hand that is under 21 wins if an opponent's hand that exceeds 21.
3. If both hands exceed 21 and the player/banker is closer to 21, the player/banker wins.
4. If both hands exceed 21 and the player is closer to 21, it is a push.
5. A Natural hand for the Player (Two Jokers) WILL BE PAID DOUBLE THE ORIGINAL BET to the extent that money covers.

(D) RULES:

1. The Player must hit a hand of 11 or less.
2. The Player has the option to hit a hand of 12 through 20.
3. A player may double down on any hand as long as it does not contain a Joker.
4. A player may double down for an equal or lesser amount of the original wager.
5. A player may split pairs for an equal amount of the original wager.
6. A player may surrender half of the original wager on the first two cards only.
7. The player/dealer must hit soft 17 and less.
8. The player/dealer must stand on hard 17 and more.
9. Players may not bet on top another player's wager.
10. If a seated player accepts a backline wager(s), the player with the most money in action makes the final decision on the play of the hand.
11. All cards must stay on the table including the checking of the player/dealer's hand.
12. Players may not touch cards at any time.
13. Collections are taken before cards are dealt.
14. All cash must be changed to chips before the cards are dealt.

<u>Player/Dealer</u>- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an

intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

21st CENTURY BACCARAT

Baccarat is played with a shoe that contains eight standard 52 card decks plus eight Jokers. A Joker may have any numerical value from "0" to "9". The total number of cards in a shoe is 424.

HOW TO PLAY

1. All cards have their face value with the exception of the Joker that can be played as a wild card.

2. Face cards have the value of"0".

3. Value of each hand is determined by adding the numerical values of the cards of the hand.

4. The object of the game is to obtain a hand that the sum of its cards is "9" or closer to it.

5. Players will receive two cards starting with the action button.

6. Players have the option of drawing one card.

7. A hand that contains a Joker automatically has the value of"9".

8. A hand that contains two Jokers is a natural "9" and is better than all other non-natural "9's".

9. If the sum of cards in a hand is more than "10", the value of that hand is the sum of the hand minus multiple of "10, for example: 10+3+8=1.

10. Players must position their hands in the proper "HIT" or "Stand" box in order to receive or not receive a draw card.

11. Each player has the option to be the player/dealer for two consecutive hands on any betting position.

12. The player/dealer must shake the dice to randomly pick a position for the start of the action.

13. Player/dealers holding a natural "9" will automatically win all hands to the extent that money covers with the exception of other natural "9's" held by players.

14. All players including the player/dealer must draw on "0"s, "1's", "2's", "3's", and "4's".

15. All players including the player/dealer must stand on "7's", "8's", and "9's.

16. All players have the option to HIT or STAND on "5's" but must STAND on "6's".

17. Player/dealer has the option of HIT or STAND on "5's" and "6's".

18. Settlement of all hands start with the action button.

19. Hands that have higher numerical value than the player/dealer's hand will win and the hands that have lower numerical value than the player/dealer will lose.

20. All hands that have the same value as the player/dealer's (ties) are push hands and receive no action.

21. All pay-offs start with the action button.

22. All pay-offs extend to the amount that the player/dealer's wager covers.

23. Players who do not receive action on their wagers will receive courtesy time for their next hand.

GAME RULES:

1. Players are responsible for protection of their hands, correct number of the cards before the draw, and their chips, therefore, any discussion or comment regarding the content of any hands are not allowed.

2. Players are responsible for correct playing of their hands; prior to the opening of the player/dealer's hand, any attempt to change the hand from one box to another will cause that hand to be played by the House floor personnel according to the House Way (except option hand).

3. At the request of a player, the House Dealer may play a hand (except the player/dealer's hand) according to the following house way: A) Draw on "4" and under. B) Stand on "5" and above.

4. In case of inadvertent misplay of a "House Way' hand, the draw cards will be readjusted to their correct playing position.

5. In case of inadvertent misplay of a hand by the player, the draw cards may not be readjusted, that player's hand will automatically lose to the extent that money covers and all other hands will play as is. Intentional misplaying of hands will not be tolerated.

6. A misdeal is declared when:

    a) The deal is out of position and two or more hands are looked at.
    b) The deal is out of position and the player/dealer's hand is looked at.
    c) Two or more players receive incorrect number of cards and the cards are not retrievable.
    d) The player/dealer doesn't have correct number of cards.

7. A misdeal is not declared when the pay off is commenced.

8. Seated players may not prohibit anyone from backline wagering.

9. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so

the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOUSE RULES

1. Time collections are taken in advance.

2. Players must wager at least the minimum bet of the table limit.

3. All cash must be changed to chips.

4. "Kum-Kum" bets are collected and paid as one bet. The "House" will not be responsible for disputes that may arise from those bets.

5. Players removing their wagers prior to completion of the payoff may lose the maximum bet or win the minimum bet amount.

6. All cards must stay on the plane of the table.

7. Attempts to switch, pass, or hold out cards will cause the player's hand to be foul and forfeiture of that wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.

8. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor Supervisors without exception.

9. The floor personnel's decision is absolutely final.

10. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

OMAHA

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

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

Rules of Omaha

1. You must use exactly two of the four holecards in your hand and three cards on the board to make a valid hand.

2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.

3. All the rules governing "kill pots" are listed in the section on kill pots.

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

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

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

2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.

3. If there is no low hand, the high hand wins the entire pot.

4. You can use one combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.

5. All other Hold'em rules apply.

PINEAPPLE

Rules for Pineapple

Pineapple is similar to Hold'em, except each player is dealt three downcards instead of two, and one of the three downcards must be discarded after the initial round of betting but before the first three community cards (the Flop) are turned up. If a player fails to discard a card before the Flop, then that player's hand is dead. All other Hold'em rules apply.

SEVEN-CARD STUD

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

Rules of Seven-card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.

2. The player with the forced bet has the option of opening for a full bet.

3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example, in $15-$30 stud, the low card opens for $5. The next player to act brings the bet to $15 (completion of the bet). Three raises are then allowed.

4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example, in a $5-$10 game, if you have a pair showing and you are the high hand, you may bet either $5 or $1 0. If you bet $5, any succeeding player has the option to call $5, raise **$5,** or raise $10. If a $10 raise is made, then all other raises must be in increments of $10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

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

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

7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.

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

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

10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper lowcard, if at all possible. The true lowcard must bet, and the improperly designated lowcard may take back the incorrectly forced wager.

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

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

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

14. If you pick up your upcards without calling a bet when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.

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

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

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

A. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in.

B. If there are only two players and the first player's downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's final card is dealt facedown and the opponent's final card is dealt faceup, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

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

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

RAZZ

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

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is *5-4-3-2-A.*

2. The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.

4. Dealers announce all pairs, the first time they occur, except pairs of face cards, which are never announced.

5. All seven-card stud rules apply in razz except as otherwise noted.

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

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

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

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.

2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.

3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.

5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.

6. *Splitting of pots is only determined by the cards and not by agreement among players.*

7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.

8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

9. All rules for seven-card stud apply to seven-card stud high-low split (8-orbetter) except as otherwise noted.

LOWBALL

Lowball is draw poker with the lowest hand winning the pot. Each player is dealt five cards facedown, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hand with new cards. This is known as the draw. In limit poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of lowball are ace-to-five lowball (also known as California lowball), and deuce-to-seven lowball (also known as Kansas City lowball). In ace-to-five lowball, the best hand is *5-4-3-2-A* and in deuce-to-seven lowball, the best hand is *7-5-4-3-2,* not of the same suit. For a further description of the forms of lowball, please see the individual section for each game.

Rules of Lowball

All rules governing "Kill Pots" are listed in the kill pots section.

1. *Cards Speak* Cards read for themselves. However, a *verbal declaration concerning a player's hand is binding.* Example: If a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his or her hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multihanded pot, the miscalled hand is dead, and the best remaining hand wins the pot. *For your own protection, always hold your hand until you see your opponent's cards.*

2. Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other players to foul their hand. If two or more hands remain intact, the best hand wins the pot.

3. In ace-to-five lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.

4. The joker is considered to be the lowest card not present in your hand.

5. As a new player, you have two options:

   A. To wait for the big blind.
   B. To kill the pot (double the limit for that hand by posting double the amount of the blind).

6. In a single-blind game, a player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player wins the pot or buys in again, the player will then be obligated to take the blind.

7. In single-blind games, half a blind or more constitutes a full blind.

8. In single or multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position in relationship to the blinds entitles you to a hand.

9. In limit ace-to-five lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed, This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.

10. Any player may draw up to five consecutive cards.

11. Five cards constitute a playing hand; more or less than five cards after the draw constitutes a fouled hand. Before the draw, if you have less than five cards in your hand, you may receive additional cards, providing no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.

12. You may change the number of cards you wish to draw, providing:

A. No cards have been dealt off the deck in response to your request (including the burn card).
B. No player has acted on his or her hand based on the number of cards you have requested.

13. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

14. In limit play, a bet and six raises is allowed in all multi-handed pots.

15. In limit play, check-and-raise is not permitted.

16. The minimum opening bet is the size of the large blind (unless otherwise posted). Example: In a $30-$60 limit game where, the blinds are $10, $20, and $30, you may open for $30 or $60 before the draw.

17. Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.

18. In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional calls you make.

19. In ace-to-five lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his or her obligation by completing to a full bet, all subsequent betting action will stand.

KILL POTS

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

2. In lowball the betting limits before and after the draw is doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).

3. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also, kill the next pot.

4. The kill button is neutral (belonging to no player) if:

   A. It is the first hand of a new game.

   B. The winner of the previous pot has quit the game.

   C. The previous pot was split and neither player had the kill button.

5. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.

6. When a player wins both the high and the low pot in a split-pot game ("scooper"), the next hand will be killed *only* if the pot is at least five times the size of the upper limit of the game.

7. In lowball, a player may look at two cards and randomly kill the pot. The pot may no longer be killed if any player in the game has received a third card. If you kill the pot in a voluntary kill situation, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.

8. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action before the draw. If it is a required kill pot (as described in rule No. 2 or in rule No. 6) with the kill button faceup, you must complete the bet or forfeit any bet.

9. Only one kill is allowed per hand. In lowball, a new player wanting to be dealt in an already killed pot may receive a hand by killing the next available pot, providing no one objects.

10. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.

11. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the pot is raised, after the killer acts the action shall proceed clockwise from the killer.

12. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

DRAW POKER (JACKS-OR-BETTER)

All five-card jacks-or-better draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all draw poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multihanded pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces are the best possible hand (four aces and joker).

Rules of Draw Poker (Jacks-or-Better)

1. A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.

2. If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.

3. Any player who has legally declared the pot opened must prove openers in order to win the pot.

4. In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.

5. Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.

6. An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.

7. Any player may request the opener to retain the opening hand and show it after the winner of the pot has been determined.

8. You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.

9. You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).

10. After the draw, if you call the opener's bet and cannot beat openers, you will not get your bet back.

11. The joker may only be used as an ace, or in straights, flushes, or straight flushes.

12. If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.

13. Any player may draw up to five consecutive cards.

14 Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his or her hand, providing no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five-card hand on the draw.

15. If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.

16.You may change the number of cards you wish to draw, providing:

a. No cards have been dealt off the deck in response to your request.

b. No player has acted in any way on his or her hand based on the number of cards you have requested.

17. Cards that are exposed faceup by the dealer before the draw must be kept.

18. Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.

19. Check-and-raise is permitted.

20. A maximum of a bet and six raises is permitted.

21. You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

22. Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.

23. Even if you are all in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you should buy in again, you must wait until the pot has been legally opened and someone else has won it before you can resume playing.

24. You have the right to pay the ante (whether single or multiple.) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.

25. If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.

26. If you have only a full ante and no other chips and money on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips and money.

MEXICAN POKER

Mexican Poker is similar to 5-card stud and is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed, the Joker remains.

To receive a hand, each player posts a collection when required. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards, of which 1 card must be face down. After the first tow cards are dealt (1 up and 1 down), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose, if they wish, their down card. This action must be complete prior to the deal of the third card which may be delivered up or down depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs.

The fourth and fifth cards are then dealt and played according to the same format. The player with the highest-ranking hand wins the pot.

Rules for Mexican Poker

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

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

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

4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.

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

   "4-5-6-7-J" "5-6-7-J-Q" "6-7-J-Q-K" "7-J-Q-K-A"

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

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

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

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

10. Check and raise is permitted.

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

12. Cards speak – hold your hand until you are sure of what your opponent has.

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

14. No string bets or raises.

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

16. Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.

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

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

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

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

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

CARIBBEAN STUD POKER

GLOSSARY

ANTE.....	The mandatory wager that players make to get their five cards.
BET.....	An optional bet that players make after seeing their five cards and one player/dealer's up card. The call Bet must be twice as the original Ante. If a player makes the call Bet, it means they wish to enter the showdown against the player/dealer.
PLAYER/DEALER.	A player, collection of players or an organized player base that acts as the bank in the game.
SURRENDER...	Forfeiting the original Ante, after players see their five cards.
TIE HANDS...	The hands that have the same valued cards in them, irrespective of their suits
PUSH.....	When two tie hands appear between a player and the player/banker.
QUALIFY.....	When the player/dealer has an (Ace / King) or higher in his/her hand.

HOW TO PLAY

In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore bluffing is always a viable options for the players. Collections and Jackpots are collected in advance.

BASIC CONCEPT AND STRUCTURE

1. A standard 52- card deck is used.
2. The game is played on a blackjack type table with up to eight players.
3. The object of the game is to make the highest possible poker hand.
4. High poker hand ranking is used to determine the comparative values of the hands. Royal flush is the highest rank and no pair is the lowest.
5. In front of each player's position two betting spots exist: ANTE and BET.
6. Two back-line betting is allowed in each position.
7. Players must place an ANTE prior to receiving their cards.
8. Each player will receive five cards.
9. No drawing or discarding will take place during the game.
10. Player/dealer receives four face-down cards and one face-up card.

11. The player/dealer's last card is used to determine the action position.
12. Players will examine their hands and decide whether to call or fold.
13. Player may fold and forfeit their entire ANTE.
14. Otherwise, they must call by placing a "BET" in the appropriate circle. Without exception, the BET must be double the ANTE.
15. All players must put their cards face down on the table.
16. The player/dealer hand must qualify to play. Ace / King is the only qualifying hand.
17. If the bank does not qualify, all players who called will be paid even money on their ANTE bets and their BETs are returned. The values of the hands are irrelevant.
18. If the player/dealer's hand qualifies, then players' hands must be compared with the dealer's hand.
19. Hands with higher values win and hands with equal values push.
20. The Third Proposition Players, as prescribed by law, are permitted to play and hold the player/dealer position.

LIMITS AND RATES

The rates and limits may be changed or altered under management's discretion with or without prior notice.

GAME LIMIT	COLLECTION FEES		BETTING LIMITS		JACKPOT FEES
	PLAYER	PLAYER/DEALER	ANTE	BET	
$5 to $50	$0.50	$1	$5 - $25	$10 - $50	$1
$10 to $100	$1	$2	$10 - $50	$20 - $100	$1
$50 to $300	$2	$3	$50 - $150	$100 - $300	$2

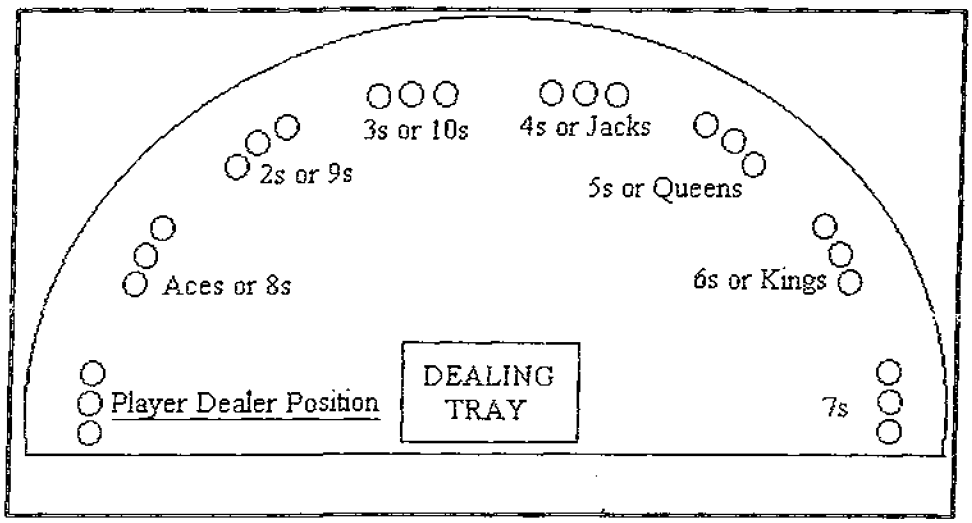
DEALING PROCEDURES

1. Deal eight piles of cards consisting of five cards per each pile.
2. The piles are formed in the Pai Gow Poker dealing style. Start from the left and move to the right by placing one card from the top of the deck for each pile.
3. After placing the eighth card, return to the first pile and continue the above procedure until completion.
4. While dealing, ask and inform the player to place their collections and Ante bets.
5. Return the stub to the discard holder.
6. Announce the last chance for betting and take collections from one side to the other.
7. Antes and collections are determined according to the table limit.
8. Post the appropriate collection and drop the jackpot fees.
9. The piles are dealt by giving the first pile to the first betting position, clockwise from the player/dealer.
10. After delivering all hands, turn open the top card of the bank's hand and protect the entire

hand with a dealer button.

11. At this time, players must act in turn by exercising one of the following options:
    a) Surrender by forfeiting their wagers (Ante); or
    b) Continue playing by placing an additional Bet wager. The Bet wager must be exactly double the amount of the Ante bet.
12. A player surrendering must leave his/her cards face down on the table; the dealer then places the Ante bet on top of the surrendered hand.
13. When a player calls, he/she must post another wager in the Bet circle and leave his/her cards face down on the table.
14. After all players acted, expose the remaining of the player/dealer's hand one card at a time.
15. Place the action button where the last card of the bank's hand indicates. The following figure indicates the action positions in respect to the player/banker's positions.

NOTE: The player/dealer's position is always "0"



16. Once the action is determined, drop any jackpot fees and arrange the player/dealer's cards in a descending order from left.
17. If the bank's hand contains an (Ace / Queen) or lower, the bank does not qualify; if the bank's hand contains an (Ace / King) and higher it qualifies for further play.
    A) When the bank does not qualify:
    - Announce: Bank does not qualify.
    - Starting from action button ignore the surrendered hands and proceed to the hands with Bets.
    - Return all of the called Bets to players and turn those players' hands open (do not compare).
    - In this situation, the contents of players' hands are irrelevant to the payoff.
    - When completed, return to the action hand and pay off according to the proper payoff procedures.
    - Collect the discards and prepare for the next hand.
    - Drop the collections.

    B) When the bank qualifies:

- Announce the value of the bank's hand.
- Beginning from the action button, proceed to those hands that have called Bets.
- Open the player's hand and compare with the player/dealer's hand.
- If the hand wins, leave it face up. If it looses, keep it face down and place the losing bets on top of it.
- When completed, return to the action spot and pay off according to the proper payoff procedures. Be sure to understand and make the proper odd pay offs.
- Collect the discards and prepare for the next hand.
- Drop the collections.

18. When a "Commercial Banking Player" is banking alone, it is sufficient to collect all of the losing wagers and payoff the winning bets.
19. All tie hands will push and no action will take place.
20. Bets are collected or paid to the extend that the player/dealers' wagers cover.
21. The order of the payoff is from the action button moving clockwise. In any given betting position the order is: Front bet (Ante Bet), and the back Bet (Call Bet).
22. Players not receiving action will not be issued a free collection button.
23. Without exceptions, all of the Antes are paid 1 to 1.
24. Under normal circumstances Call bets are paid 1 to 1, however, special hands have different pay out schedule. The following is the Bonus Schedule:

WINNING HAND	ODDS PAYOUT
1) Pair of Aces or less	1 to 1
2) Two pairs	2 to 1
3) Three of a kind	3 to 1
4) Straight	5 to 1
5) Flush	6 to 1
6) Full house	7 to 1
7) Four of a kind	8 to 1
8) Straight flush	9 to 1
9) Royal Flush	10 to 1

ELIGIBILITY FOR THE JACKPOT PRIZE

Only patrons participating in the first Player-Dealer position are eligible to win the Jackpot Prize. If there is more than one player with a wager in the first player-dealer position, the Jackpot Prize will be divided pro-rata based on the amounts of their respective wagers between the players. All players in the player position, who have made a wager and have paid the table fee for any betting circle, regardless the amount wagered, are eligible to win and share the Jackpot Prize. Eligible players in the player position will share the Jackpot Prize in equal shares regardless of the amount of their wagers.

- A minimum of four players is required to qualify for the jackpot game.
- Only the player in the first player/dealer position pays the Jackpot fees.
- When there is more than one player participating in the first Player-Dealer position, the player who has the most money in action will be responsible for posting the full Jackpot fee.

QUALIFYING HANDS

To increase or decrease the frequency (odds) of the Caribbean Stud Poker Jackpots Qualifying Hands, management reserves the right to adjust, the Qualifying Hands. The management will also give ample advance notice to all patrons of any changes to the Qualifying Hands.The Qualifying Hands for the three types Caribbean Stud Poker Jackpots are:

A) BAD BEAT JACKPOT:

- Any flush losing to another flush or higher hand.
- After the winning hands are confirmed, the losing player with the designated second hand will receive sixty (60%) percent of the posted Jackpot Prize.
- The player with the designated first hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand

B) SUPER JACKPOT:

- A full house beaten by the higher full house or better.
- After the winning hands in a Super Jackpot are confirmed, the player who lost with the designated second hand will receive sixty (60%) percent of the posted Jackpot Prize
- The player with the designated first hand will receive twenty (20%) percent of the posted Jackpot Prize.
- The remaining twenty (20%) percent of the posted Jackpot Prize will be evenly distributed among all other players at the table who have made a wager and paid a table fee collection for that particular hand.

C) ROYAL JACKPOT:

- A Straight or less beaten by a Royal Flush.

19. Hands that have higher numerical value than the player/dealer's hand will win and the hands that have lower numerical value than the player/dealer will lose.

20. All hands that have the same value as the player/dealer's (ties) are push hands and receive no action.

21. All pay-offs start with the action button.

22. All pay-offs extend to the amount that the player/dealer's wager covers.

23. Players who do not receive action on their wagers will receive courtesy time for their next hand.

GAME RULES:

1. Players are responsible for protection of their hands, correct number of the cards before the draw, and their chips, therefore, any discussion or comment regarding the content of any hands are not allowed.

2. Players are responsible for correct playing of their hands; prior to the opening of the player/dealer's hand, any attempt to change the hand from one box to another will cause that hand to be played by the House floor personnel according to the House Way (except option hand).

3. At the request of a player, the House Dealer may play a hand (except the player/dealer's hand) according to the following house way: A) Draw on "4" and under. B) Stand on "5" and above.

4. In case of inadvertent misplay of a "House Way' hand, the draw cards will be readjusted to their correct playing position.

5. In case of inadvertent misplay of a hand by the player, the draw cards may not be readjusted, that player's hand will automatically lose to the extent that money covers and all other hands will play as is. Intentional misplaying of hands will not be tolerated.

6. A misdeal is declared when:

    a) The deal is out of position and two or more hands are looked at.
    b) The deal is out of position and the player/dealer's hand is looked at.
    c) Two or more players receive incorrect number of cards and the cards are not retrievable.
    d) The player/dealer doesn't have correct number of cards.

7. A misdeal is not declared when the pay off is commenced.

8. Seated players may not prohibit anyone from backline wagering.

9. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

   The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

HOUSE RULES

1. Time collections are taken in advance.

2. Players must wager at least the minimum bet of the table limit.

3. All cash must be changed to chips.

4. "Kum-Kum" bets are collected and paid as one bet. The "House" will not be responsible for disputes that may arise from those bets.

5. Players removing their wagers prior to completion of the payoff may lose the maximum bet or win the minimum bet amount.

6. All cards must stay on the plane of the table.

7. Attempts to switch, pass, or hold out cards will cause the player's hand to be foul and forfeiture of that wager to the extent that money covers. Players found guilty of such actions will be barred and may be subject to prosecution.

8. Players in violation of the game or the House rules must accept consequences and decisions rendered by the floor Supervisors without exception.

9. The floor personnel's decision is absolutely final.

10. Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

    The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

11. Hustler Casino management reserves the right to make decisions which are in the best interest of the games. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

LA BLACKJACK

LA Blackjack uses a six deck shoe. Each deck has 52 cards and up to 4 "Jokers" depending on the game. Aces have a value of 1 or 11 while the "Jokers" count as 2 or 12. All cards are dealt face up except for the player/dealer's hole card. Each player is dealt two cards and may hit (Draw additional cards.) Cards are always dealt clockwise, starting from the first seat position. The player/dealer receives their cards last. Two aces on the first two cards, or a Joker and a card value of 10 is a "Natural".

The object of L.A. Blackjack is to beat the opposing player. (Player verses player/dealer). The closest total to 22 without going over is the best hand. If both hands are over 22, the lowest point total closest to 22 wins. If both player and player/dealer hands total the same, the hand is a push* (*With the exception of 18: If both player/dealer and player hands total 18, this is NOT a push, player/dealer wins).

- All cards have face value.
- Jokers count as 2 or 12.
- Aces have a value of 1 or 11.
- The value of each hand is the sum of its cards.
- All Player's hands are compared with the player/dealer's hand
- Cards are dealt face up except for the player/dealer's hole card.
- Players may not touch cards at any time.
- Player/dealer can win or lose up to the amount bet.
- Player/dealer wins ties on 18.
- The position of player/dealer rotates. Each position may act as player/dealer twice.
- Players may not act as player/dealer unless they have made a bet as a player during the last round.
- Player/dealer MUST hit soft 18 and lower.
- Player/dealer MUST STAND on hard 18 and higher.

L.A. BLACKJACK RULES

Player/dealer hole card was dealt to player opposing player/dealer:

This is ALWAYS a misdeal

Player/dealer was not dealt a hole card and draw began:

This is ALWAYS a misdeal.

One position with a wager received only one card:

If the draw has NOT begun it is a MISDEAL. If the draw has begun, the hand will be dead and money will be "Washed" deducted from the player/dealer.

Position received 3 cards:

Before the draw it is a misdeal IF the cards cannot be backed up or forwarded to the correct players without exposing the planer/dealer hole card.

After the draw the hand will be dead and money will be "Washed", deducted form the player/dealer.

Position with wager dealt no cards:

Before the draw, it will be a misdeal.

After the draw, dealer will deal to the existing hands and player who was dealt no cards will receive collection back.

Player/dealer's hole card is exposed:

The hand will play as dealt. It will NOT be a misdeal.

Draw starts in the wrong spot:

If only 1 card is exposed, then burn that card and 3 additional cards (Face down) and continue.

If 2 or more cards are dealt, it is too late and the draw will continue around the table.

A player who requests a hit is skipped:

If player/dealer hand has NOT been opened, the player will have the opportunity to draw after other players have completed the play of their hands.

If player/dealer hand has NOT been opened, the player/dealer will have the opportunity to draw after other players have completed the play of their hands.

If player/dealer hand has been opened and drawn a card, the money will be "Washed".

A player overhits a hand:

We will burn that card and three additional cards.

A card is inadvertently exposed without a proper hand signal:

We will burn that card and 3 additional cards. NEVER ADVANCE AN EXPOSED DRAW CARD.

Boxed cards:

A card found face up will not be used and will be placed in the discard rack. The card will be treated merely as a piece of paper and deal or draw will continue.

Advancing an exposed draw card:

****WE WILL NEVER ADVANCE AN EXPOSED DRAW CARD***

House way:

THERE IS NO "HOUSE WAY'
Since we do not have a house way, we cannot have a no action hand. If the player/dealer wants to lock up a seat in order to act as player/dealer, he cannot. If the player wants to lock up a seat in order to act as player/dealer, he cannot. The seated player will be permitted to act as player/dealer even if there has not been a wager in that spot on the previous hand.

Players options:

$10-100: 12 and lower – must hit
13 through 17 – optional
soft 18 – must hit
hard 18 and higher – MUST STAND
(Player has no option on soft 19 – must stand)

$2-10 12 and lower – must hit
13 through soft 19 – optional
hard 19 and above – MUST STAND

Player/Dealer- The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The player/dealers are never required to cover all opposing

players wagers. The house never participates as a player/dealer. The house never takes a percentage of the game.

21st CENTURY BLACKJACK

SECOND CHANCES

OBJECT OF THE GAME

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

- Achieve the best possible point total, two Jokers or a "Natural ". This hand pays 2 to 1.)
- A "Natural " beats all other hands.
- A Joker is a "1 or 11"
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks. Minimum of 2 and maximum of 8 jokers must be used.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural ".
- Any two cards consists of any ace with any face card is also the second best hand (Blackjack). Blackjack hand beats all other hands with the exception of Natural hands.
- An Ace has a value of either 1 or 11.
- Jokers are 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

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

2. The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a two decks, totaling 106 cards and to a maximum of eight decks totaling 424 cards.

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

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

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

6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

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

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

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

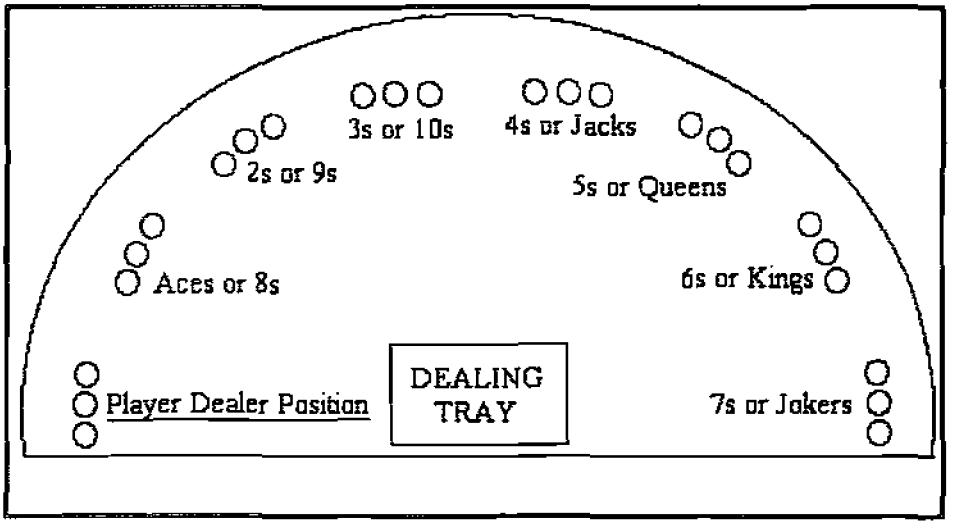
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

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

Natural		**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 the house dealer will turn over player/Dealer hole card. This card will determine where the "action button" will be placed.

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

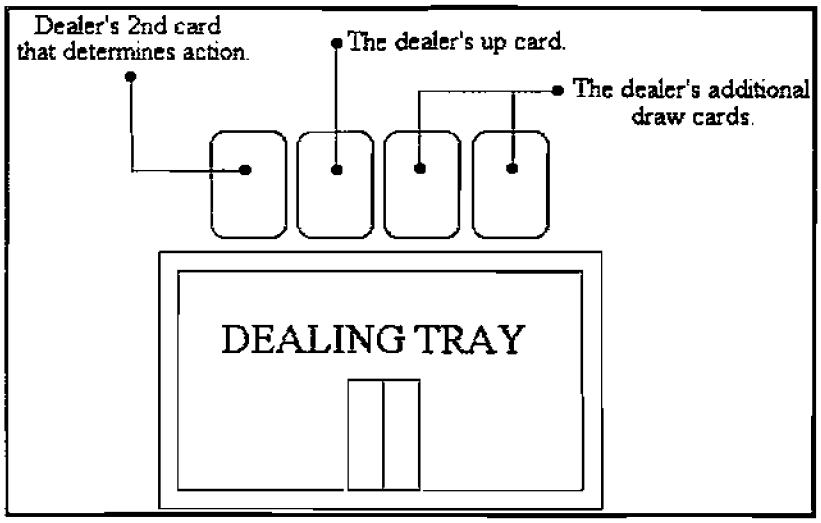


The payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

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

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

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



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

Rules for Player/Dealer

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

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

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

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

GAME RULES

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

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

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

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

5. If a player's and the Player/Dealer's totals are more than a "Natural ", the following will apply:

   1) If the Player/Dealer is closer to a "Natural ", the Player/Dealer wins the hand.

   2) If the player is closer to a "Natural " the player lose with the exception of if player hand totals twenty three or higher, the player will " push" with the player /dealer hand when the player /dealer has a 3-card with value of hard 22 thru 25.

8. The Player/Dealer wins all ties or pushes over a "Natural ".

9. If a player has more than a "Natural " and the Player/Dealer has less than a "Natural ", the Player/Dealer wins. The player would win if they had less than a "Natural " and the Player/Dealer had more than a "Natural ".

10. Two cards 21(blackjack) beat all other hands. With the exception of two jokers (Natural)

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

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

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

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

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS INSURANCE

DOUBLE-DOWN-Players can double-down on any two cards at anytime with the exception of all 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. The player will only receive one card regardless of the total.

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

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted.

SURANDER Players can surrender at anytime if they does not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

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

ODDS Player's Joker-Joker or "Natural " pays 2 to 1.
Any blackjack hands pays 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.

INSURANCE

When the dealer has an Ace showing, players can take insurance by betting 1/2 of their blackjack wager. If the player/dealer has a blackjack the insurance bet is paid 2 to 1 and the player's blackjack wager loses if the player does not have a blackjack.

LEGAL

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

21st Century Blackjack

Collection

Table Limits	Player/dealer	Player
$2- $20	25cents	25cents
$ 5-$ 50	50 cents	50 cents
$ 10-$100	$ 1	$ 1
$ 50-300	$ 2	$ 2

RULES FOR
TEXAS STUD POKER

NO LIMIT

(LIKE HOLD'EM, EXCEPT)

1st round:	three cards down	1st bet
2nd round:	first center card up	2nd bet
3rd round:	second center card up	3rd bet
4th round:	third center card up	4th bet
5th round:	fourth center card up	5th bet

LIMIT POKER

(LIKE HOLD'EM EXCEPT)

1st round:	three cards down	Small bet
2nd round:	first center card up	Small bet
3rd round:	second center card up	Big bet
4th round:	third center card up	Big bet
5th round:	fourth center card up	Big bet

Texas Stud Poker is dealt like Hold'em except as described above.

RULES

RULES FOR TEXAS STUD POKER ARE LIKE HOLD'EM, EXCEPT FOR THE FOLLOWING:

- 3 cards down for each player, to begin game
- 4 community cards are dealt instead of 5
- The 4 community cards are dealt one at a time
- There is no 3 card flop
- 5 betting rounds instead of 4:
- Texas Stud Button is used instead of a dealer button:
- Use 1, 2 or 3 down cards with 2,3 or 4 community cards instead of 0, 1 or 2 cards with 3, 4 or 5 community cards (to make the best 5 card poker hand)

THE SEQUENCE FOR PLAYING TEXAS STUD POKER IS:

1. Move the Texas Stud Poker button
2. Small blind / big blind
3. 3 cards dealt face down to each player
4. 1st BETTING ROUND (known as round one)
5. 1st community card dealt face up in center of table
6. 2nd BETTING ROUND (known as round two)
7. 2nd community card dealt face up in center of table
8. 3rd BETTING ROUND (known as round three)
9. 3rd community card dealt face up in center of table
10. 4th BETTING ROUND (known as round four)
11. 4th community card dealt face up in center of table
12. 5th BETTING ROUND (known as round five)
    (Best 5 card poker hand wins)

Texas Stud Poker Collection Fees

Limit	# of Players	Blinds	Jackpot Collection	Designated Table Fee*	Regular Table Fee (per Hand
$2 / $4	7+	$1.00 / $2.00	$1.00	$1.00	$2.00
	6				$2.00
	5 or less				$1.00
$3 / $6	7+	$1.00 / $3.00	$1.00	$1.00	$3.00
	6				$2.00
	5 or less				$1.50
$4 / $8	7+	$2.00 / $4.00	$1.00	$1.00	$3.00
	6				$2.00
	5 or less				$1.50
$6 / $12	7+	$2.00 / $6.00	$1.00	$1.00	$4.00
	6				$3.00
	5 or less				$2.00
$8 / $16	7+	$2.00 / $8.00	$1.00	$1.00	$4.00
	6				$3.00
	5 or less				$2.00

- No Jackpot Collection when a nine (9) handed game becomes four (4) handed or less.
- No Jackpot Collection when an eight (8) or seven (7) handed game becomes three (3) or less.

Ultimate Texas Hold'em™
California Card Room Procedures

Basics and Procedures

- The object of Ultimate Texas Hold'em is to beat the player/dealer in a Texas Hold'em game. Traditional poker rankings apply.
- Ultimate Texas Hold'em is played with a standard deck of 52 cards.
- The game uses a standard-sized blackjack table or poker table.
- The game is played with up to seven players, plus a player/dealer.
- The house dealer deals the game.
- With respect to the collection of player fees in gambling establishments, no fee may be calculated as a fraction or percentage of wagers made or winnings earned. Fees charged for all wagers shall be determined prior to the start of play of any hand or round. The actual collection of the fee may occur before or after the start of play. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table. The fee and its assessment is the responsibility of the gambling establishment as described in California Penal Code section 337j., subd.(f).
- Players must make equal wagers on the Ante and Blind.
- Players receive two cards face down.
- The player/dealer also receives two cards face down.
- Once players inspect their hole cards, they have an option:
    - Make a Play bet of 3-4 times the amount of their Ante; or
    - Check.
- The dealer then reveals the first three community cards.
- Players that have not bet have an option:
    - Make a Play bet of 2 times the amount of their Ante; or
    - Check.
- The dealer then reveals the first three cards.
- Players that have not yet bet have an option:
    - Make a Play bet of equal to their Ante; or
    - Fold and surrender their Ante and Blind.
- The dealer then reveals his hole cards and announces his hand.
- The player/dealer needs Ace-high to qualify. If the player/dealer does not qualify, he returns the Ante and blind bet of each player that has not folded, the bonus bet loses, and the play bet receives action.
- The dealer then settles each player's hand against the player/dealer's.
- If the player wins, the Play and Ante win even money.
- If the player loses, the Play and Ante lose.
- Ties push.
- The Blind pays even money if the player has at least three of a kind and beats the player/dealer.

Ultimate Texas Hold'em™
California Card Room Procedures

- The Blind pushes if the player has less than three of a kind and beats the player/dealer.
- The Blind loses if the player loses.
- All bets receive action to the extent that the player/dealer wager covers.
- The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

BONUS HANDS

- Players may participate in the optional Bonus Hand feature by placing a fifty-cent wager only. All funds collected for the bonus hands would be distributed only to patrons that receive qualifying bonus hands.

- Third Party Providers of Proposition Player Services, as defined by Section 19980 of the California Business and Professions Code, their agents and employees ("Prop Player") are also eligible to win any of the Bonus Hand prizes.

Hand	Bonus*
Royal flush	$1,000
Straight flush	$200
Four of a kind	$100
Full house	$25

COLLECTION FEES

Table Limit	Jackpot Collection Fee	Designated Table Fee (Each Player)	Player/dealer Fee
$5 - $25	$1.00	$0.50	$1.00
$10 - $100	$1.00	$1.00	$2.00
$25 - $100	$1.00	$1.00	$2.00
$50 - $300	$1.00	$2.00	$3.00
$100 - $500	$1.00	$3.00	$4.00

Ultimate Texas Hold'em™
California Card Room Procedures

Glossary:

Ante and Blind: The mandatory wagers players make before seeing their hand.

Fold: The player option to surrender his Ante and Blind, rather than continue in the game.

Play: An optional bet that players make after seeing their cards. The earlier the player makes the Play bet, the more he can bet.

Player/Dealer & Deal

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

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

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

Let It Ride or Let It Ride Bonus

Standards of play:

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

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

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

Type of gaming table utilized for this game:

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

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

Number of players in the game:

A maximum of seven players including the player/dealer position.

Type of card deck used:

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

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

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

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

Let It Ride or Let It Ride Bonus

Hand Rankings

The permissible poker hands at the game of let it ride poker, in order of highest to lowest rank, shall be:

Rank	***Combination of Cards***
1st	"Royal flush" is a hand consisting of an ace king, queen, jack and 10 of the same suit
2nd	"Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking
3rd	"Four-of-a-kind" is a hand consisting of four cards of the same rank
4th	"Full house" is a hand consisting of "three-of-a- kind" and a "pair"
5th	"Flush" is a hand consisting of five cards of the same suit
6th	"Straight" is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three)
7th	"Three-of-a-kind" is a hand consisting of three cards of the same rank
8th	"Two pairs" is a hand consisting of two “pairs”
9th	"One pair" is a hand containing two cards of the same rank

The rank of the cards used in let it ride poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four and five. All suits shall be considered equal in rank.

Betting scheme:

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

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

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

4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.

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

6. The player/dealer may place a wager to cover some or all of the action on the table.

Let It Ride or Let It Ride Bonus

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.

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

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

    a. The stack shall be placed to the right of the area designated for placement of community cards.
    b. The dealer will then slide the top card (face down) over to the left rectangle, then the next card over to the right rectangle.
    c. The remaining third card (the bottom card of the stack) shall be burned by placing it into the discard rack, without the dealer exposing it.

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

Round of Play

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

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

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

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

Let It Ride or Let It Ride Bonus

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

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

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

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

7. The two (2) community cards shall be used by each player in conjunction with his/her three (3) cards to complete a five card hand.

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

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

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

11. All payouts 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.

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

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

Let It Ride or Let It Ride Bonus

3 Card Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets may only be made in the amount of $1 to qualify for a Bonus Bet payoff.
3. The Bonus Bet considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
5. If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
6. The Player/Dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. The player plays the base game as usual. The bonus bet is resolved at the end before the base game is resolved.
8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

<u>How and when are house fees collected:</u>

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

Let It Ride or Let It Ride Bonus

Let it Ride

Basic Game Paytable Summary

Royal Flush	1000
Straight Flush	200
Four of a Kind	50
Full House	11
Flush	8
Straight	5
Three of a Kind	3
Two Pair	2
10s or Better	1

3 CARD BONUS PAYTABLES

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Let It Ride or Let It Ride Bonus

<u>Glossary of terms used in the controlled game:</u>

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

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position is/are also referred to as the player/dealer.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Let It Ride or Let It Ride Bonus

Let It Ride Bonus Collection Table

Table Limit	Designated Player Collection Fee	Player/Dealer Collection Fee
$5 - $25	$0.50	$1.00
$10 - $100	$1.00	$2.00
$25 - $100	$1.00	$2.00
$50 - $300	$2.00	$3.00
$100 - $500	$3.00	$4.00

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 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.

All standard poker rankings will be used from the minimum winning hand of a high card to the best hand; a Royal Flush.

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 Casino dealer on the opposite side.

The cloth covering a Three Card Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled ‘Ante’ and ‘Play’ for the placement of bets, as well as a separate circle for the placement of a bonus bet labeleed ‘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 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.

3. ***Number of Decks:*** Cards used to play Three Card Poker shall be played with one deck, consisting of a 52 card deck.

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 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. 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 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 as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce “No more bets.”

    a. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in turn to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face down. The stack given to the player/dealer shall be delivered face down after which one card will be turned face up.

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.

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 dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.

3. After 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 dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.

    a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit both the ante wager and the 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 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 bet receives no action. The dealer shall immediately refund this bet to players.

    b. The Ante will receive action. If the player’s hand beats the player/dealer’s hand, the dealer will pay each ante not surrendered (by folding) even money. If the player’s hand does not beat the player/dealer’s hand, the player loses.

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

   i. If the player's hand beats the player/dealer's hand, the player wins even money.
   ii. If the player/dealer's hand beats the player's hand, the player loses.

6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.

7. 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.

8. 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.

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.

Bonus Bet:

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

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

2. Bonus Bets may be made at any amount within table bettling limits to qualify for a Bonus Bet payoff.

3. There is no collection fee taken for placing a bonus bet wager.

4. The Bonus Bet only considers the three cards each player receives. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player/dealer.

5. If the player's hand does not qualify for payouts, the player/dealer collects the Bonus bet.

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

7. Bonus Bets pay as follows:

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

How and when house fees are collected:

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

Table Limit	Player Wager Amount (per spot)	Player Collection Fee (per spot)	Table Action	Player/Dealer Collection Fee
$2 - $50 ($300 Max/Seat)	$2 - $4	$0.25	$2+	$1.00
	$5 - $50	$0.50		
$5 - $50 ($600 Max/Seat)	$5 - $50	$0.50	$5 - $100	$1.00
			$101+	$2.00
$10 - $100 ($1,000 Max/Seat)	$10 - $100	$1.00	$5 - $100	$1.00
			$101+	$2.00
$50 - $300 ($2,000 Max/Seat)	$50 - $300	$2.00	$50 - $100	$1.00
			$101 - $500	$3.00
			$501+	$5.00

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 three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
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.

21st CENTURY

BACCARAT

8.0 Version

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

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

2. Backline betting is allowed.

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

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

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

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

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

Dealing Procedures

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

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

How Winners are Determined and Paid

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

Player Hand:

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

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Dealer Hand:

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

House Way

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

Tie Bet

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

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards.

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

Dragon Bonus Bet

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

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

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Dealer Dragon Bonus Bet circle, or both.
4. There is no collection for the DB bet.
5. Players must place a wager for the base game to be able to wager on the Dragon Bonus.
6. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

DRAGON BONUS PAYTABLE

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

21st CENTURY BACCARAT Version 8.0

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

21st CENTURY BACCARAT Version 8.0

Table Limits & Collection Rates

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

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

Fortune Pai Gow Poker

*Fortune Pai Gow 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:

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. A joker may be used as an ace or to complete a straight or flush.

The hand rankings are as follows:

Rank	***Combination of Cards***
1st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4th	Five Aces (A-A-A-A-Joker)
5th	Royal Flush (10-J-Q-K-A of the same suit)
6th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7th	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
8th	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
9th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10th	Straight (Five cards of different suits ranked in order)
11th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12th	Two Pair (Two sets of pairs)
13th	A Pair (Two cards of the same value)

Fortune Pai Gow Poker

14th	High Card

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

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.

Number of players in the game:

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

How and when house fees are collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least $5 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the 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 at this time.
- The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer’s hand to determine the winners, losers, or tie hands.

Fortune Pai Gow Poker

- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus 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 dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The 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 wager.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The 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 or for the player/dealer's hand.
- The player/dealer collects all losing Bonus wagers and pays all winning Bonus 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 button rotates clockwise around the table.

Fortune Pai Gow Poker

BONUS BET PAYTABLE:

Hand	Pays	Envy
7 Card Straight Flush (No Joker)	500 to 1	$250
7 Card Straight Flush (With Joker)	500 to 1	$250
5 Aces	250 to 1	$50
5 of a Kind	200 to 1	$25
Royal Flush	100 to 1	$10
Straight Flush	50 to 1	$5
4 of a Kind	25 to 1	$5

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/dealer's 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 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.

Fortune Pai Gow Poker

Fortune Pai Gow Poker Collection Fees

Limit	Player Collection	Player/Dealer collection
$10-$100	$1.00	$2.00
$25-$100	$1.00	$2.00
$50-$300	$2.00	$4.00
$100-$500	$3.00	$5.00

Hustler Casino
Perfect Pair Bonus Bet

Rules of Play

The Perfect Pairs Bonus Bet is a side bet that compliments all Blackjack games. It is a bonus bet that allows a player to bet that the player's hand will be dealt a pair. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Perfect Pairs Bonus Bet. Furthermore, this wager must be placed prior to cards being dealt.
- The bonus bet wager takes into account the first two (2) cards dealt to a player's hand. In the event that the first two (2) cards dealt to a player that placed a bonus bet wager are a pair, the bonus bet wager will win. Any other combination of the first two (2) cards dealt will lose. All winning bonus bet wagers will immediately be paid, and all losing bonus bet wagers will be collected. Once all bonus bet wagers are reconciled, the house dealer will continue the play of the base game.
- The side bet may win regardless of the outcome of the base game.
- In the event that during a round of play, two (2) or more players have qualifying bonus bet hands, each player will be paid according to the hand they were dealt and the payout table, as shown below, to the extent that the player/dealer's wager covers.
- The Perfect Pairs Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the bonus bet wager may not exceed $50 on a table limit of $10-$100 and $25-$100. Furthermore, the Perfect Pairs Bonus Bet is not offered on table limits $25-$100 and above.
- There is no additional collection fee taken for placing a Perfect Pairs Bonus Bet wager.
- **The player/dealer will pay all winning Perfect Pairs Bonus Bet wagers and will collect all losing Perfect Pairs Bonus Bet wagers**. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
- Winning Perfect Pairs Bonus Bet wagers will be paid according to the table, as shown below:

Perfect Pairs Bonus Bet Payout Table

Hand Dealt	Payout
Mixed Pair (Any Pair)	6 to 1
Colored Pair (Same Color, Not Same Suite)	12 to 1
Perfect Pair (Same Color, Same Suite)	25 to 1

Hustler Casino
Easy Poker Bonus Bet

Rules of Play

The Easy Poker Bonus Bet is a side bet that compliments the game of Easy Poker. It is a bonus wager that allows a player to bet that the player will be dealt a qualifying bonus hand. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet wager.

- A player must place a wager on the base game in order to place a wager on the Easy Poker Bonus Bet. Furthermore, this wager must be placed prior to cards being dealt.
- The bonus bet wager takes into account the first two (2) cards dealt to a player's hand and three (3) out of five (5) cards from the board, to make the best five (5) card hand. If the best possible five (5) card hand results in a bonus hand, the player will receive a monetary payout based on their bonus bet wager and the payout table, as shown below. If the player's five (5) card hand does not make a qualifying bonus hand according to the payout table below, the bonus bet wager loses. Furthermore, the player's hand must beat the board to qualify for a bonus bet payout.
- All winning bonus bet wagers will immediately be paid, and all losing bonus bet wagers will be collected. Once all bonus bet wagers are reconciled, the house dealer will continue the play of the base game.
- The side bet may win regardless of the outcome of the base game.
- In the event that during a round of play, two (2) or more players have qualifying bonus bet hands that beat the board, each player will be paid according to the hand they were dealt and the payout table, as shown below, to the extent that the player/dealer's wager covers.
- The Easy Poker Bonus Bet wager may be less than, equal to, or greater than the base game wager. However, the bonus bet wager may not exceed $50 on a table limit of $10-$100. Furthermore, the Easy Poker Bonus Bet is not offered on table limits $10-$100 and above.
- There is no additional collection fee taken for placing an Easy Poker Bonus Bet wager.
- **The player/dealer will pay all winning Easy Poker Bonus Bet wagers and will collect all losing Easy Poker Bonus Bet wagers**. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Winning Easy Poker Bonus Bet wagers will be paid according to the table, as shown below:

Easy Poker Bonus Bet Payout Table

Hand Dealt	Payout
Royal Flush	200 to 1
Straight Flush	50 to 1
Four of a Kind	25 to 1
Full House	6 to 1
Flush	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Jacks Up or Better	1 to 1

HUSTLER CASINO POKER GAME RULES

HOLD'EM

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

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

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

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

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

Rules for Hold'em Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.

2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play. the small blind is on the button.

3. A new player entering a Hold'em game, has the following options:

   a. To immediately be dealt a hand.

   or

   b. To let the blinds and the button pass before being dealt a hand.

4. As a new player you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.

5. In multiple-blind games players must meet the total amount of the blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.

6. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

7. Blinds may not be made up between the big blind and the button.

8. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind.

9. No live "straddle" bets are allowed.

Irregularities

1. If the first card off the deck is exposed on the deal, the dealer will place It back onto the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error. It will be replaced as follows:

   - If a downcard is flashed or exposed due to a dealer error, it may not be kept. After completing the hand, the dealer replaces the card with the top card on the deck and the exposed card is then use for the burn card.

2. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

3. Should the dealer turn the **fourth card** on the board before the betting round is complete, the card is taken out to play for that round and the betting is completed. The dealer then burns and turns that would have been the fifth card

in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the **fifth card** is turned up prematurely, the deck is reshuffled and dealt in the same manner.

4. In Hold'em, if the dealer mistakenly deais the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deais more than one extra card, it is a misdeal.

Playing the Board

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

Notes:

HUSTLER CASINO NO LIMIT AND POT-LIMIT POKER

No-limit Rules

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

1. There is no maximum number of raises in any betting round.

2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.

3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets$100. Player B raises$100 more, making the total bet $200. If Player C goes all in for less than $300 total (not a full$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.

4. A wager is not binding until the chips are actually released into the pot.

5. If there is a discrepancy between a player's verbal statement and the amount put Into the pot, the bet will be corrected to the verbal declaration.

6. Since no-limit play may require a large number of chips In order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete, providing he/she has announced the amount of the raise.

7. A bet of a single chip or bill without comment is considered to be a bet of the full amount, of that chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.

8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The floorperson will "put the clock" on player when requested to do so by a dealer. If the clock is put on the player when they are facing a bet, the player will have one additional minute to act on his/her hand. The player will receive a ten-second warning, after which the players hand is dead if he/she have not acted.

9. The casino does not recognize "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.

Note: For those special rules that apply only to no-limit and pot-limit lowball, see Lowball.

21st

BACCARAT

ROYALE

9.0 Version

21st CENTURY BACCARAT Version 9.0

SUMMARY OF GAME

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

DETAILS

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

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

Type of Card Deck

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

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

Betting Scheme

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

2. Backline betting is allowed.

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

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

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

5. Each player at a 21st Century Baccarat 9.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Royale Bonus *Bet*.

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

Dealing Procedures

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

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

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

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

- The casino dealer will then expose the dealer's hand.

Dealer Hand:

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

House Way

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

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

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

Other Equipment Used

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

A card shoe will be used to deal the cards.

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

RoyaleBonus Bet

The optional bonus bet is called the "Royale Bonus" (RB). Each player wagering in the base game has the option of placing a wager within table limits on the designated RB spot located next to each player's position on the gaming felt layout.

Rules are as follows:

1. All hands except a pair can be made using a combination of the first four cards (two from the player and two from the dealer).
2. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
3. Only the highest hand will be paid out.
4. The ace can be used to complete a low or a high straight.
5. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
6. There is no collection for the RB bet.
7. The player/dealer will pay all Royale Bonus Bet wagers and will collect all losing Royale Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Royale Bonus Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Two Pair	8 to 1
One Pair Suited	12 to 1
One Pair Same Color	6 to 1
One Pair	3 to 1

21st CENTURY BACCARAT Version 9.0

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Royale Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

21st CENTURY BACCARAT Version 9.0

Collection Fees

Table Limit (per betting spot)	Total Table Action	Player/Dealer Fee (per hand)	Player Fee (per betting spot)
$10 - $100	$5,600	$2	$1
$25 - $100	$6,300	$2	$1
$50 - $300	$8,400	$4	$2
$100 - $500	$8,400	$5	$3

No Bust 21st Century Blackjack©

Buster Blackjack
Side Bet

Version 6.2

US Patent 6,845,981

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

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

*Additional pending patents

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

21st CENTURY
NO BUST BLACKJACK©
BUSTER BLACKJACK

Version 6.2

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

    ºAll cards from 2-10 have their face value.

    ºPicture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

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

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

a. 12 on first two cards when paired with a card with the value of 10.

b. 1 or 11 on first two card when paired with a card with value of 2-9.

c. 1 or 11 in a hand with three or more cards.

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

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

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

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

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

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

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

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

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

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

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

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

Rules For Player/Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
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 3 to 2.
4. Commerce 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 hand will be a push. The Player/Dealer wins all ties over a "Natural."
10. If the value of a player's hand is greater than a "Natural" and the Player/Dealer's hand has a value of less than a "natural," the Player/Dealer wins.
11. A two card "Natural" beats all other hands.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

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

Double-Down:

a. Players can double-down on the first two-cards only, with the exception of a "Natural" hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Doubling down for less is not permitted. The Player will only receive one card regardless of the total.

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

Splits:

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

b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.

c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

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

Insurance:

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

Rules of Play

Buster Blackjack Side Bet

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

The Buster Blackjack Side 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" side 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 side wager if they make the **NBBJ** wager. The Buster Blackjack side wager cannot exceed the **NBBJ** wager.

3. Players are not required to pay a Table Fee Collection to make a Buster Blackjack Side Bet.

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 side wagers 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 side wagers, 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 Player/Dealer's Busted Hand	Payout
3	1
4	3
5	5
6	25
7	100
8 or more	500

Collection Fees

Table Limit	Player Fee	Player/Dealer Fee	Jackpot Fee
$5 - $25	$1	$2	$1
$10 - $100	$1	$2	
$25 - $100	$1	$2	
$50 - $300	$2	$5	
$100 - $500	$3	$6	

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,*

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 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:

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

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

GAME RULES

1. A "Natural" is 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 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.
3. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. 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.
5. 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 "No Bust," the player-dealer wins the hand.

b. If the value of the player's hand is 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.

6. The player-dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of 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.

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 or surrender after each split.

    b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

    c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

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.
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.

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.

COLLECTION FEES

For schedule options 1 through 6, the collection fees shall be taken per hand from each player and the player-dealer position 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. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of No Bust 21st Century Blackjack 4.0a are as shown below

No Bust 21st Century Blackjack 4.0a

Schedule Option	Table Limit	Player Collection Rate (per hand)	Player-Dealer Collection Rate (per hand)
1	$5 - $25	$1	$2
2	$10 - $100	$1	$3
3	$25 - $100	$1	$2
4	$50 - $300	$2	$5
5	$100 - $500	$3	$6
6	$100 – No Limit	$3	$5

Super Pan 9

Object of the Game
The object of the game is for a player to assemble a hand with a value of "9" or as close to "9" as possible using either three or four cards, which ranks higher than the player-dealer's three or four card hand value.

Table Used
Super 9 is played on a standard blackjack style table which allows up to seven seated players and a player-dealer for a total of eight seated positions. Backline betting is permitted. Any player may wager on the available betting circles.

Deck Used
Super 9 is played with a standard deck of 52 cards with all 7s, 8s, 9s, and 10s removed, as well as the joker, for a total of thirty-six cards per modified deck. The game can be played with a minimum of one and a maximum of twelve modified decks of cards dealt from a shoe.

Card Values and Hand Ranking
The value of each card used in Super Pan 9, will be as follows:

- All cards 2 through 6 hold their face value.
- Jacks, Queens, & Kings have a value of zero.
- An Ace has a value of one.

The value of each hand is the sum of its cards. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. For example, a hand totaling eighteen would have a value of eight. The highest ranked hand for Super 9, in order from highest to lowest rank, is as follows:

Hand Value	Hand Requirements
9	A three or four card hand that has a value of 9.
8	A three or four card hand that has a value of 8.
7	A three or four card hand that has a value of 7.
6	A three or four card hand that has a value of 6.
5	A three or four card hand that has a value of 5.
4	A three or four card hand that has a value of 4.
3	A three or four card hand that has a value of 3.
2	A three or four card hand that has a value of 2.
1	A three or four card hand that has a value of 1.
0	A three or four card hand that has a value of 0.

Dealing Procedures.
At the beginning of the game, each must place a game wager, which pays 1 to 1. A player that has placed a game wager has the following option of placing one or both of these wagers:

- A base game wager which pays 1 to 1.
- Bonus Bet which pays according to the pay table below.

Once all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, each position at the table with a wager shall receive three cards, one by one, face-down, with the exception of the player-dealer's third card, which will be dealt face-up, starting with player with the action button and continuing in a clockwise manner around the table until all positions with a wager has three cards. Positions without a wager shall not receive cards.

Once all hands have been dealt, each player may look at their hand. Each player, starting with the first player to the left of the player-dealer and continuing clockwise around the table, shall play their hand as follows:

The following tables detail what governs the player's hand:

Rules for a Player Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 – 9	0 – 4	5 & 6

When the initial three cards dealt to a player's hand equal five or six, that player has the following two options:

- Move their hand to the appropriate area on the table in front of their seated position labeled "Stand," which signifies to the house dealer that the player wishes to stand on five or six;
- Move their hand to the appropriate area on the table in front of their seated position labeled "Hit," which signifies to the house dealer that the player wishes to receive a hit card, for a total of four cards.

Once each player has placed their hand in either the stand or hit box in front of their seated position, the house dealer shall deliver one additional card to each player whose hand is in the hit box, starting with the player to the left of the player-dealer and continuing clockwise around the table. Players also may request their hand be set "House Way," as follows:

House Way:

(House Way Upon Request)		
Must Stand On	**Must Hit On**	**Have Option On**
6 or more	5 or less	N/A

The house dealer shall use the house way upon a player's request. The request to use the house way can be made by a player at any time before the player-dealer's hand is exposed.

After all players have exercised their option to either hit or stand or have their hand played house way, the house dealer shall expose the player-dealer's first and second cards, which were dealt face-down. Super Pan 9 utilizes a dice cup with three dice which determines where action begins. The player-dealer shakes the dice cup, and once opened, the total count of the dice designates placement of the action button. Beginning with the player-dealer position as number 1, and continuing clockwise, the casino dealer counts around the table up to the total number of the dice. The player-dealer position is always 1, 9, and 17, regardless of how many players are playing. If the player-dealer's wager does not cover all action on the table, wagers will be settled

starting with the player with the action button and moving clockwise from player to player in the following order: all base game wagers, followed by all Bonus Bet wagers. If the player-dealer's wager does cover all action on the table, wagers will be settled starting with the player to the right of the house dealer and continuing in a counter-clockwise manner around the table until all wagers have received action.

Once the action button has been placed, the player-dealer's hand shall then be played according to the rules as follows:

The following table details what governs the player-dealer's hand:

Rules for the Player-dealer Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 – 9	0 – 4	5 & 6

When the initial three cards dealt to the player-dealer's hand equal five or six, the player-dealer has the following two options:

- Move their hand to the appropriate area on the table in front of their seated position labeled stand, which signifies to the house dealer that the player wishes to stand on five or six;
- Move their hand to the appropriate area on the table in front of their seated position labeled hit, which signifies to the house dealer that the player wishes to receive a hit card, for a total of four cards.

Determining a Winner

Once the player-dealer's hand has been revealed and played according to the chart above, each player shall compare their three or four card hand against the player-dealer's three or four card hand. The following shall apply for each possible outcome when determining how each wager wins, loses, or pushes (tie).

- The game wager shall win if the hand held by the player ranks higher than the hand held by the player-dealer. The player-dealer shall pay the winning game wager 1 to 1.
- The game wager shall lose if the hand held by the player ranks lower than the hand held by the player-dealer. The player-dealer shall collect the losing game wager.
- The game wager shall push if the hand held by the player is identical in numeric value to the player-dealer's hand. In this case, neither the player nor the player-dealer wins or loses; the game wager shall push, and no action shall be
- The Bonus Bet wager shall win if the hand held by the player is one of the designated qualifying hands listed below.

BONUS BET

Bonus Bet wagers shall be paid according to the pay table below. A player must place a game wager in order to make a Bonus Bet wager. Backline bettors are eligible to place a Bonus Bet wager as well. The Bonus Bet wager may be $1 to $50, not exceeding the base game wager. There is no additional collection fee required when placing a Bonus Bet wager. The Bonus Bet wager takes into account the three or four cards dealt as the player's hand. It is not dependent on how each hand is played and completed, according to the rules above. In the event that the player's hand is one of the designated hands below, the Bonus Bet wager shall win. In the event that the player's hand is not one of the designated hands below, the Bonus Bet wager shall lose.

Furthermore, the Bonus Bet wager will win or lose regardless of the outcome of the game wager. Winning Bonus Bet wagers shall be paid according to the table, as shown below:

Hand Dealt	**Pays**
Four Card = 9 (suited)	100 to 1
Four Card = 9 (same color)	40 to 1
Three Card = 9 (suited)	20 to 1
Three Card = 9 (same color)	10 to 1
Four Card = 9 (not suited)	4 to 1
Three Card = 9 (not suited)	2 to 1

Super Pan 9 is played with the player-dealer system, in which each player plays against the player-dealer, whose hands and wager will play against the rest of the table and its players. 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.

Collection Fees

For **schedule option 1 through 5**, a collection fee will be taken per hand from the player-dealer position and per player for each game wager placed. An additional $1 jackpot collection fee shall be taken per hand from the player-dealer position. There shall be no additional collection fee taken from a player for placing a Bonus Bet wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted. 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, which utilizes one table limit and the specified collection fees for that table limit, as specified below, may be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the modified game of Super Pan 9 are as shown below:

Schedule Option	**Table Limit**	**Player Fee**	**Player-dealer Fee**	**Player-Dealer Jackpot Collection Fee**
1	$5 - $25	$0.50	$0.00	$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	$4.00	$1.00
5	$100 - $500	$3.00	$5.00	$1.00

21st CENTURY

LUCKY 7 BACCARAT

With

Lucky 7, Tie, Player Pair, Dealer Pair, and Monster & Buster

BGC ID: GEGA-003149 (April 2011)

SUMMARY OF GAME

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

Standards of Play

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

Type of Gaming Table Used

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

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

Number of Players in the Game

A minimum of two and a maximum of fourteen players can participate in the game, depending on the type of table utilized.

Type of Card Deck

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

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

Betting Scheme

1. All wagers in 21st Century Lucky 7 Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed on all wagers.

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

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

a. Player circle which pays 1 to 1
b. Dealer circle which pays 1 to 1

5. Each player at a 21st Century Lucky 7 Baccarat table, who has placed a base game wager as required above, shall also have the option to make additional "bonus wagers" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the various “bonus wager” outlines.

6. All bets for the base game and “bonus wager” bets must be between the minimum and maximum table limits, as described in each “bonus wager” outline.

Dealing Procedures

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

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

How Winners are Determined and Paid

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to nine wins. If both dealer and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the dealer hand wins, all players that wagered on the Dealer circle will be paid 1 to 1, and the Player and Tie wagers will lose.
- If the player hand wins, all players that wagered on the Player circle will be paid 1 to 1, and the Dealer and Tie wagers will lose.
- If the dealer and player hands have the same value, regardless of the number of cards in each hand, both the Dealer and Player wagers will push. However, if both hands have a total of seven, then the Dealer wager automatically loses and the Player wager still pushes.

After the house dealer delivers the first two cards to both the player hand and dealer hand, the following Baccarat rules are followed.

- For the player’s hand, when the initial two cards dealt to the player hand equal five or less, the player hand will be dealt one additional card, which shall be on behalf of each player who placed a Player wager. The hand must stand on six through nine and will not

be dealt an additional card. No option. The hit and stand chart are fixed. The player hand has no stand or hit options.

- If the player stands, the dealer hand will be dealt one additional card, which shall be on behalf of all players who placed a Dealer wager on a total of five or less and must stand on six through nine.
- If the player's hand was required to draw an additional card, the dealer's hand will be dealt an additional card according to the table below. The top row represents the point value of the player's draw card. The left column represents the point value of the dealer hand's initial two card hand.

    - If the dealer's hand total is two or less, then the dealer hand is dealt a third card regardless of what the player's third card was.
    - If the dealer's hand total is three, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is four, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is five, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is six, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

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

Once all cards have been dealt, the hand with the highest total point count is declared the winner.

House Way

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

Round of Play

- The player-dealer makes their wager.
- All players place their wagers on the Player circle or Dealer Circle.
- The dealer takes all casino collections and drops them in the affixed drop box.

- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers shall be settled in the following order from player to player: each Player and Dealer wager placed, all Player Pair, Dealer Pair, and Lucky 7 wagers, all Tie wagers, then the Monster & Buster wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Player-dealer's Second Card	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

- All wagers are settled to the extent the player-dealer's wager covers the action.
- If the player-dealer's wager does cover all action on the table, wagers will be settled starting with the player to the right of the house dealer and continuing in a counter-clockwise manner around the table until all wagers have received action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized to shuffle all of the decks used. In the event that the shuffle machine does not work, the house dealer will shuffle the cards manually.

Once all cards are shuffled, either with the shuffler or manually by the house dealer, they will be placed in a card shoe which will be used to deal the cards.

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

Tie

A player has the option of making a Tie wager when they have also made a base game wager. The tie occurs when the player's hand and the dealer's hand equal the same number, regardless of the number of cards in each hand. This wager wins or loses independent of the base game wager. The Tie wager may a minimum of $1 to a maximum of $300, as long as it is within table limits. There is no collection fee taken for placing a Tie wager. Winning Tie wagers pay according to the pay table. Backline betting is allowed. So long as the hands tie at seven, a player can win both the Tie and the Lucky 7 in the same hand.

Winning Tie Hands	Payout
Tie with a total of six thru nine with all six cards the same color	100 to 1
Tie with a total of 6 thru 9 with the six cards being different colors	25 to 1
All other ties	7 to 1

Player Pair and Dealer Pair

The optional bonus bets are called the Player Pair and Dealer Pair. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on one or both of the two designated Player Pair and Dealer Pair spaces located next to each player's position on the gaming felt layout.

Rules are as follows:

1. The pair can only be made utilizing the first two cards from the player hand or the first two cards from the dealer hand. They may not be combined.
2. Only the highest hand will be paid out.
3. There are two Pair wager spaces in front of each player – one labeled "Player Pair" and the other labeled "Dealer Pair."
4. Players must place a base game wager to be eligible to place a wager on the Player Pair and/or Dealer Pair spaces.
5. Pair wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. There is no collection fee for placing a Player Pair and/or Dealer Pair wager.
8. The player-dealer will pay all Player Pair and Dealer Pair wagers and will collect all losing Player Pair and Dealer Pair wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. A player can place either a Player Pair wager or a Dealer Pair wager, or may both, as long as they have also placed a base game wager.
10. A player may place a wager on either Pair spaces with no restriction. The Player Pair and/or Dealer Pair wager does not have to correspond to the base game wager.

Player Pair and Dealer Pair Pay Table

Hand	Pays
Same Suit Pairs	25 to 1
Same Color Pairs	12 to 1
Pair	6 to 1
No Pair	Lose

Lucky 7

The optional bonus bet is called the Lucky 7. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on the designated Lucky 7 space located next to each player's position on the gaming felt layout.

Rules are as follows:

1. If a player has placed a Lucky 7 and that player and the dealer hands tie with each having a total of “7”, the player wins.
2. The Lucky 7 pays 45 to 1.
3. The Lucky 7 applies to all completed hands, regardless of the number of cards dealt for each hand.
4. Players must place a base game wager to be eligible to place a Lucky 7 wager.
5. Lucky 7 wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. There is no collection fee for placing a Lucky 7 wager.
8. The player-dealer will pay all Lucky 7 wagers and will 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.

Monster & Buster Side Bet

The optional bonus bet is called the Monster & Buster. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on the designated Monster & Buster space located next to each player’s position on the gaming felt layout.

Rules are as follows:

1. Monster & Buster can only be made utilizing two cards from the player hand and two cards from the dealer hand. They may not be combined. For example, in Double Monster 9’s, if both hands total nine and six cards are used it pays 40 to 1, if less than six cards are used it pays 8 to 1.
2. Players must place a base game wager in order to be eligible to place a Monster & Buster wager.
3. Monster & Buster wagers must be placed prior to the initial deal of the cards.
4. There is no collection fee for placing a Monster and Buster wager.

Player and Banker Scores	**Six Cards Pay**	**Less Than Six Cards Pays**
Double Monster 9s	40	8
Double Monster 8s	30	8
Double Monster 0s	25	0
Monster 9 & 8	15	4
Monster 9 & Buster 0	10	2
Monster 8 & Buster 0	10	2

Banked Game

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in the player-dealer position may not act as the player-dealer for more than two consecutive hands. The opportunity to act as player-dealer must be offered to all seated players after two hands, or rounds of play, so that a single player may not 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 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 limit on the player-dealer's wager.

Glossary of Terms

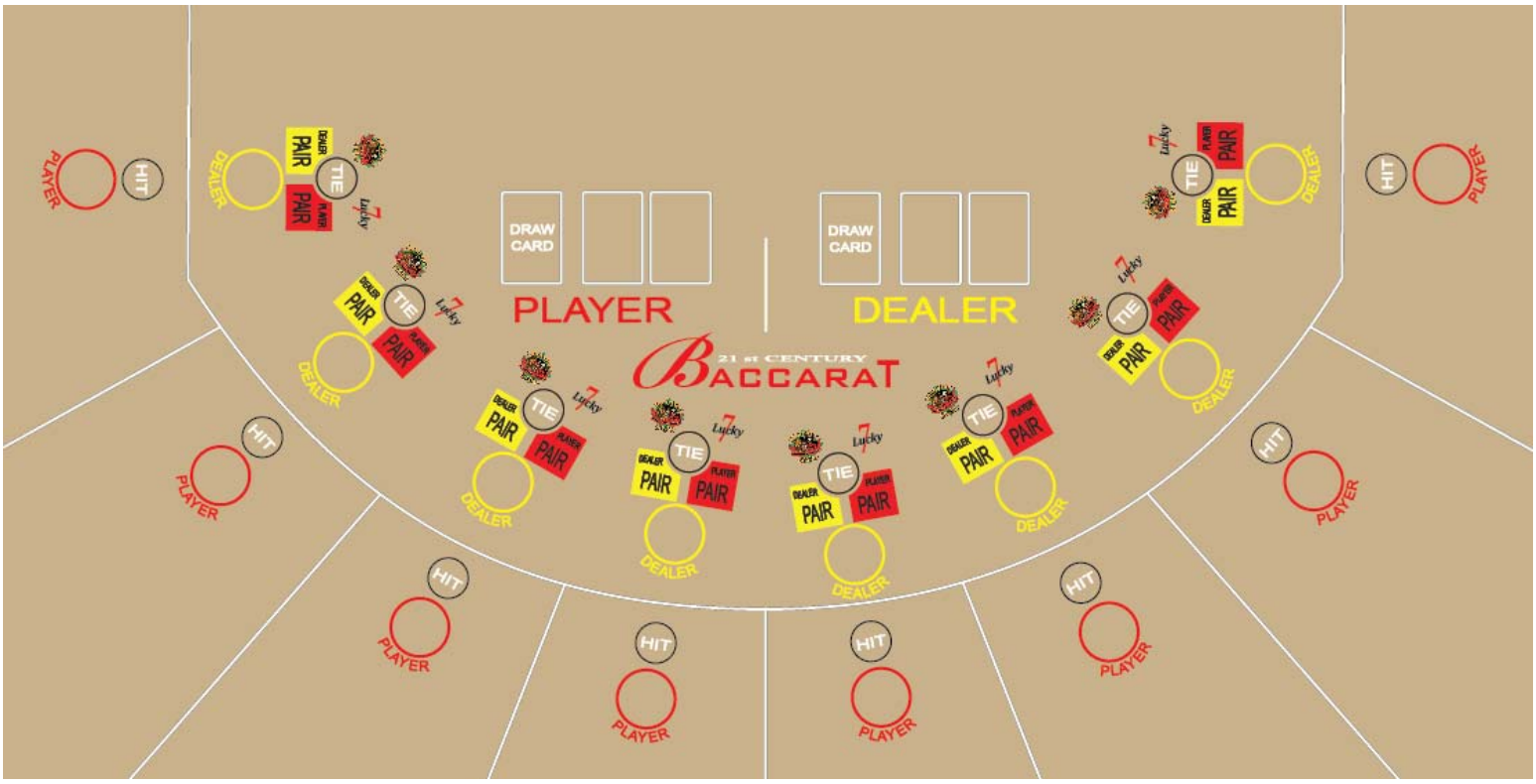
Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word "dealer" affixed on it
Natural 8:	When the first two cards of the player or dealer's hand has a value of eight
Natural 9:	When the first two cards of the player or dealer's hand has a value of nine

Table Limits & Collection Rates

The collection fees shall be taken per hand from the player-dealer position and from each player for each Player circle and Dealer circle wager placed. There shall be no additional collection fee for placing a Tie, Player Pair, Dealer Pair, Lucky 7, or a Monster & Buster wager. Players including player-dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limit	Player Collection Fee (per betting spot)	Player-dealer Collection Fee (per hand)
$5 - $25	$1	$2
$10 - $100	$1	$3
$25 - $100	$1	$2
$50 - $300	$2	$5
$100 - $500	$3	$6

Table Layout



EZ BACCARAT™

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EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on 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 eight seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the 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:
  - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
  - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.

- If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
- If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. If a player placed a wager on either the player line or the banker line, that player may place a wager on the Tie Bet.
- 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.

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. There are no fees when a player places a Tie Bet, Panda 8, or Dragon 7 wager. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

Table Limit	Player Collection Fee Per betting circle	Player-dealer Collection Fee Per Hand
$10 - $100	$1	$2
$25 - $100	$1	$2
$50 - $300	$2	$3
$100 - $500	$3	$5

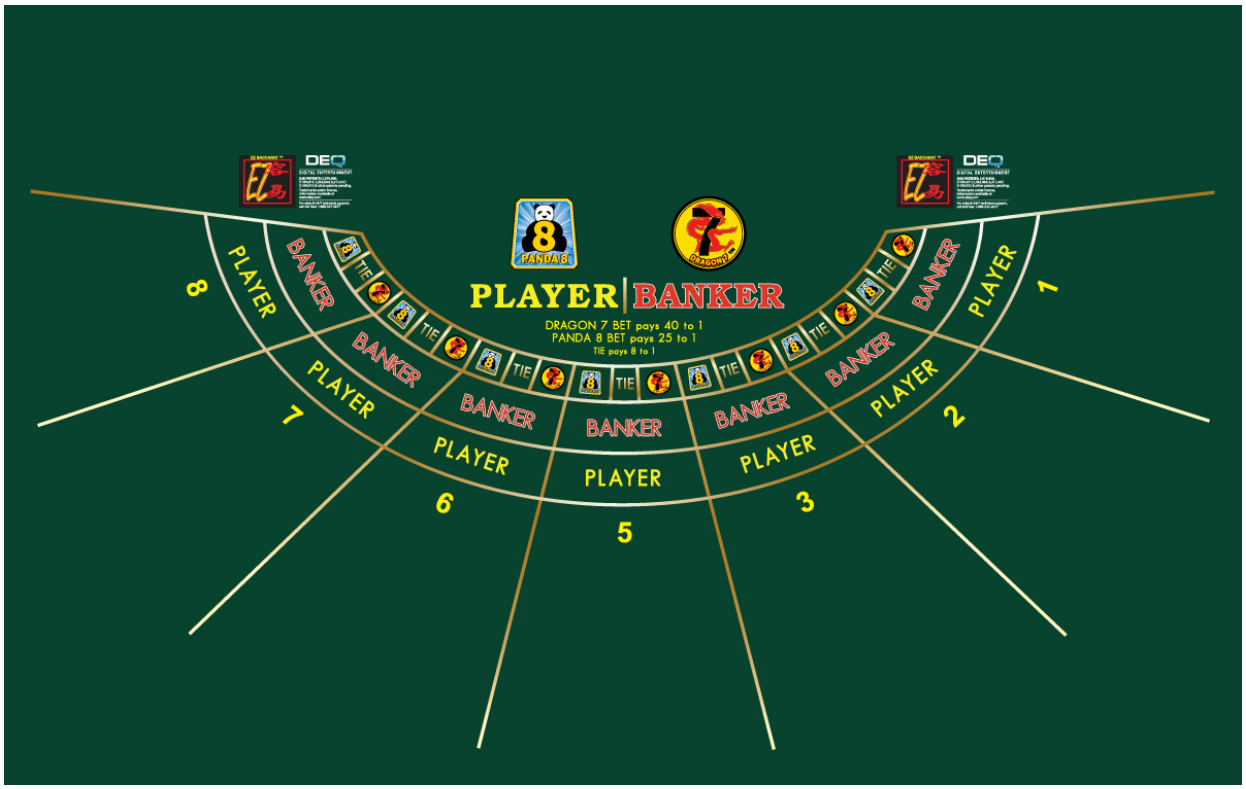
PLAYER-DEALER & DEAL

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

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

EZ BACCARAT

Table Layout



Equipment Used

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

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.

21st Century Blackjack 4.0B

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 "21 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 "Natural" or "No Bust" aces with any 10 or face card is a Natural and beats all other hands.

- An Ace has a value of:

o 11 ½ on the first two cards when the other card has a value of 10. o 1 or 11 when combined with cards valued at 2-9.

o 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) 11 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7

E	8
N	9
T	10
J	10
Q	10
K	10

ROUND OF PLAY

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

2. The game utilizes a 52-card deck with special marked "Natural" or "No Bust" aces with wild value. The aces are wild cards with the value of:

a. 11 ½ on first two cards with all cards with the value of 10's. b. 1 or 11 with all cards with value of 2-9.

c. 1 or 11 with three or more cards.

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

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

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

6. Prior to the start of play the casino dealer will take the collection fees.

7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and 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 clockwise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

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

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

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

11. Beginning with the player to the right of the casino dealer the settling of the wagers will be done in a counter clockwise manner until all wagers have been acted upon.

12. The Player /Dealer cards will always be dealt and placed in front of the casino Dealer tray.

13. The casino Dealer continues to draw cards for the Player/Dealer if necessary until a hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

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

14. The game does not utilize an action button to determine which player receives first action on their wager. The player-dealer's first card, which is dealt face-up, determines the starting point of action. The player-dealer position is not counted when determining where action shall begin. 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 up card. When determining where action will begin, 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. Furthermore, wagers shall be settled in the following order: all game wagers on the table from player to player and then all Buster Blackjack Bonus Bet wagers on the table from player to player.

Once the Player/Dealer hand has been made all winners and losers are determined by comparing the numerical value of the Player's hands with the Player/Dealer 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 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.
    a. If the Player and the Player/Dealer 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 value of a Player's hand is less than a "Natural" and the value of the Player/Dealer hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer hand is less than a "Natural," the hand closest to a "Natural" wins.
4. 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.
5. If a Player's and the Player/Dealer hands both have a value of more than a "Natural" the following rules apply:
    a. If the value of the Player/Dealer hand is closer to a "Natural" the Dealer wins the hand.
    b. If the player is closer to a "Natural" the player loses except when the player has a 3 card hand with the value of 23, 24 or 25. The player's hand with the value of 23, 24 or 25 will "PUSH".
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player/Dealer hand has a value of less than a "Natural" the 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 "Natural" hands. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double down or split executed by a Player nor is there any extra collection fee charged to the Player/Dealer.
    c. Player may not double down for less than his original wager.
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 or surrender after each split.

b. Players may split any ten value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

11. Insurance:

    a. Players may make an optional insurance wager.

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

12. Surrender is allowed.

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

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

15. Backline betting is allowed.

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

17. All pay offs are limited to the amount of the Player/Dealer 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.

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 wager.

TABLE LIMITS & COLLECTION RATES

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

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5 - $25	$0.50	$1.50
2	$10 - $100	$1	$2
3	$25 - $100	$1	$2
4	$50 - $300	$2	$4
5	$100 - $500	$3	$5

Buster Blackjack Bonus Bet

- 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 wager if they have also placed a game wager prior to the initial deal.
- Only seated players may place a Buster Blackjack Bonus Bet wager. Backline betting is not permitted on the Buster Blackjack Bonus Bet.
- A Buster Blackjack Bonus Bet wager may be less than, or equal to, but not greater than game wager.
- Once all players have made the decisions concerning their hand, according to the game rules, the player-dealer shall reveal their face-down card and play out the hand. The payoff odds vary based on the number of cards in the player-dealer's hand. The more cards in the player-dealers hand, the higher the payoff. If the player-dealer's hand exceeds a Natural, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer's hand does not exceed a Natural, all Buster Blackjack Bonus Bet wagers shall be collected. There is no opportunity for the Buster Blackjack Bonus Bet wager to push.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player's game wager wins, loses, or pushes. The player-dealer must always complete their hand as long as there are Buster Blackjack Bonus Bet wagers in play.**The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-Dealer's Hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	25 to 1
7	100 to 1
8 or more	500 to 1

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 up to 8 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 wagers.

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

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

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 players 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 then 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.

Bonus Bets

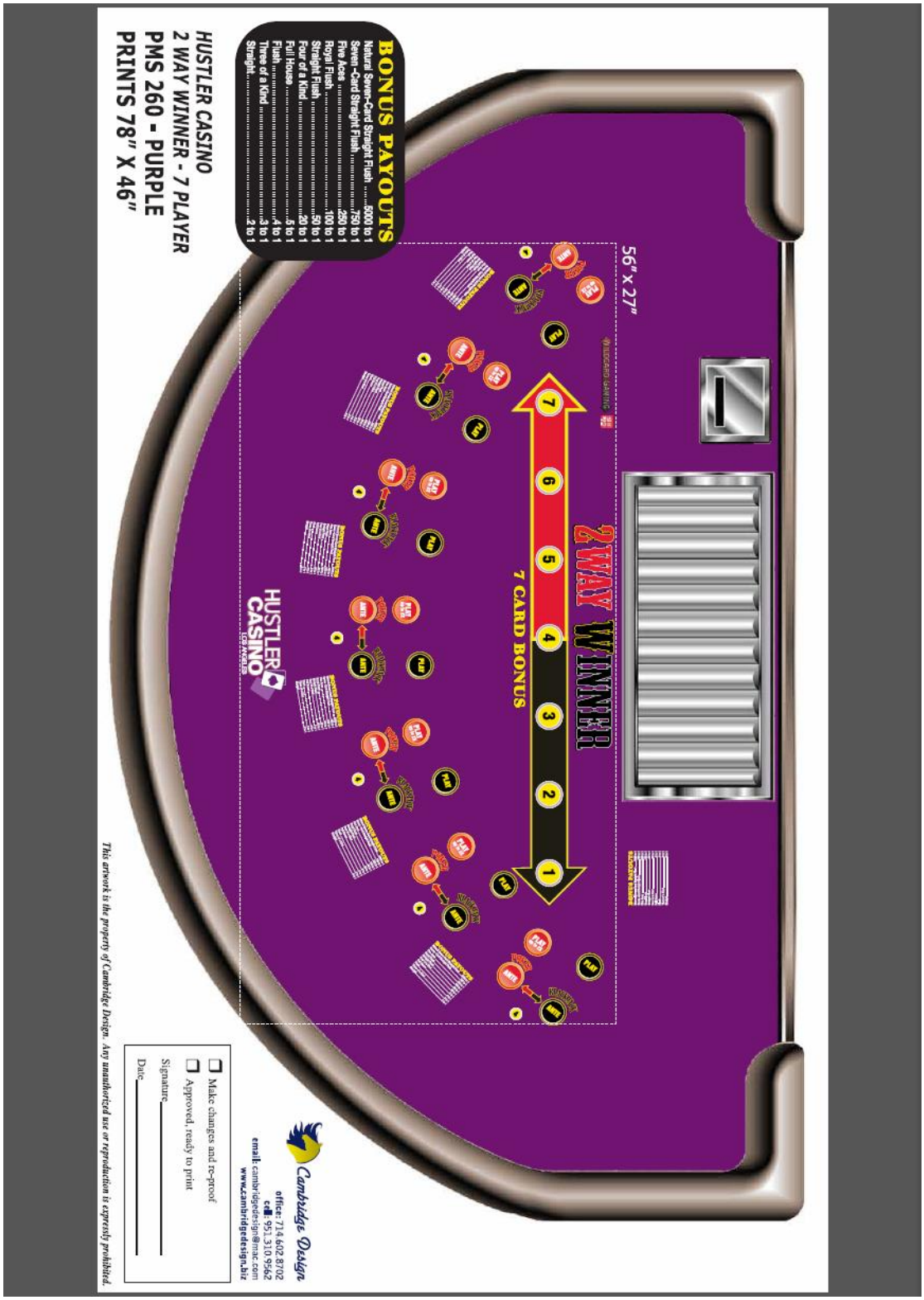
7-Card Bonus

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

Table Layout



COLLECTION FEES

For **schedule options 1 through 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 $1 - $100. There shall be no collection taken for the 7-Card Bonus Bet. 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 2 Way Winner is shown below:

Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$25	$.50	$2
2	$10-$100	$1	$3
3	$25-$100	$1	$3
4	$50-$300	$2	$4
5	$100-$500	$3	$5

Double Board Omaha

Type of Game

The players of Double Board Omaha play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position and 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 game.

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

Card hands shall rank from highest to lowest as follows:

Double Board Omaha Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which will accommodate up to nine seated positions for patrons, although only up to eight players may play at one time (if there are nine or more players seated, the player to the left of the big blind will not participate in the hand). Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. When first opening a game, the dealer shall spread the entire deck (minus the top and bottom card) across the poker table, so player can draw one card each, starting with the player to the immediate left of the house dealer. The player with the highest ranked card shall receive a flat white disk with the word "dealer" on it (ties will be settled by suit, from highest to lowest: spades, hearts, diamonds, and clubs). The house dealer will then reshuffle the cards. The dealer button is used to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind shall have the right of last action.
2. The game utilizes two blinds, a small blind and a big blind. The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player that was required to post the small blind shall be required to place the big blind. The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
   a. Both blinds are pre-determined based on the posted table limit. The blind wagers shall be placed in the designated wagering area, referred to as "the pot."
   b. Action on the first round of betting will begin to the player to the left of the big blind.
   c. 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.
   d. The small blind and big blind will rotate from player to player around the table clockwise after each round of play.
3. Once the blind wagers have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player who was required to place the small blind, and continuing clockwise around the table until all players have four cards face-down.
4. Once each player has received their four cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind referred to as a "call", meaning to match the amount wagered by another player;

b. Place their four cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall place then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
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";
d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering (known as being "capped"), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises;
e. The player in the big blind position may "check," meaning they do not wish to place an additional wager, if there has not been a raise, call the amount that has been raised, raise or re-raised, by placing an additional wager, as long as the pot has not been capped yet, or fold.

5. 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.
6. The house dealer shall then take the top card of the deck and place it face-down in the discard pile without exposing it, referred as a "burn" card.
7. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop," for the first board. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously for the second board (parallel to the first board). These cards shall also become community cards and are shared by all players.

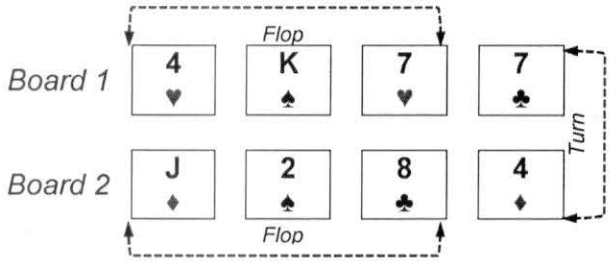
Table 1: Example of "The Flop"

Board 1	4 ♥	K ♠	7 ♥
Board 2	J ♦	2 ♠	8 ♣

8. Once the dealer has placed the first three community cards for both boards face-up, the start of the second round of betting will occur.
   a. The players will be playing both boards at the same time.
   b. To make a hand, players must use two hole cards and at least three cards from a board
   c. The players are eligible to win both pots, using different hole cards and the board to make the highest five-card poker hand.
9. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits;
   b. Check, with the option to call or raise a wager by another player;
   c. Call a wager according to the rules and guidelines used in the previous round of play;
   d. Fold their hand according to the rules and guidelines used in the previous round of play;
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. 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.
11. The house dealer shall then burn top card.

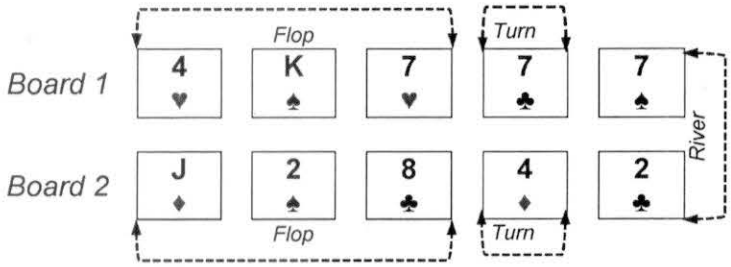
12. The house dealer shall then take the next card from the top of the deck and place it face-up on the table next to the flop cards, so that there are now a total of four community cards face-up for the first board. This card is known as "the turn" card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are now a total of four community cards face-up for the second board.

Table 2: Example of "The Turn Card"



13. Once the house dealer has placed the fourth community card for both boards face-up, the start of the third round of betting will occur.
14. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits;
    b. Check, with the option to call or raise a wager by another player;
    c. Call a wager according to the rules and guidelines used in the previous round of play;
    d. Fold their hand according to the rules and guidelines used in the previous round of play;
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
15. 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.
16. The house dealer shall then burn the top card.
17. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the first board, so that there are now a total of five community cards face-up for the first board. This card is known as "the river" card. The house dealer shall then take the next card from the top of the deck and place it face-up on the table after the second board, so that there are no a total of five community cards face-up for the second board.

Table 3: Example of "The River Card"



18. Once the house dealer has placed the fifth and final community card for both boards face-up, the start of the fourth and final round of betting will occur.
19. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

a. Place a wager according to the established table limits;
b. Check, with the option to call or raise a wager by another player;
c. Call a wager according to the rules and guidelines used in the previous round of play;
d. Fold their hand according to the rules and guidelines used in the previous round of play;
e. Raise the pot according to the rules and guidelines used in the previous round of play.

20. After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot and begin to split the pot into two equal pots.
    a. Players are eligible to win both pots by making the best five-card poker hand from each board.
21. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. Each board will have its own pot that the players are playing for. Players may play both boards at the same time and be eligible to win either or both pots. The following shall apply for determining which player wins each pot.

- Each pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose;
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners.
- 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.

Double Board Omaha

Collection Rates Schedule

For **schedule options 1-20**, Collection Fee #1 shall be taken from 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 action does not progress past the flop or the turn then the corresponding collection rates will not be collected.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1 (From the Pot)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21-36**, Collection Fee #1 shall be taken from 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 action does not progress past the flop or the turn then the corresponding collection rates will not be collected.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1 (From the Pot)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1

28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37-41**, the collection fee is taken in advance every half hour of play (based on number of players and table limit).

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$15	$7
41	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 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 gambling establishment 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.

Archie

Type of Game

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

Object of the Game

The object of the game is for the active players to form a five-card poker hand that ranks higher than the other active players’ five-card poker hand and/or form a five-card low hand that ranks lower than the other active players’ five-card low hand. Each active player will be given three opportunities to improve their hand by replacing the cards currently in their hands with new cards. This is referred to as the “draw.” An active player can win both the five-card high hand and the five-card low hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

Archie high hand ranking, from highest to lowest, is as follows:

Archie High Hand Rankings

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

***High Card**	A hand comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 unsuited is the highest ranked High Card hand and 7, 5, 4, 3 and 2 unsuited is the lowest ranked High Card hand.

***An active player must have a pair of 6s or better to qualify to have a chance at winning the high hand portion of the pot. If there are no qualifying high hands, then all active players will enter into a showdown for the low hand at the completion of the final round of betting. In the event there is no qualifying five-card high hand or five-card low hand, the pot would go to the best non-qualifying high hand.*

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

Five-Card Low Hand Rankings-To make a qualifying five-card low hand, an active player must have a 6 high or lower; meaning the five cards used by the active player cannot contain a card with a value of 7 or higher.

a. The lowest possible five-card hand is 5, 4, 3, 2 and ace; this is called a "Wheel."
b. Additionally, when determining if an active player has a qualifying five-card low hand, Straights and Flushes do not disqualify the active player's hand if all other requirements are met.
c. If multiple active players have qualifying five-card low hands, the winning low hand is determined by comparing the highest value card of each active players' five-card hand, the lowest high card would be the winning hand.

Example*: A hand comprised of 6, 4, 3, 2 and ace is ranked lower and will beat a hand comprised of 6, 5, 4, 3 and ace.*

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to nine seated positions for patrons, although only up to seven active players may play at one time (if there are more players seated, the player(s) to the left of the big blind will not participate in a hand; i.e. for nine seated players, the two players to the left of the big blind will sit out). Each seated position at the table will have the same minimum and maximum wagering limits during each betting round, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk/button with the word "dealer" on it to visually designate the active player in the dealer position (in theory) for the hand.
   a. The dealer button will rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind will have the right of last action. If the player with the dealer button has folded, then the right of last action will go to the next active player to the right of the dealer button.
2. When first opening a game, the house dealer will shuffle, cut, and then spread the entire deck, minus the top and bottom card, across the poker table, so the active players can draw one card each to determine the active player who will receive the dealer button. The active player in the position closest to the left of the house dealer draws first, then continues clockwise with each active player drawing a card.

   a. The active player with the highest ranked card will receive the dealer button.
   b. In the event multiple active players receive a high card of the same rank (i.e. kings) ties will be settled by suit ranking. Suit ranking from highest to lowest: spades, hearts, diamonds and clubs.
3. Once the placement of the dealer button is resolved, the house dealer will retrieve all the cards, begin the shuffle and cut requirements again and designate the small and big blind active player positions.
4. The small and big blinds are used to initiate action. The small and big blind positions are positioned immediately to the left of the dealer button and posted before the house dealer distributes the cards.
   a. Action on the first round of betting, will begin with the active player to the left of the big blind.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small and big blind positions will rotate from player to player around the table clockwise after each round of play.
5. Once the dealer button has been distributed by the house dealer, the active player to the immediate left of the dealer button will be required to post the small blind. The active player to the immediate left of the small blind is required to post the big blind.
   a. Both blinds are pre-determined based on the posted table limit.
   b. Both blind wagers will be placed in the designated wagering area, referred to as “the pot.”
6. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each active player, starting with the first active player to the left of the dealer button, the small blind position, and continue clockwise around the table until all active players have five cards face-down. Active players can now pick up the five face-down cards and examine their hand.
7. Once each active player has examined their hand, the first round of betting will occur. Active players are given the following options, starting with the first active player to the left of the big blind and continuing clockwise around the table:
   a. Place their five cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer and then place the folded hand in the discard pile. If an active player chooses to fold their hand, they will no longer participate during the round of play; or
   b. Place a wager equal to the amount of the big blind, referred to as a “call,” meaning to match the amount wagered by another active player; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise;” or
   d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering (known as being “capped”), unless there are only two active players participating during a round of wagering; in this case there is no limit to the number of raises; or
   e. The active player in the big blind position may not want to place an additional wager, referred to as a “check.” However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet).
8. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
9. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.

   a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
   b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
   c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
      ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
10. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards consecutively starting with the first active player to the left of the dealer button.
12. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the second round of betting.
13. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play, with the option to call or raise a wager by another player. This is only permitted if no other active player has raised. If a raise or re-raise occurs, an active player will be required to call the raise, re-raise or fold their hand.
14. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
15. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
       i. However if all five cards are discarded, this does not constitute a fold.
    b. Stand pat.
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
       i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
       ii. If no active player has acted on their hand.
    d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.

16. The house dealer will burn the top card.
17. The house dealer will then announce how many cards each active player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
18. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the third round of betting.
19. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all wagers into the pot.
21. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
        i. However if all five cards are discarded, this does not constitute a fold.
    b. Stand pat.
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
        i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
        ii. If no active player has acted on their hand.
    d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
22. The house dealer will burn the top card.
23. The house dealer will then announce how many cards each active player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.
24. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the fourth and final round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Fold their hand according to the rules used in the previous round of play; or
    b. Call a wager according to the rules used in the previous round of play; or
    c. Place a wager within the posted table limits; or
    d. Raise the previous wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer will move all wagers into the pot.

27. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
    a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

<u>How Winners are Determined and Paid</u>

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button:

- If only one active player is left in the game at the end of any betting round, the entire pot will be awarded to that player.
- A player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card hand and the lowest ranked qualifying five-card hand.
- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- If there is no qualifying five-card high hand, the entire pot will be awarded to the player with the highest ranked five-card low hand, according to the hand and card ranking shown above. All other players will lose.
- If there is a qualifying five-card high and five-card low hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest ranked qualifying five-card hand.
- In the event more than one player has the highest ranking five-card hand and there is not a qualifying low five-card hand, the pot will be split equally among all players with the highest ranked five-card poker hand.

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- In the event more than one player has the same qualifying low ranking five-card hand and there is not a qualifying high five-card hand, the pot will be split equally among all players with the qualifying low ranked five-card hand.
- In the event more than one player has the highest ranking five-card hand and there is a qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the “highest” ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying “low” hand.
- In the event there is no qualifying five-card high hand or five-card low hand, the pot would go to the best non-qualifying high hand. If there is more than one player with the same highest ranking five-card, the pot will be split equally among all players with the highest ranked five-card poker hand.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the small blind position by the house dealer before cards are dealt. Collection Fee #2 is based on the number of active players and will be taken from the pot by the house dealer after the first draw. Collection Fee #3 will be taken from the pot after the second draw by the house dealer. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100, Bring In $1-$2
Maximum Buy-In $500-$2,500, Bring In $5-$10

Schedule Option	Number of Active Players	Collection Fee #1 (Small Blind Position)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
1	7-6	$1	$4	$1
2	7-6	$1	$4	$0
3	7-6	$1	$3	$1
4	7-6	$1	$3	$0
5	7-6	$1	$2	$1
6	7-6	$1	$2	$0
7	7-6	$1	$1	$1
8	7-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 36**, Collection Fee #1 will be taken from the small blind position by the house dealer before cards are dealt. Collection Fee #2 is based on the number of active players and will be taken from the pot by the house dealer after the first draw. Collection Fee #3 will be taken from the pot after the second draw by the house dealer. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Active Players	Collection Fee #1 (Small Blind Position)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
21	7-6	$1	$4	$1
22	7-6	$1	$4	$0
23	7-6	$1	$3	$1
24	7-6	$1	$3	$0
25	7-6	$1	$2	$1

26	7-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the collection fee is taken from each active player, in advance, every half hour of play based on number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	7 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, play against each other for the pot of money on the table. The game does not utilize a player-dealer position, it is Poker game.
- The collection fees will 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 will 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, will be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Super 7 Card Stud Hi/Lo

Type of Game

The players of Super 7 Card Stud Hi/Lo play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hands. Players may use any combination of their three face-down cards, known as “hole” cards and their four face-up cards, known as their “board” cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The 52-card deck will 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 Super 7 Card Stud Hi/Lo when forming a five-card high hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. An ace will be considered low any time the ace begins a straight or a straight flush.

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

Super 7 Card Stud Hi/Lo Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

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

Five-Card Low Hand Rankings – To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used to form the player's low hand cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not 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
- The lowest possible five-card poker hand is 5, 4, 3, 2 and ace; this is called a "wheel"
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand

Example: *A hand of 7, 6, 4, 3 and ace is lower than 8, 5, 4, 3 and 2.*

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, discarded cards, folded cards and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to put in a pre-determined amount of money to participate in the coming hand, this is called the "ante".
   a. If a player chooses not to participate in the next round, that player needs not to ante and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed an ante, the house dealer will move all player antes into the pot.

3. Once the antes have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all active players have three cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all players have one card face-up, for a total four cards, three cards face-down and one card face-up.
   a. The players' cards that are face-down are called "hole cards".
   b. The player's card that is face-up is called the "door card".
4. Once players have received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the lowest ranked door card by suit, if necessary. The suit rankings from highest to lowest will be as follows: spades, hearts, diamonds and clubs.
      i. That player must either place a pre-determined amount of money called the "bring-in" or place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting the to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold". The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
      iii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit; or
      *(**Example**: The bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may only complete to $4)*
      iv. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
5. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
6. The house dealer will then ask for all discards, each active player must discard one of their hole cards prior to receiving additional face-up cards.
   a. After this process, all active players will have a total of three cards, two cards face-down and one card face-up.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn".
8. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's face-up card and will continue until all active players have a second card face-up. Once all active players have a total of four cards (two face-up and two face-down), the second round of betting, also known as "fourth street", will occur.
9. All active players that have called all wagers and did not fold their hand, will be given the following options, starting with the first active player who has the highest ranked cards face-up as described in the Hand Rankings above:
   a. Place the smaller limit wager according to the established table limits; or

   b. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
11. The house dealer will then burn a card.
12. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s two face-up cards and will continue until all active players have a third card face-up. Once all active players have a total of five cards (three face-up and two face-down), the third round of betting, also known as “fifth street”, will occur.
13. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
14. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
15. The house dealer will then burn card.
16. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s three face-up cards and will continue until all active players have a fourth cards face-up. Once all active players have a total of six cards (four face-up and two face-down), the fourth round of betting, also known as “sixth street”, will occur.
17. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked up-cards as described in the Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
19. The house dealer will then burn a card.
20. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s four up-cards and will continue until all active players have third card face-down. Once all active players have a total of seven cards (four face-up and three face-down), the fifth and final round of betting, also known as “seventh street”, will occur.
21. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:

a. Place the larger limit wager according to the established table limits; or
b. Check according to the rules and guidelines used in the previous round of play; or
c. Call a wager according to the rules and guidelines used in the previous round of play; or
d. Fold their hand according to the rules and guidelines used in the previous round of play; or
e. Raise the pot according to the rules and guidelines used in the previous round of play.

22. After all active players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
23. All remaining active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any five of their own seven cards dealt to them during the round of play to make the highest five-card poker hand. The following will apply for determining which player wins the pot:

- In the event there is one qualifying five-card high hand and no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose
- In the event there is both a qualifying five-card high hand and a qualifying five-card low hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card high hand and the other half of the pot being awarded to the player with the lowest qualifying five-card 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 hand and the lowest qualifying five-card hand
    - A player does not have to use the same cards to win both pots
- In the event that more than one player has the highest ranking five-card high hand and there is not a qualifying five-card low hand, the pot will be split equally among all players with the highest ranked five-card poker hand
- In the event that more than one player has the highest ranking five-card high hand and more than one player has the highest ranking qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card hand and the other half of the pot being split equally among all players with the qualifying five-card low hand
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player with the highest card in their hand by suit
    - Ranking of suits from highest to lowest will be spades, hearts, diamonds and clubs

Super 7 Card Stud Hi/Lo

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after Fifth Street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after Fifth Street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$3	$1

28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

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

Super 7 Card Stud

Type of Game

The players of Super 7 Card Stud play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other player’s five-card poker hands. Players may use any combination of their three face-down cards, known as “hole” cards and their four face-up cards, known as their “board” cards to make their hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Super 7 Card Stud Hand Rankings

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

Super 7 Card Stud

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, discarded cards, folded cards and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to place a pre-determined amount of money to participate in the coming hand; this is called the "ante."
   a. If a player chooses not to participate in the next round, that player needs not to ante and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed an ante, the house dealer will move all player antes into the pot.
3. Once the antes have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all active players have three cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all players have one card face-up, for a total four cards, three cards face-down and one card face-up.
   a. The players' cards that are face-down are called "hole cards".
   b. The player's card that is face-up is called the "door card".
4. Once players have received their initial four cards, the first round of betting will occur.
   a. Action will start with the player who has the lowest ranked door card by suit, if necessary. The suit rankings from highest to lowest will be as follows: spades, hearts, diamonds and clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in" or place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player;
      ii. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;

iii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit.
*(**Example**: The bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may only complete to $4)*

iv. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.

5. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
6. The house dealer will then ask for all discards, each active player must discard one of their hole cards prior to receiving additional face-up cards.
   a. After this process, all active players will have a total of three cards, two cards face-down and one card face-up.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn".
8. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's face-up card and will continue until all active players have a second card face-up. Once all active players have a total of four cards (two face-up and two face-down), the second round of betting, also known as "fourth street", will occur.
9. All active players that have called all wagers and did not fold their hand, will be given the following options, starting with the first active player who has the highest ranked cards face-up as described in the Hand Rankings above:
   a. Place the smaller limit wager according to the established table limits; or
   b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
11. The house dealer will then burn a card.
12. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's two face-up cards and will continue until all active players have a third card face-up. Once all active players have a total of five cards (three face-up and two face-down), the third round of betting, also known as "fifth street", will occur.
13. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.

14. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
15. The house dealer will then burn a card.
16. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's three face-up cards and will continue until all active players have a fourth cards face-up. Once all active players have a total of six cards (four face-up and two face-down), the fourth round of betting, also known as "sixth street", will occur.
17. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked up-cards as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
19. The house dealer will then burn a card.
20. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's four up-cards and will continue until all active players have third card face-down. Once all active players have a total of seven cards (four face-up and three face-down), the fifth and final round of betting, also known as "seventh street", will occur.
21. All active players that called all wagers and did not fold their hand, will be given the following options, starting with the active player who has the highest ranked cards face-up as described in the Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
23. All remaining active players will then enter into a showdown with each other and compare their hands.

<u>How Winners are Determined and Paid</u>

Players may use any five of their own seven cards dealt to them during the round of play to make the highest five-card poker hand. The following will apply for determining which player wins the pot:

- The pot will be awarded to the player with the highest-ranking five-card poker hand, according to the Hand Rankings shown above. All other player will lose.
- In the event that more than one player has the highest-ranking hand, the pot will be split equally among the winners.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player with the highest card in their hand by suit. Ranking of suits from highest to lowest will be: spades, hearts, diamonds and clubs.

Super 7 Card Stud

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after Fifth Street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the he pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of player) will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after Fifth Street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0

27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	**4 or less**
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

<u>Collection Rates for Poker Games</u>

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

Open Face Chinese Poker

Type of Game

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

Object of the Game

The object of the game is for players to form three hands, also referred to as “segments;” a five-card back hand, a five-card middle hand, and a three-card front hand, which rank higher than all other player hands at the table, according to the rankings as shown below. The back hand must rank higher than the middle and top hands and the middle hand must rank higher than the top hand, but lower than the back hand. Each player’s stack of chips acts as their wager, which is referred to as table stakes. Therefore, each player’s stack of chips on the table will be eligible to be won or lost during each round of play. A player is required to initially buy-in for at least twenty times the amount of the table limit. Players do not have the option to fold.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of each card used in Open Face Chinese Poker, in order of highest to lowest, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a straight or straight flush. All suits will be considered equal in rank.

The ranking of hands that may be made for the back hand and the middle hand, in order from highest to lowest rank, will be:

Five-Card Hand Rankings

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

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

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

Three-Card Hand Rankings

Hand Dealt	Hand Requirements
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2s 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 queen is the highest ranked High Card hand and 4, 3 and 2 the lowest ranked High Card hand.

Straights and flushes are not considered in the front hand.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

   d. In addition, players may not remove any chips from their table stakes in between hands.
3. When first opening a game, the player to the left of the house dealer will receive the dealer button once players have determined their table stakes.
4. Once a player has the dealer button, the house dealer will complete the dealing procedures as described below.
5. The house dealer deals cards one at a time, face-down, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards.
6. Starting with the first active player to the left of the dealer button, that player must then either place their initial cards face-up in the top, middle, or bottom segments.
   a. The initial five cards can be split up between any of the three segments, although, there can be no more than three cards in the top segment.
   b. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
   c. This process continues clockwise until all active players have placed their initial five cards in their respective segments.
7. The house dealer will then deal one card at a time, face-down to each active player, starting with the first active player to the left of the dealer button, until each active player receives three cards.
8. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
   a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
   b. This process continues clockwise until all active players have placed their first set of two cards in their respective segments.
9. The house dealer will then deal one card at a time, face-down, to each active player, starting with the first active player to the left of the dealer button, until each active player receives three cards.
10. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
    a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
    b. This process continues clockwise until all active players have placed their first set of two cards in their respective segments.
11. The house dealer will then deal one card at a time, face-down, to each active player, until each active player receives three cards.
12. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
    a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
    b. This process continues clockwise until all active players have placed their first set of two cards in their respective segments.
13. The house dealer will then deal one card at a time, face-down, to each active player, starting with the first active player to the left of the dealer button, until each active player receives three cards.

14. Starting with the first active player to the left of the dealer button, that player must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
    a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be altered.
    b. This process continues clockwise until all active players have placed their first set of two cards in their respective segments.
15. At this point, all active players should have 13 cards set in three segments.

How Winners are Determined and Paid

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

- The player in position #1 (left of the dealer button) will compare their hands against the position to their left, which is position #2. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.
- The player in position #1 will compare their hands against the position to the left of the position #2, which is the position #3. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.
- The player in position #2, which is to the left of position #1, will compare their hands against the position to their left, which is the position #3. When comparing each player's segments, each player will be paid according to the point system and bonus point system, as described below.

Note: *Payouts go in turn. If at any time any player runs out of money, the next player will not be paid.*

Point System

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

Points are then multiplied by the value pre-determined by the table, known as "konditions". That amount will be paid from each player's table stakes.

In addition to players winning according to the Point System described above, if a player were to have a higher ranked hand in each of the three segments against another player, that player will receive three extra points (for a total of six points), known as a "clean sweep".

Foul Hand

A player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a “Foul Hand”. When a player has a foul hand, that player must pay a penalty to each player. The penalty will be six points to each player. No matter which segment has been fouled, the whole hand will be considered fouled. Additionally, the player with the foul hand will also be required to pay a player if they are eligible for bonus points according to the Bonus System below. However, the player with the foul hand is not eligible for bonus points according to the Bonus System below and that player’s participation in the hand is over.

Example of a foul hand:

The front hand (a pair of aces) ranks higher than the middle hand (a pair of jacks).	A♣ A♠ 7♣ J♦ J♠ K♠ 8♥ 4♠ 5♠ 5♥ 5♣ Q♣ Q♦

Bonus System

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

Hand Dealt	Points		
	Top Segment	Middle Segment	Bottom Segment
Pair of 6s	1 point	N/A	N/A
Pair of 7s	2 points	N/A	N/A
Pair of 8s	3 points	N/A	N/A
Pair of 9s	4 points	N/A	N/A
Pair of 10s	5 points	N/A	N/A
Pair of jacks	6 points	N/A	N/A
Pair of queens	7 points	N/A	N/A
Pair of kings	8 points	N/A	N/A
Pair of aces	9 points	N/A	N/A
Three of a Kind (2s)	10 points	2 points	N/A
Three of a Kind (3s)	11 points	2 points	N/A
Three of a Kind (4s)	12 points	2 points	N/A
Three of a Kind (5s)	13 points	2 points	N/A
Three of a Kind (6s)	14 points	2 points	N/A
Three of a Kind (7s)	15 points	2 points	N/A
Three of a Kind (8s)	16 points	2 points	N/A
Three of a Kind (9s)	17 points	2 points	N/A
Three of a Kind (10s)	18 points	2 points	N/A
Three of a Kind (Js)	19 points	2 points	N/A

Three of a Kind (Qs)	20 points	2 points	N/A
Three of a Kind (Ks)	21 points	2 points	N/A
Three of a Kind (As)	22 points	2 points	N/A
Straight	N/A	4 points	2 points
Flush	N/A	8 points	4 points
Full House	N/A	12 points	6 points
Four of a Kind	N/A	20 points	10 points
Straight Flush	N/A	30 points	15 points
Royal Flush	N/A	50 points	25 points

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

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

Example: if a player wins three out of three segments and has four of kind in the back, that player will win three point for three segments, the three-point bonus for winning all three segments, and ten points for the four of a kind in the back for a total of sixteen points.

Fantasy Land

A mandatory Fantasy Land is triggered if a player gets a pair of queens or better, as their front hand segment without fouling. For the next hand, the dealer button will not advance forward, as all players who were playing when the Fantasy Land was triggered must continue playing. On that next hand, the player that is in Fantasy Land receives 14 cards (their initial five cards, then nine additional cards once the other players have received their initial five cards) dealt face down. The player must then place 13 cards, face-down, optimally into their 3 hands and discard the last card. To stay in Fantasy Land a player must make a straight flush or quads on the bottom hand, a full house or better in the middle, or trips on top. If a player stays in Fantasy Land, they must make a verbal announcement to the other players in the game.

Badugi

Type of Game

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

Object of the Game

The object of the game is for players to form a four-card low poker hand that ranks higher than the other player(s) four-card low poker hand. Each player will be given three opportunities to improve their hand by replacing cards currently in there hand with new cards, referred to as “draw”.

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 will be either shuffled manually or by machine, cut and dealt by the house dealer.

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
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "badugi." The highest rank is 4, 3, 2, and ace unsuited; and a king, queen, jack, and 10 is the lowest rank.
Three Card Incomplete	A hand that consists of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an “incomplete.” A 3, 2, and ace unsuited is the highest rank; and a king, queen, and jack is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and ace unsuited is the highest rank; and a king and queen unsuited is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest rank; and a king is the lowest rank.

Description of Table Used and Total Number of Seated Positions

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

In the event that there are not enough cards to distribute to the remaining active players on any given draw, the house dealer will combine the burn cards and the discard pile (not using the discards from the current round). The house dealer will then scramble, 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. The house dealer will not use the last card from the unused portion of the deck, known as the "stub", unless that card will be used to replace the final discarded card for the final round of draws. The house dealer will then collect all discarded cards from that discard round and begin a new discard pile. The house dealer will also replace any missing burn cards from the discard pile to keep track of the betting round.

Dealing Procedures and Round of Play

1. When first opening a game, the dealer shall spread the entire deck (minus the top and bottom card) across the poker table, so player can draw one card each. There is no specific order of the draw, all active players can draw at one time. The player with the highest ranked card shall receive the flat white disk with the word "dealer" on it.
   a. In the result of a tie, the player with the higher ranked card by suit will receive the dealer button. The suit rankings from highest to lowest shall be as follows: spades, hearts, diamonds, and clubs.
2. The game shall utilize a flat white disk with the word "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind shall have the right of last action.
3. The game utilizes two blinds, a small blind and a big blind. The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
   a. Action on the first round of betting will begin with the first active player to the left of the big blind.
   b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
   c. The small blind and big blind will rotate from player to player around the table clockwise after each round of play.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be 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.
   a. 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.
   b. Both blinds shall be placed in the center of the table, which is referred to as "the pot".
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have four cards face-down.
6. Once each player has received their four cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

   a. 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;
   b. Place a wager equal to the amount of the big blind, referred to as a “call.”
   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.” 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, known as being “capped”, 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;
   d. 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.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then ask each player to discard unwanted cards in turn, starting with the player to the left of the dealer button.
   a. A player may choose to discard 1, 2, 3, or all 4 cards by placing them face-down into the center of the table.
      i. However if all four cards are discarded, this does not constitute a fold.
   b. If a player does not wish to discard any of their cards, they can stand “pat.”
   c. Once a player has discarded cards or chosen to stay pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card) or
      ii. No player has acted on their hand.
   d. If a player or the house dealer is asked how many cards the player drew by another active player, that player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that player and the house dealer are no longer obligated to respond.
9. 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.”
10. The house dealer will then announce how many cards each player has discarded, and begin to replace each players’ cards consecutively starting with the player to the left of the dealer button.
11. Once the dealer has replaced all cards to the active players, the house dealer shall collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the second round of betting.
12. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the rules and guidelines used in the previous betting round;
    b. Fold their hand according to the rules and guidelines used in the previous betting round;
    c. Do not make a wager, called a “check”, with the option to call or raise a wager by another player;
    d. Raise the pot according to the rules and guidelines used in the previous betting round;
    e. Call a raise according to the rules and guidelines used in the previous betting round.
13. 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.

14. The house dealer shall then ask each player to discard unwanted cards in turn, starting with the player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, or all 4 cards by placing them face-down into the center of the table.
        i. However if all four cards are discarded, this does not constitute a fold.
    b. If a player does not wish to discard any of their cards, they can stand “pat.”
    c. Once a player has discarded cards or chosen to stay pat, they cannot change the amount of cards being discarded unless:
        i. No cards have been dealt off the deck in response to the player’s request (including the burn card) or
        ii. No player has acted on their hand.
    d. If a player or the house dealer is asked how many cards the player drew by another active player, that player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that player and the house dealer are no longer obligated to respond.
15. The house dealer shall then burn a card.
16. The house dealer will then announce how many cards each player has discarded, and begin to replace each players’ cards consecutively starting with the player to the left of the dealer button.
17. Once the dealer has replaced all cards to the active players, the house dealer shall collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the third round of betting.
18. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the rules and guidelines used in the previous betting round;
    b. Fold their hand according to the rules and guidelines used in the previous betting round;
    c. Do not make a wager, called a “check”, with the option to call or raise a wager by another player;
    d. Raise the pot according to the rules and guidelines used in the previous betting round;
    e. Call a raise according to the rules and guidelines used in the previous betting round.
19. 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.
20. The house dealer shall then ask each player to discard unwanted cards in turn, starting with the player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, or all 4 cards by placing them face-down into the center of the table.
        i. However if all four cards are discarded, this does not constitute a fold.
    b. If a player does not wish to discard any of their cards, they can stand “pat.”
    c. Once a player has discarded cards or chosen to stay pat, they cannot change the amount of cards being discarded unless:
        i. No cards have been dealt off the deck in response to the player’s request (including the burn card) or
        ii. No player has acted on their hand.
    d. If a player or the house dealer is asked how many cards the player drew by another active player, that player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that player and the house dealer are no longer obligated to respond.
21. The house dealer shall then burn a card.
22. The house dealer will then announce how many cards each player has discarded, and begin to replace each players’ cards consecutively starting with the player to the left of the dealer button.

23. Once the dealer has replaced all cards to the active players, the house dealer shall collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the final round of betting.
24. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the rules and guidelines used in the previous betting round;
    b. Fold their hand according to the rules and guidelines used in the previous betting round;
    c. Do not make a wager, called a “check”, with the option to call or raise a wager by another player;
    d. Raise the pot according to the rules and guidelines used in the previous betting round;
    e. Call a raise according to the rules and guidelines used in the previous betting round.
25. 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.
26. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players who have entered into the showdown shall use their four cards dealt, either originally or from the draw, to make the highest-ranking four-card hand according to the hand ranking chart above. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking four-card low poker hand, according to the hand and card rankings shown 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 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 Schedules

For **schedule options 1-20**, the house dealer before cards are dealt shall take Collection Fee #1 from the small blind position. Collection Fee #2 (based on the number of player) shall be taken from the pot after the first draw. Collection Fee #3 shall be taken from the pot after the second draw. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
$50 minimum buy-in
$2,500 maximum buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	9-6	$1	$1	$0
2	9-6	$1	$1	$1
3	9-6	$1	$2	$0
4	9-6	$1	$2	$1
5	9-6	$1	$3	$0
6	9-6	$1	$3	$1
7	9-6	$1	$4	$0
8	9-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21-38**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of player) shall be taken from the pot after the first draw. Collection Fee #3 shall be taken from the pot after second draw.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	9-6	$1	$4	$1
22	9-6	$1	$4	$0
23	9-6	$1	$3	$1
24	9-6	$1	$3	$0
25	9-6	$1	$2	$1
26	9-6	$1	$2	$0

27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39-42,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on the number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 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 Hustler 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.

Open Face Chinese Poker

Collection Rates Schedule

For **schedule options 1-4**, the house dealer will take a collection fee based on the number of active players, from the player to the left of the dealer button, before the cards are dealt.

Schedule Option	Table Limit (Kondition)	Collection Fee (Number of active players)	
		3	2
1	$1	$2	$1
2	$2	$2	$1
3	$5	$2	$1
4	$5	$2	$1

For **schedule options 5-14**, a collection fee is taken from each player in advance for every thirty minutes of play based on the number of players and table limits.

Schedule Option	Table Limit (Kondition)	Collection Fee (Number of active players)	
		3	2
5	$10	$10	$10
6	$20	$10	$10
7	$25	$10	$10
8	$30	$10	$10
9	$40	$10	$10
10	$50	$10	$10
11	$100	$15	$15
12	$200	$15	$15
13	$300	$15	$15
14	$400	$15	$15
15	$500	$15	$15

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 collection fees will 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 above, will 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 Hustler Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Razzdeucey

Type of Game

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

Object of the Game

The object of the game is for players to form a Deuce-to-Seven Lowball and Badugi poker hand that ranks higher than the other player’s poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “board” cards to make their hand. When making a five-card Deuce-to-Seven Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The games 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

Deuce-to-Seven Lowball Values – The rank of each card used in the game of Razzdeucey when forming a five-card Deuce-to-Seven Lowball, in order to 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.

Deuce-to-Seven Lowball hand ranking, from highest to lowest, is as follows:

Deuce-to-Seven Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 7, 5, 4, 3, and 2 is the highest ranked No Pair and an ace, king, queen, jack, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists 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 that consists of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3, and 2 is the highest ranked Straight; and an ace, king, queen, jack, and 10 is the lowest ranked Straight (note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3, and 2 is the highest ranked Flush; and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full house	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3 and 2 is the highest ranked Straight Flush and an ace, king, queen, jack, and 10 is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, and jack, and 10 of the same suit.

Badugi Card Values – The rank of each card used in the game of Razzdeucey when forming a four-card Badugi 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.

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

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 5, 4, 3, and 2 offsuit is the highest rank, and an ace, king, queen, and jack is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 4, 3, and 2 offsuit is the highest rank, and an ace, king, and queen is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 3 and a 2 offsuit is the highest rank, and an ace and king offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. A 2 is the highest rank, and an ace is the lowest rank.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1) Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2) Once all participating players in that round have placed their ante, the house dealer shall move all player antes into the pot.
3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the active player to the left of the house dealer and will continue clockwise around the table until all players have two cards face-down. The house dealer will then deal one card face-up to each player, starting with the active player to the left of the house dealer and will continue around the table until all players have one face-up card, for a total of three cards, two cards face-down and one card face-up.
   a. The players' face-down cards are called "hole cards."
   b. The players' face-up cards are called "door cards."

4) Once each player has received their initial three cards, the first round of betting will occur.
   a. Action will start with the player with the highest ranked door card by suit, if necessary based on the Deuce-to-Seven Lowball hand ranking chart above. The rankings of suits when determining action, from highest to lowest shall be; spades, hearts, diamonds, and then clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
      iii. Call the raise, re-raise, or fold their hand (described below). There is a maximum of three raises per round of wagering, known as a "cap" (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
      iv. The player in the "bring-in" position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
      v. Place the face-up card face-down into the center of the table, with their other two face-down cards, 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.
5) 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.
6) 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."
7) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house-dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
8) All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked face-cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or

   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
9) 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.
10) The house dealer shall then burn the top card of the deck and place it in the discard pile.
11) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
12) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
13) 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.
14) The house dealer shall then burn the top card of the deck and place it in the discard pile.
15) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
16) All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18) The house dealer shall then burn the top card of the deck and place it in the discard pile.

19) The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
20) All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked face-up cards as described in the Deuce-to-Seven Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the larger limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
21) 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.
22) All active players shall then enter into a showdown with each other and compare their hands.

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card, and delivers the remaining cards as normal, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

Players may use five of their seven cards dealt to them to make the highest ranking Deuce-to-Seven Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Deuce-to-Seven Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Deuce-to-Seven Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Deuce-to-Seven Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Deuce-to-Seven Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.

- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Deuce-to-Seven Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Deuce-to-Seven Lowball hand.
- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand and the highest ranked Badugi hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$3	$1

28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 collection fees will 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 will 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, will 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 Hustler Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Razzdacey

Type of Game

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

Object of the Game

The object of the game is for players to form an Ace-to-Five Lowball and Badugi poker hand that ranks higher than the other player’s poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “door” cards to make their hand. When making a five-card Ace-to-Five Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The games 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

Ace-to-Five Lowball Card Values – The rank of each card used in the game of Razzdacey when forming an five-card Ace-to-Five Lowball hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Ace-to-Five Lowball hand ranking, from highest to lowest, is as follows:

Ace-to-Five Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2, and ace is the highest ranked No Pair and a king, queen, jack, 10, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two kings is the lowest ranked Pair.
Two Pair	A hand that consists of two pairs. Two aces and two 2s is the highest ranked Two Pair and two kings and two queens is the lowest ranked Two Pair.
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 kings are the lowest ranked Three of a Kind.
Full house	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2s is the highest ranked Full House and three kings and two queens is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces are the highest ranked Four of a Kind and four kings is the lowest ranked Four of a Kind.

Badugi Card Values – The rank of each card used in the game of Razzdacey when forming a four-card Badugi hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

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

Razzdacey

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 4, 3, 2, and ace offsuit is the highest rank, and a king, queen, jack, and 10 is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 3, 2, and ace offsuit is the highest rank, and a king, queen, and jack is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and an ace offsuit is the highest rank, and a king and queen offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest rank, and a king is the lowest rank.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1) Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2) Once all participating players in that round have placed their ante wagers, the house dealer shall move all player antes into the pot.
3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the active player to the left of the house dealer and will continue clockwise around the table until all players have two cards face-down. The house dealer will then deal one card face-up to each player, starting with the active player to the left of the house dealer and will continue around the table until all players have one face-up card, for a total of three cards; two cards face-down and one card face-up.
   a. The players' face-down cards are called "hole cards."
   b. The players' face-up cards are called "door cards."
4) Once each player has received their initial three cards, the first round of betting will occur.
   a. Action will start with the player with the highest ranked door card by suit, based on the Ace-to-Five Lowball hand ranking chart above. The rankings of suits when determining action, from highest to lowest shall be; spades, hearts, diamonds, and then clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting to the left of the bring-in player, may:

i. Place a wager that is equal to the amount that the bring-in player made or “call” a wager, meaning to match the amount wagered by another player; or
ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a “raise.” If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
iii. Call the raise, re-raise, or fold their hand (described below). There is a maximum of three raises per round of wagering, known as a “cap” (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
iv. The player in the “bring-in” position may “check,” meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
v. Place the face-up card face-down into the center of the table, with their other two face-down cards, 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.

5) 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.
6) 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.”
7) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player’s face-up card to the house-dealer’s left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, “fourth street.”
8) All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked face-cards as described in the Ace-to-Five Lowball hand ranking chart above:
   a. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Raise the pot according to the rules and guidelines used in the previous round of play; or
   e. Fold their hand according to the rules and guidelines used in the previous round of play.
9) 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.
10) The house dealer shall then burn the top card of the deck and place it in the discard pile.

11) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
12) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Raise the pot according to the rules and guidelines used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
13) 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.
14) The house dealer shall then burn the top card of the deck and place it in the discard pile.
15) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
16) All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Raise the pot according to the rules and guidelines used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18) The house dealer shall then burn the top card of the deck and place it in the discard pile.
19) The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."

20) All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked face-up cards as described in the Ace-to-Five Lowball hand ranking chart above:
    a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the larger limit wager according to the established table limits; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
21) 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.
22) All active players shall then enter into a showdown with each other and compare their hands.

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card, and delivers the remaining cards as normal, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

Players may use five of their seven cards dealt to them to make the highest ranking Ace-to-Five Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Ace-to-Five Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Ace-to-Five Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Ace-to-Five Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Ace-to-Five Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Ace-to-Five Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.

- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Ace-to-Five Lowball hand.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand and the highest ranked Badugi hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
Minimum $50 buy-in
Maximum $2,500 buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot (of antes) by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$3	$1

28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 collection fees will 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 will 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, will 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 Hustler Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

7 Card Stud Hi/Lo Regular

Type of Game

The game of 7 Card Stud Hi/Lo Regular, also known as No Qualifier or “Q”, is a poker game where patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hand. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “board” cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or board 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. The 52-card deck shall be manually shuffled, or by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

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

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

7 Card Stud Hi/Lo Regular High Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Five-Card Low Card Values – The rank of each card used in 7 Card Stud Hi/Lo Regular when forming a five-card low hand, in order of lowest to highest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen and king. All suits shall be considered equal in rank. Straights and flushes will not be counted against for the low hand. Low hand ranking, from highest to lowest, is as follows:

7 Card Stud Hi/Lo Regular Low Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2 and ace is the highest ranked No Pair hand and a king, queen, jack, 10 and 9 lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two 2s is the highest ranked Pair and two aces is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two 3s and two 2s is the highest ranked Two Pairs and two aces and two kings is the lowest ranked Two Pairs.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1) Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the next hand, this is called the "ante."
   a) If a player chooses not to participate in the next round, that player needs not to ante, and the house dealer will not deal that player in the next round.

2) Once all participating players in that round have placed their ante wager, the house dealer shall move all player antes into the pot.
3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer, and will continue clockwise around the table until all active players have two cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer, and will continue clockwise around the table until all active players have one card face-up, for a total of three cards, two cards face-down and one card face-up.
   a) The player's card that is face-up is called the "door card" and will be a part of their board cards.
4) Once each player has received their initial three cards, the first round of betting will occur.
   a) Action will start with the player with the highest ranked door card by suit (clubs, diamonds, hearts, then spades), if necessary.
      i) That player must either put in a predetermined amount of money called the "bring-in (the "bring-in" amount is predetermined by the table limits that the players are playing. If the bring-in player only places the predetermined bring-in amount, this player may only complete the bring-in to the smaller posted table limit, this is called a "complete");
      ii) Or place a wager equal to the amount of the smaller posted table limit.
   b) The following players starting to the left of the bring-in player, may:
      i) Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player;
      ii) Place the face-up card face-down into the center of the table, with their other two face-down cards, 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;
      iii) Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If the bring-in player only places the predetermined bring-in amount, this player may only complete the bring-in to the smaller posted table limit, this is called a complete.
      Note: *When the player completes, they are completing the amount of the predetermined limit that the players are playing (i.e. the bring-in would be $1 for $4-$8 limit, so when Player A brings in for $1, Player B may complete to $4).*
      iv) Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
5) 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.
6) 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."
7) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player's face-up card (to the left of the house dealer), and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "Fourth Street."
8) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking above:

   a) Place the smaller table limit wager according to the established table limits;
   b) Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;
   d) Fold their hand according to the rules used in the previous round of play;
   e) Raise according to the rules used in the previous round of play.
9) 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.
10) The house dealer shall then burn the top card.
11) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player’s (to the left of the house dealer) two face-up cards, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, “Fifth Street.”
12) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking above:
   a) Place the larger table limit wager according to the established table limits;
   b) Check, with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;
   d) Fold their hand according to the rules used in the previous round of play;
   e) Raise according to the rules used in the previous round of play.
13) 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.
14) The house dealer shall then burn a card.
15) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player’s three face-up cards (to the left of the house dealer), and will continue until all active players have a fourth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, “Sixth Street.”
16) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking above:
   a) Place the larger table limit wager according to the established table limits;
   b) Check, with the option to call or raise a wager by another player;
   c) Call a wager according to the rules used in the previous round of play;
   d) Fold their hand according to the rules used in the previous round of play;
   e) Raise according to the rules used in the previous round of play.
17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
18) The house dealer shall then burn a card.
19) The house dealer shall then take the next card from the top of the deck, and place it face-down next to the first active player’s four face-up cards (to the left of the house dealer), and will continue until all active players have a third face-down card. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as, “Seventh Street.”
20) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked face-up cards as described in the Low Hand Ranking above:
   a) Place the larger table limit wager according to the established table limits;
   b) Check, with the option to call or raise a wager by another player;

c) Call a wager according to the rules used in the previous round of play;
d) Fold their hand according to the rules used in the previous round of play;
e) Raise according to the rules used in the previous round of play.

21) 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.
22) All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players must use five of any of their own seven cards dealt to them during the round of play to make the highest and lowest five-card poker hands. The following shall apply for determining which player wins the pot:

- The pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest ranked five-card hand.

Example: *Player A has an Ace of spades, Ace of clubs, 2 of spades, 7 of hearts, 9 of clubs, 9 of diamonds, and 10 of diamonds, and Player B has the 4 of spades, 5 of diamonds, 9 of spades, 10 of clubs, jack of hearts, queen of clubs, and king of hearts. Therefore, Player A would have two pair for high (Aces and 9s with a 10 kicker) and Player B would have a King high straight (9-10-Jack-Queen-King). Player B would win the high portion of the pot. Additionally, Player A would have a 10-9-7-2-Ace for low; and Player B would have a Jack-10-9-5-4 for low. Player A would win the low portion of the pot.*

- 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 hand and the lowest ranked five-card hand.
    - They do not have to use the same cards to win both pots.
    - In the event that more than one player has the highest ranking hand and there is not a five-card low poker hand, the pot will be split equally among all players with the highest ranked five-card poker hand.
    - In the event that more than one player has the highest ranking hand and there is a five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the lowest ranked five-card hand.
    - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player with the highest card by suit for the high hand and to the player with the lowest card by suit for the low hand.

7 Card Stud Hi/Lo Regular

Collection Rates Schedule

For **schedule options 1-20**, Collection Fee #1 shall be taken from the pot after Third Street is dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after Fourth Street. Collection Fee #3 shall be taken from the pot after Fifth Street. If the action does not progress past the Fourth Street or the Fifth Street then the corresponding collection rates will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1 (From the Pot)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21-36**, Collection Fee #1 shall be taken from the pot after Third Street is dealt. Collection Fee #2 (based on the number of players) shall be taken from the pot after Fourth Street. Collection Fee #3 shall be taken from the pot after Fifth Street. If the action does not progress past the Fourth Street or the Fifth Street then the corresponding collection rates will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1 (From the Pot)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1

28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37-40,** the Regular Table Fee is taken from each player in advance every half hour of play, based on number of players as shown below.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 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 gambling establishment 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.

Super 7 Card Stud Hi/Lo Regular

Type of Game

The players of Super 7 Card Stud Hi/Lo Regular play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hands. Players may use any combination of their three face-down cards, known as “hole” cards and their four face-up cards, known as their “board” cards to make their hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or board cards to complete each hand.

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The 52-card deck will 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 Super 7 Card Stud Hi/Lo Regular when forming a five-card high hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. An ace would be considered low any time the ace begins a straight or a straight flush.

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

Super 7 Card Stud Hi/Lo Regular High Hand Rankings

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

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Five-Card Low Card Values – The value of each card used in Super 7 Card Stud Hi/Lo Regular when forming a five-card low hand, in order of lowest to highest value will be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits will be considered equal in rank. An ace would be considered low any time the ace begins a straight or a straight flush.

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

Super 7 Card Stud Hi/Lo Regular Low Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, discarded cards, folded cards and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns a card and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to put in a pre-determined amount of money to participate in the coming hand, this is called the "ante".

   a. If a player chooses not to participate in the next round, that player needs not to ante and the house dealer will not deal that player in the round.
2. Once all participating players in that round have anted, the house dealer will move all player antes into the pot.
3. Once the antes have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all active players have three cards face-down. The house dealer will then deal one card face-up to each active player, starting with the first active player to the left of the house dealer and will continue clockwise around the table until all players have one card face-up, for a total four cards, three cards face-down and one card face-up.
   a. The players' cards that are face-down are called "hole cards".
   b. The player's card that is face-up is called the "door card".
4. Once players have received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the lowest ranked door card by suit, if necessary. The suit rankings from highest to lowest will be as follows: spades, hearts, diamonds and clubs.
      i. That player must either put in a pre-determined amount of money called the "bring-in" or place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting the to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place the face-up card face-down into the center of the table, with their other three face-down cards, referred to as a "fold". The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
      iii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit; or
      *(**Example**: The bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may only complete to $4)*
      iv. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
5. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
6. The house dealer will then ask for all discards, each active player must discard one of their hole cards prior to getting any more up-cards.
   a. After this process, all active players will have a total of three cards, two cards face-down and one card face-up.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn".
8. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's face-up card and will continue until all active players have a second card face-up. Once all active players have a total of four cards (two face-up and two face-down), the second round of betting, also known as "fourth street", will occur.

9. All active players that called all wagers and did not fold their hand will be give the following options, starting with the first active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
   a. Place the smaller limit wager according to the established table limits; or
   b. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
10. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
11. The house dealer will then burn a card.
12. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s two face-up cards and will continue until all active players have a third card face-up. Once all active players have a total of five cards (three face-up and two face-down), the third round of betting, also known as “fifth street”, will occur.
13. All active players that called all wagers and did not fold their hand, will be give the following options, starting with the active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
15. The house dealer will then burn card.
16. The house dealer will then deal one card face-up, to the first active player to the left of the house dealer. The house dealer will place this card next to the player’s three face-up cards and will continue until all active players have a fourth cards face-up. Once all active players have a total of six cards (four face-up and two face-down), the fourth round of betting, also known as “sixth street”, will occur.
17. All active players that called all wagers and did not fold their hand, will be give the following options, starting with the active player who has the highest ranked up-cards as described in the High Hand Rankings above:
   a. Place the larger limit wager according to the established table limits; or
   b. Check according to the rules and guidelines used in the previous round of play; or
   c. Call a wager according to the rules and guidelines used in the previous round of play; or
   d. Fold their hand according to the rules and guidelines used in the previous round of play; or
   e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
19. The house dealer will then burn a card.

20. The house dealer will then deal one card face-down, to the first active player to the left of the house dealer. The house dealer will place this card next to the player's four up-cards and will continue until all active players have a third card face-down. Once all active players have a total of seven cards (four face-up and three face-down), the fifth and final round of betting, also known as "seventh street", will occur.
21. All active players that called all wagers and did not fold their hand, will be give the following options, starting with the active player who has the highest ranked cards face-up as described in the High Hand Rankings above:
    a. Place the larger limit wager according to the established table limits; or
    b. Check according to the rules and guidelines used in the previous round of play; or
    c. Call a wager according to the rules and guidelines used in the previous round of play; or
    d. Fold their hand according to the rules and guidelines used in the previous round of play; or
    e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any five of their own seven cards dealt to them during the round of play to make the highest ranking five-card poker high hand and the highest ranking five-card low hand. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the highest ranking five-card low. All other players will lose.
- 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 hand and the lowest ranked five-card hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking five-card high hand and more than one player has the highest ranking five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card hand and the other half of the pot being split equally among all players with the highest ranking five-card low.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player with the highest card in their hand by suit.
    - Ranking of suits from highest to lowest will be spades, hearts, diamonds and clubs.

Super 7 Card Stud Hi/Lo Regular

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
$50 minimum buy-in
$2,500 maximum buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$1	$0
2	8-6	$1	$1	$1
3	8-6	$1	$2	$0
4	8-6	$1	$2	$1
5	8-6	$1	$3	$0
6	8-6	$1	$3	$1
7	8-6	$1	$4	$0
8	8-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0
16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot, made up of the antes, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of player) will be taken from the pot after the fourth street. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1

26	8-6	$1	$2	$0
27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 41,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 collection fees will 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 will 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, will 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 Hustler Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Poker Games Collection Rates

No Limit Texas Hold'em (GEGA-001507). For **schedule options 1-8,** collection fee #1 shall be taken from the small blind position, by the casino dealer before the 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.

Schedule Option	Table Limit	Collection Fee # 1	Collection Fee # 2 (# of Players)				Collection Fee # 3
			9-7	6	5	4 or Less	
1	No Limit	$1	$1	$1	$1	$1	$0
2	No Limit	$1	$1	$1	$1	$1	$1
3	No Limit	$1	$2	$1	$1	$1	$0
4	No Limit	$1	$2	$1	$1	$1	$1
5	No Limit	$1	$3	$2	$1	$1	$0
6	No Limit	$1	$3	$2	$1	$1	$1
7	No Limit	$1	$4	$3	$2	$1	$0
8	No Limit	$1	$4	$3	$2	$1	$1

Limit Texas Hold'em (GEGA-001507). For **schedule options 1-16,** a collection fee #1 shall be taken from the small blind position, by the casino dealer before the 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.

Schedule Option	Table Limit	Collection Fee # 1	Collection Fee # 2 (# of Players)				Collection Fee # 3
			9-7	6	5	4 or Less	
1	$3-$6	$1	$3	$2	$1	$0	$0
2	$3-$6	$1	$3	$2	$1	$0	$1
3	$4-$8	$1	$3	$2	$1	$1	$0
4	$4-$8	$1	$3	$2	$1	$1	$1
5	$6-$12	$1	$4	$3	$2	$1	$0
6	$6-$12	$1	$4	$3	$2	$1	$1
7	$8-$16	$1	$4	$3	$2	$1	$0
8	$8-$16	$1	$4	$3	$2	$1	$1
9	$15-$30	$1	$4	$3	$2	$1	$0
10	$15-$30	$1	$4	$3	$2	$1	$1
11	$25-$50	$1	$4	$3	$2	$1	$0
12	$25-$50	$1	$4	$3	$2	$1	$1
13	$40-$80	$1	$4	$3	$2	$1	$0
14	$40-$80	$1	$4	$3	$2	$1	$1
15	$50-$100	$1	$4	$3	$2	$1	$0
16	$50-$100	$1	$4	$3	$2	$1	$1

Poker Games Collection Rates

Omaha & Pot Limit (GEGA-001489), Omaha Hi-Lo 8 or Better (GEGA-001490), Lowball (GEGA-001498), Kansas City Lowball (GEGA-001499), Mexican Poker (GEGA-001501), Pineapple (GEGA-001509), Razz (GEGA-001497), Texas Stud Poker (GEGA-001949). For **schedule options 1-8,** a collection fee #1 shall be taken from the blind by the casino dealer before the cards are dealt. Collection fee #2 (based on 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.

Schedule Option	Table Limit	Collection Fee # 1	Collection Fee # 2 (# of Players)				Collection Fee # 3
			9-7	6	5	4 or Less	
1	$3-$6	$1	$3	$2	$1	$0	$1
2	$4-$8	$1	$3	$2	$1	$0	$1
3	$6-$12	$1	$4	$3	$2	$1	$1
4	$8-$16	$1	$4	$3	$2	$1	$1
5	$15-$30	$1	$4	$3	$2	$1	$1
6	$25-$50	$1	$4	$3	$2	$1	$1
7	$40-$80	$1	$4	$3	$2	$1	$1
8	$50-$100	$1	$4	$3	$2	$1	$1

7 Card Stud (GEGA-001495), 7 Card Stud Hi-Lo (GEGA-001496), Texas Stud Poker (GEGA-001949). For **schedule options 1-4,** the collection fee is taken directly from the sum of the antes (based on number of players) before any cards are dealt.

Schedule Option	Table Limit	Ante	Collection Fee (# of Players)		
			8-7	6-5	4 or Less
1	$3-$6	$.50	$4	$3	$2
2	$4-$8	$1	$4	$3	$2
3	$6-$12	$2	$4	$3	$2
4	$8-$16	$2	$5	$4	$3

Poker Games Collection Rates

7 Card Stud (GEGA-001495), 7 Card Stud Hi-Lo (GEGA-001496), Texas Stud Poker (GEGA-001949). For **schedule options 1-4,** the collection fee is taken in advance every half hour of play (based on number of players).

Schedule Option	Table Limit	Regular Table Fee (# of Players)		
		8 to 7	6 thru 5	4 or Less
1	$1,000-$2,000	$20	$20	$10
2	$1,500-$3,000	$30	$30	$15
3	$2,000-$4,000	$36	$36	$18
4	$4,000-$8,000	$36	$36	$18

Double Board Omaha (GEGR-001979), Archie (GEGR-001993),
For **schedule options 1-20**, Collection Fee #1 shall be taken from 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 action does not progress past the flop or the turn then the corresponding collection rates will not be collected.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1 (From the Pot)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21-36**, Collection Fee #1 shall be taken from 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 action does not progress past the flop or the turn then the corresponding collection rates will not be collected.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1 (From the Pot)	Collection Fee #2 (From the Pot)	Collection Fee #3 (From the Pot)
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37-41**, the collection fee is taken in advance every half hour of play (based on number of players and table limit).

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$15	$7
41	$20	$10

<u>Collection Rates Schedule</u>
For **schedule options 1-4**, the house dealer will take a collection fee based on the number of active players, from the player to the left of the dealer button, before the cards are dealt.

Schedule Option	Table Limit (Kondition)	Collection Fee (Number of active players)	
		3	2
1	$1	$2	$1
2	$2	$2	$1
3	$5	$2	$1
4	$5	$2	$1

Poker Games Collection Rates

For **schedule options 5-14**, a collection fee is taken from each player in advance for every thirty minutes of play based on the number of players and table limits.

Schedule Option	Table Limit (Kondition)	Collection Fee (Number of active players)	
		3	2
5	$10	$10	$10
6	$20	$10	$10
7	$25	$10	$10
8	$30	$10	$10
9	$40	$10	$10
10	$50	$10	$10
11	$100	$15	$15
12	$200	$15	$15
13	$300	$15	$15
14	$400	$15	$15
15	$500	$15	$15

Badugi (GEGR-001989), Super 7 Card Stud Hi Lo (GEGR-001986), Super 7 Card Stud (GEGR-001987) Razzdacey (GEGR-001992), Razzdeucey (GEGR-001990), 7 Card Stud Hi-Lo Regular (GEGR-001994), Super 7 Card Stud Hi Lo Regular (GEGR-001985)

For **schedule options 1-20**, the house dealer before cards are dealt shall take Collection Fee #1 from the small blind position. Collection Fee #2 (based on the number of player) shall be taken from the pot after the first draw. Collection Fee #3 shall be taken from the pot after the second draw. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit Games
$50 minimum buy-in
$2,500 maximum buy-in

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	9-6	$1	$1	$0
2	9-6	$1	$1	$1
3	9-6	$1	$2	$0
4	9-6	$1	$2	$1
5	9-6	$1	$3	$0
6	9-6	$1	$3	$1
7	9-6	$1	$4	$0
8	9-6	$1	$4	$1
9	5	$1	$1	$0
10	5	$1	$1	$1
11	5	$1	$2	$0
12	5	$1	$2	$1
13	5	$1	$3	$0
14	5	$1	$3	$1
15	4	$1	$1	$0

16	4	$1	$1	$1
17	4	$1	$2	$0
18	4	$1	$2	$1
19	3 or less	$1	$1	$0
20	3 or less	$1	$1	$1

For **schedule options 21-38**, Collection Fee #1 shall be taken from the small blind position, by the house dealer before cards are dealt. Collection Fee #2 (based on the number of player) shall be taken from the pot after the first draw. Collection Fee #3 shall be taken from the pot after second draw.

Limit Games
Minimum $2-$4 wagering limits to
Maximum $50-$100 wagering limits

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	9-6	$1	$4	$1
22	9-6	$1	$4	$0
23	9-6	$1	$3	$1
24	9-6	$1	$3	$0
25	9-6	$1	$2	$1
26	9-6	$1	$2	$0
27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39-42,** the Regular Table Fee is taken from each player in advance every thirty minutes of play based on the number of players and table limits.

Limit Games
Minimum $60-$120 wagering limits to
Maximum $4,000-$8,000 wagering limits

Schedule Option	Regular Table Fee (Number of Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Poker Games Collection Rates

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 Hustler 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.

Badacey

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other player’s five-card poker hands. The ranking of “high” hands follows the game of Ace-to-Five California Lowball, and the ranking of “low” hands follows the game of Badugi. Each player will be given three opportunities to improve their hand by replacing 1, 2, 3, 4, or 5 cards currently in their hand by discarding and having new cards dealt to them. When making a five-card Ace to Five Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board 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. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Ace to Five Lowball Card Values - The rank of each card used in the game of Badacey when forming the Ace to Five Lowball hand, in order from highest to lowest, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank when comparing hands.

Ace to Five Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not contain a pair or higher.* A 5, 4, 3, 2, and ace (known as the “wheel”) is the highest ranked no pair, and a king, queen, jack, 10, and 9 is the lowest ranked no pair.
One Pair	A hand that consists of two of the same rank. Two aces is the highest ranked pair, and two kings is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two aces and two 2’s is the highest ranked Two Pairs, and two kings and two queens is the lowest ranked Two Pairs.
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 kings is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2’s is the highest ranked Full House, and three kings and two queens is the lowest ranked Full House.
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 kings is the lowest ranked Four of a Kind.

*Straights and flushes do not disqualify the player’s hand.

Badugi Card Values - The rank of each card for the Badugi hand in Badacey, in order from lowest to highest, shall be: ace, 2, 3, 4, 5 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank when comparing hands.

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as "Badugi." A 4, 3, 2, and ace off suit is the highest ranked Badugi, and a king, queen, jack, and 10 off suit is the lowest ranked Badugi.
Three Card Incomplete	A hand that consists of three cards of different suits and ranks, and a fourth card of the same suit or rank of one of the other three cards, known as an "Incomplete." A 3, 2, ace off suit is the highest ranked Three Card Incomplete, and a king, queen, jack off suit is the lowest ranked Three Card Incomplete.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and ace off suit is the highest ranked Two Card Incomplete, and a king and queen off suit is the lowest ranked Two Card Incomplete.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest ranked one card incomplete, and a king is the lowest ranked one card incomplete.

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 than seven players seated, the player(s) to the left of the big blind will not participate in a hand. For example, if there are nine seated players, the two players to the left of the big blind will sit out. The player(s) required to sit out will rotate each round. 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 shall utilize a flat white disk with the word "dealer" on it to visually designate the player who is in the dealer position (in theory) for that hand. The dealer button shall rotate clockwise from player to player after each round of play.
    a. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play with the exception of the first round, where the big blind shall have the right of last action.
2. The game utilizes two blinds, a "small blind" and a "big blind." The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button. The small blind and big blind shall both be posted before any cards are dealt by the house dealer, and will visually designated with buttons with the words "Small Blind" and "Big Blind" on them.
    a. Action on the first round of betting shall begin with the player to the left of the big blind. On all subsequent rounds, action shall begin with the first active player to the left of the dealer button.
    b. The small blind and big blind will rotate clockwise from player to player after each round of play.
3. When first opening a game, the house dealer will shuffle, cut, and spread the entire deck (minus the top and bottom cards) across the poker table, and each active player shall draw one card. The player with the highest ranked card shall receive the dealer button.

   a. In the event multiple active players receive a high card of the same rank (e.g., kings), ties will be settled by suit. Suit rankings from highest to lowest are as follows: spades, hearts, diamonds, and clubs.
4. Once the placement of the dealer button is resolved, the house dealer will retrieve all cards, begin the shuffle and cut requirements, and place the small blind and big blind buttons in front of the respective players.
5. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player required to post the small blind shall be required to post the big blind.
   a. Both blinds shall be predetermined based on the posted table limit and shall be placed into the designated wagering area, referred to as the “pot.”
6. Once both blinds have been placed in the pot, the house dealer shall deal one card face-down to each active player, starting with the player to the left of the big blind and continuing clockwise around the table until all players have five cards face-down.
7. After all active players have received and examined their five cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player;
   b. Place their five cards face-down in the center of the table, referred to as a “fold.” The hand shall be kept face-down and 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 in that round of play;
   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;”
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, referred to as being “capped,” unless there are only two active players remaining, in which case there is no limit to the number of raises;
   e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager if there has not been a raise, call the amount that has been raised, raise or re-raise by placing an additional wager, so long as the pot has not been capped, or fold their hand.
8. After all players have acted in turn or folded their hand, the house dealer shall move all bets into the pot.
9. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
   a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
   b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their cards.
   c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
      i. No cards have been dealt off the deck in response to the player’s request (including the burn card);
      ii. No player has acted on their hand based on the number of cards the player requested.
   d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.

10. 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.”
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards in turn, starting with the first active player to the left of the dealer button.
12. Once the dealer has replaced all active players’ cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the second round of betting.
13. 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 posted table limits;
    b. Choose not to place a wager, referred to as a “check,” with the option to call or raise a wager by another player;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
14. After all active players have acted in turn and called all bets or folded their hand, the house dealer shall move all bets into the pot.
15. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
    b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their cards.
    c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
        i. No cards have been dealt off the deck in response to the player’s request (including the burn card);
        ii. No player has acted on their hand based on the number of cards the player requested.
    d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
16. The house dealer shall then burn the top card of the deck.
17. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards in turn, starting with the first active player to the left of the dealer button.
18. Once the dealer has replaced all active players’ cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the third round of betting.
19. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
20. After all active players have acted in turn and called all bets or folded their hand, the house dealer shall move all bets into the pot.

21. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
    b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their cards.
    c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
        i. No cards have been dealt off the deck in response to the player’s request (including the burn card);
        ii. No player has acted on their hand based on the number of cards the player requested.
    d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
22. The house dealer shall then burn the top card of the deck.
23. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards in turn, starting with the first active player to the left of the dealer button.
24. Once the dealer has replaced all active players’ cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the fourth round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer shall move all wagers into the pot.
27. All active players shall then enter into a showdown and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the “stub,” unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
    a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players’ hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*

2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player with the highest suit by rank. Suit rankings shall be as follows: spades, hearts, diamonds, clubs.

- The player with the highest ranking five-card Ace to Five Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Ace to Five Lowball hand, and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Ace to Five Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Ace to Five Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Ace to Five Lowball hand, the Ace to Five Lowball half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked Ace to Five Lowball hand, and the other half of the pot will be awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked Badugi hand, and the other half of the pot will be awarded to the highest ranked Ace to Five Lowball hand.
- In the event that more than one player has the highest ranking Ace to Five Lowball hand and the highest ranked Badugi hand, the Ace to Five Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-6	$1	$4	$1
2	7-6	$1	$4	$0
3	7-6	$1	$3	$1
4	7-6	$1	$3	$0
5	7-6	$1	$2	$1
6	7-6	$1	$2	$0
7	7-6	$1	$1	$1
8	7-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	7-6	$1	$4	$1
22	7-6	$1	$4	$0
23	7-6	$1	$3	$1
24	7-6	$1	$3	$0
25	7-6	$1	$2	$1
26	7-6	$1	$2	$0

27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	7 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

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

Super Razzdacey

Type of Game

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

Object of the Game

The object of the game is for players to form an Ace-to-Five Lowball and Badugi hand that ranks higher than the other players’ poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “board” cards to make their hand. When making a five-card Ace-to-Five Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board 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. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Ace-to-Five Lowball Card Values – The rank of each card used in the game of Razzdacey when forming an five-card Ace-to-Five Lowball hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Ace-to-Five Lowball hand ranking, from highest to lowest, is as follows:

Ace-to-Five Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2, and ace is the highest ranked No Pair and a king, queen, jack, 10, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two kings is the lowest ranked Pair.
Two Pair	A hand that consists of two pairs. Two aces and two 2s is the highest ranked Two Pair and two kings and two queens is the lowest ranked Two Pair.
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 kings are the lowest ranked Three of a Kind.
Full house	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2s is the highest ranked Full House and three kings and two queens is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces are the highest ranked Four of a Kind and four kings is the lowest ranked Four of a Kind.

Badugi Card Values – The rank of each card used in the game of Razzdacey when forming a four-card Badugi hand, in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

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

Super Razzdacey

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 4, 3, 2, and ace offsuit is the highest rank, and a king, queen, jack, and 10 is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 3, 2, and ace offsuit is the highest rank, and a king, queen, and jack is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and an ace offsuit is the highest rank, and a king and queen offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest rank, and a king is the lowest rank.

Description of Table Used and Total Number of Seated Positions

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

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

1. Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2. Once all participating players in that round have anted, the house dealer shall move all player antes into the pot.
3. Once all antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer and continuing clockwise around the table until all players have three cards face-down. The house dealer will then deal one card face-up to each player, starting with the first active player to the left of the house dealer and continuing around the table until all players have one card face-up.
   a. The players' face-down cards are referred to as "hole cards."
   b. The players' face-up cards are referred to as "board cards."

4. Once each player has received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the highest ranked door card by suit, if necessary. The rankings of suits when determining action, from highest to lowest shall be spades, hearts, diamonds, and clubs.
      i. That player must either put in a predetermined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit;
   b. The following players starting to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player;
      ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
      iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises;
      iv. The player in the "bring-in" position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet);
      v. Place the face-up card face-down into the center of the table, with their other three face-down cards, 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.
5. 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.
6. The house dealer will then ask for all discards, as each active player must release one of their face-down cards before receiving any additional cards. The cards shall be placed in the discard pile.
7. 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."
8. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
9. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
   a. Check a wager;
   b. Place the smaller limit wager according to the established table limits;
   c. Call a wager according to the rules used in the previous round of play;
   d. Raise the pot according to the rules used in the previous round of play;
   e. Fold their hand according to the rules used in the previous round of play.
10. 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.

11. The house dealer shall then burn the top card of the deck.
12. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
13. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager;
    b. Place the smaller limit wager according to the established table limits;
    c. Call a wager according to the rules used in the previous round of play;
    d. Raise the pot according to the rules used in the previous round of play;
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
15. The house dealer shall then burn the top card of the deck.
16. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
17. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager;
    b. Place the smaller limit wager according to the established table limits;
    c. Call a wager according to the rules used in the previous round of play;
    d. Raise the pot according to the rules used in the previous round of play;
    e. Fold their hand according to the rules used in the previous round of play.
18. 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.
19. The house dealer shall then burn the top card of the deck.
20. The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
21. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Low Hand Ranking above:
    a. Check a wager;
    b. Place the smaller limit wager according to the established table limits;
    c. Call a wager according to the rules used in the previous round of play;
    d. Raise the pot according to the rules used in the previous round of play;
    e. Fold their hand according to the rules used in the previous round of play.
22. 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.
23. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use five of their seven cards dealt to them to make the highest ranking Ace-to-Five Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Ace-to-Five Lowball hand and the player with the highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Ace-to-Five Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Ace-to-Five Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Ace-to-Five Lowball hand and the highest ranked Badugi hand.
    - Players do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Ace-to-Five Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Ace-to-Five Lowball hand.
- In the event that more than one player has the highest ranking Ace-to-Five Lowball hand and the highest ranked Badugi hand, the Ace-to-Five Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

Super Razzdacey

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after the first draw. Collection Fee #3 will be taken from the pot after the fifth street. If there are no draws due to the pot having been awarded, Collection Fees #2 and #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0

29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	8 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be 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.
- Hustler 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.

Short Deck Hold'em

Type of Game

The game of Short Deck Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, 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 "board" cards. 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 will be played using a 36-card deck with no joker. The 36-card deck is created by removing the 2s, 3s, 4s, and 5s (16 total cards removed) from a standard 52-card deck; the 6 through ace of each suit are the play cards. The 36-card deck will be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Short Deck Hold'em utilizes a different variation of hand rankings than the standard hand rankings. The rank of each card used in Short Deck Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7 and 6. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush; i.e. ace, 6, 7, 8 and 9.

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

Short Deck Hold'em 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 9, 8, 7, 6 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 6s is the lowest ranked Four of a Kind.
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 jack, 9, 8, 7 and 6 is the lowest ranked Flush.
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 6s and two 7s is the lowest ranked Full House.
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 6s is the lowest ranked Three of a Kind.

Straight	A hand comprised 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 9, 8, 7, 6 and ace is the lowest ranked Straight.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 7s and two 6s 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 6s is the lowest ranked Pair.
High Card	A hand comprised of five cards not comprised of any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and a jack, 9, 8, 7 and 6 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table which will accommodate up to ten seated positions for patrons. Each seated position at the table will have the same minimum and maximum wagering limits and collection rates during each round of play, 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 shall spread the entire deck (minus the top and bottom card) across the poker table so the players can draw one card each. The player with the highest ranked card shall receive a flat white disk with the word "dealer" on it. The house dealer will collect the cards from the players and will then shuffle back into the deck.
   a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button.
   b. There is no turn or rotation order in which the players draw the card for the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
   a. Blind wagers are pre-determined and mandatory and are used to initiate action.
   b. Blind wagers will be placed in the designated wagering area, the pot.

5. Once the blind wagers 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 continue clockwise around the table until all players have two cards face-down.
    a. These initial two cards are referred to as "hole cards."
6. Once each player has received their two 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 two 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 (known as being "capped"), 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 will 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 will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as "the flop."
    a. These are community cards and are shared by all players.
10. Once the first three community cards have 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 will move all wagers into the pot.
13. The house dealer will then take the top card of the deck and burn it.
14. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as "the turn card."
    a. This card is also a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
16. 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.
17. After all players have acted in turn, the house dealer will move all wagers into the pot.
18. The house dealer will then take the top card of the deck and burn it.
19. 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.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
21. 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.
22. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

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 will apply for determining which player wins the pot:

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

Short Deck Hold'em

Collection Rates Schedule

For **schedule options 1 through 14**, Collection Fee #1 will be taken by the house dealer from the small bling position before cards are dealt. Collection Fee #2 shall be taken by the house dealer from the pot after the flop, based on the number of players. Collection Fee #3 will be taken by the house dealer from the pot after the turn. The Collection Fee #1 and #3 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, Collection Fee #2 and Collection Fee #3 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Collection Fee #3 will not be taken.

$50-$100 Minimum Buy-In
$500-$2,500 Maximum Buy-In
No Limit and Pot Limit

Schedule Options	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	6 or more	$1	$3	$0
2	6 or more	$1	$3	$1
3	6 or more	$1	$4	$0
4	6 or more	$1	$4	$1
5	5	$1	$2	$0
6	5	$1	$2	$1
7	5	$1	$3	$0
8	5	$1	$3	$1
9	4	$1	$1	$0
10	4	$1	$1	$1
11	4	$1	$2	$0
12	4	$1	$2	$1
13	3 or less	$1	$1	$0
14	3 or less	$1	$1	$1

For **schedule options 15 through 32**, Collection Fee #1 will be taken by the house dealer from the small bling position before cards are dealt. Collection Fee #2 shall be taken by the house dealer from the pot after the flop, based on the number of players. Collection Fee #3 will be taken by the house dealer from the pot after the turn. The Collection Fee #1 and #3 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, Collection Fee #2 and Collection Fee #3 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Collection Fee #3 will not be taken.

$2-$4 Minimum Limit Game
$50-$100 Maximum Limit Game

Schedule Options	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
15	6 or more	$1	$2	$0
16	6 or more	$1	$2	$1
17	6 or more	$1	$3	$0
18	6 or more	$1	$3	$1
19	6 or more	$1	$4	$0
20	6 or more	$1	$4	$1
21	5	$1	$1	$0
22	5	$1	$1	$1
23	5	$1	$2	$0

24	5	$1	$2	$1
25	5	$1	$3	$0
26	5	$1	$3	$1
27	4	$1	$1	$0
28	4	$1	$1	$1
29	4	$1	$2	$0
30	4	$1	$2	$1
31	3 or less	$1	$1	$0
32	3 or less	$1	$1	$1

For **schedule options 33 through 40**, the Collection Fee shall be collected in advance of every half hour from each player by the house dealer. The Collection Fee is collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall not have a Collection Fee taken, but all subsequent half hours shall be collected. The appropriate table collection fees are dependent on the number of seated players.

$60-$120 Minimum Limit Game
$4,000-$8,000 Maximum Limit Game

Schedule Options	Number of Players	Collection Fee
33	5 or more	$10
34	5 or more	$12
35	5 or more	$15
36	5 or more	$20
37	4 or less	$5
38	4 or less	$6
39	4 or less	$7
40	4 or less	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Badeucey

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other player’s five-card poker hands. The ranking of “high” hands follows the game of 2-7 (Kansas City) Lowball, and the ranking of “low” hands follows the game of Badugi. Each player will be given three opportunities to improve their hand by replacing 1, 2, 3, 4, or 5 cards currently in their hand by discarding and having new cards dealt to them. When making a five-card 2-7 (Kansas City) Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board 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. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

2-7 (Kansas City) Lowball Card Values -The rank of each card for the “high” hand in Badeucey, in order from highest to lowest, shall be: 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and ace. All suits shall be considered equal in rank when comparing hands.

2-7 (Kansas City) Lowball Hand Rankings

Hand Dealt	Hand Requirements
High Card	A hand that consists 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 that consists of two of the same rank. Two 2’s is the highest ranked Pair, and two aces is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two 2’s and two 3’s is the highest ranked Two Pairs, and two aces and two kings is the lowest ranked Two Pairs.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2’s is the highest ranked Three of a Kind, and three aces is the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not of the same suit. A 2, 3, 4, 5, and 6 is the highest ranked Straight, and a 10, jack, king, queen, and ace is the lowest ranked Straight.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3, and 2 is the highest ranked Flush, and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full House	A hand that consists of a Three of a Kind and a Pair. Three 2’s and two 3’s is the highest ranked Full House, and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2’s is the highest ranked Four of a Kind, and four aces is the lowest ranked Four of a Kind.

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 2, 3, 4, 5, and 6 is the highest ranked Straight Flush, and a 9, 10, jack, queen, and king is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, jack, and 10 of the same suit.

Badugi Card Values - The rank of each card for the "low" hand in Badeucey, in order from lowest to highest, shall be: ace, 2, 3, 4, 5 6, 7, 8, 9, 10, jack, queen, and king. Players will use their best four cards to make a qualifying low hand. All suits shall be considered equal in rank when comparing hands.

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as "Badugi." A 4, 3, 2, and ace off suit is the highest ranked Badugi, and a king, queen, jack, and 10 off suit is the lowest ranked Badugi.
Three Card Incomplete	A hand that consists of three cards of different suits and ranks, and a fourth card of the same suit or rank of one of the other three cards, known as an "Incomplete." A 3, 2, ace off suit is the highest ranked Three Card Incomplete, and a king, queen, jack off suit is the lowest ranked Three Card Incomplete.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and ace off suit is the highest ranked Two Card Incomplete, and a king and queen off suit is the lowest ranked Two Card Incomplete.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest ranked One Card Incomplete, and a king is the lowest ranked One Card Incomplete.

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 than seven players seated, the player(s) to the left of the big blind will not participate in a hand. For example, if there are nine seated players, the two players to the left of the big blind will sit out. The player(s) required to sit out will rotate each round. 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 shall utilize a flat white disk with the word "dealer" on it to visually designate the player who is in the dealer position (in theory) for that hand. The dealer button shall rotate clockwise from player to player after each round of play.
   a. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play with the exception of the first round, where the big blind shall have the right of last action.
2. The game utilizes two blinds, a "small blind" and a "big blind." The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button. The small blind and big blind shall both be posted before any cards are dealt by

the house dealer, and will visually designated with buttons with the words “Small Blind” and “Big Blind” on them.

   a. Action on the first round of betting shall begin with the player to the left of the big blind. On all subsequent rounds, action shall begin with the first active player to the left of the dealer button.
   b. The small blind and big blind will rotate clockwise from player to player after each round of play.

3. When first opening a game, the house dealer will shuffle, cut, and spread the entire deck (minus the top and bottom cards) across the poker table, and each active player shall draw one card. The player with the highest ranked card shall receive the dealer button.
   a. In the event multiple active players receive a high card of the same rank (e.g., kings), ties will be settled by suit. Suit rankings from highest to lowest are as follows: spades, hearts, diamonds, and clubs.
4. Once the placement of the dealer button is resolved, the house dealer will retrieve all cards, begin the shuffle and cut requirements, and place the small blind and big blind buttons in front of the respective players.
5. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be required to post the small blind. Additionally, the player to the immediate left of the player required to post the small blind shall be required to post the big blind.
   a. Both blinds shall be predetermined based on the posted table limit and shall be placed into the designated wagering area, referred to as the “pot.”
6. Once both blinds have been placed in the pot, the house dealer shall deal one card face-down to each active player, starting with the player to the left of the big blind and continuing clockwise around the table until all active players have five cards face-down.
7. After all active players have received and examined their five cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the big blind button and continuing clockwise around the table:
   a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player;
   b. Place their five cards face-down in the center of the table, referred to as a “fold.” The hand shall be kept face-down and 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 in that round of play;
   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;”
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, referred to as being “capped,” unless there are only two active players remaining, in which case there is no limit to the number of raises;
   e. The player in the big blind position may “check,” meaning they do not with to place an additional wager if there has not been a raise, call the amount that has been raised, raise or re-raise by placing an additional wager, so long as the pot has not been capped, or fold their hand.
8. After all players have acted in turn or folded their hand, the house dealer shall move all bets into the pot.
9. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
   a. An active player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
   b. Players may also choose to stand “pat,” meaning they do not wish to discard any of their cards.

   c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
      i. No cards have been dealt off the deck in response to the player's request (including the burn card);
      ii. No player has acted on their hand based on the number of cards the player requested.
   d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
10. 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."
11. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.
12. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the second round of betting.
13. 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 posted table limits;
   b. Choose not to place a wager, referred to as a "check," with the option to call or raise a wager by another player;
   c. Call a wager according to the rules used for the previous round of play;
   d. Fold their hand according to the rules used in the previous round of play;
   e. Raise the pot according to the rules used in the previous round of play.
14. After all active players have acted in turn and called all bets or folded their hand, the house dealer shall move all bets into the pot.
15. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
   a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
   b. Players may also choose to stand "pat," meaning they do not wish to discard any of their cards.
   c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
      i. No cards have been dealt off the deck in response to the player's request (including the burn card);
      ii. No player has acted on their hand based on the number of cards the player requested.
   d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
16. The house dealer shall then burn the top card of the deck.
17. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.
18. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the third round of betting.

19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
20. After all active players have acted in turn, the house dealer shall move all bets into the pot.
21. The house dealer shall then ask each player in turn to discard their unwanted cards, starting with the first active player to the left of the dealer button.
    a. A player may choose to discard 1, 2, 3, 4, or all 5 cards by placing them face-down in the center of the table. Discarding all 5 cards is not considered a fold.
    b. Players may also choose to stand pat.
    c. Once a player has discarded or chosen to stand pat, they cannot change the amount of cards being discarded, unless:
        i. No cards have been dealt off the deck in response to the player's request (including the burn card);
        ii. No player has acted on their hand based on the number of cards the player requested.
    d. If a player or the house dealer is asked how many cards another active player drew, that player and/or the house dealer is required to respond only until there has been action after the draw. Once there is any action after the draw, the player and/or the house dealer are no longer obligated to respond.
22. 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."
23. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards in turn, starting with the first active player to the left of the dealer button.
24. Once the dealer has replaced all active players' cards, the house dealer shall collect all discards and place them face-down in the discard pile. This will signal the fourth round of betting.
25. All active players who called all wagers and did not fold their hand will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the posted table limits;
    b. Check a wager;
    c. Call a wager according to the rules used for the previous round of play;
    d. Fold their hand according to the rules used in the previous round of play;
    e. Raise the pot according to the rules used in the previous round of play.
26. After the fourth and final round of betting has been completed, the house dealer shall move all wagers into the pot.
27. All active players shall then enter into a showdown and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile (not using the discards from the current round), scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the final round of draws or needs to be used per the below guidelines:*
   a. *If there are not enough cards in the discard pile combined with burn cards to complete all active players' hands, the stub will be shuffled with the burn card and all discarded cards from the active players whose draws were replaced (i.e. there are 7 active players going to the draw, and active Players 1-6 have all their cards completely replaced, and cards still need to be replaced for active Player 7. The house dealer would take the bottom card, the burn card, and the discarded cards from Players 1-6 only, reshuffle those cards, and continue to deal).*
2. *The house dealer will deal out the remaining cards to any player who does not have a five-card hand.*
3. *The house dealer will then collect all discarded cards from the discard round and begin a new discard pile.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

The following will apply for determining the active player(s) who wins the pot. In the instance of multiple winners, if there are an odd number of chips, the odd chips will be awarded to the player with the highest suit by rank. Suit rankings shall be as follows: spades, hearts, diamonds, clubs.

- The player with the highest ranking five-card 2-7 (Kansas City) Lowball hand and highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card 2-7 (Kansas City) Lowball hand, and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the 2-7 (Kansas City) Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked 2-7 (Kansas City) Lowball hand and the highest ranked Badugi hand.
  - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking 2-7 (Kansas City) Lowball hand, the 2-7 (Kansas City) Lowball half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked 2-7 (Kansas City) Lowball hand, and the other half of the pot will be awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot will be split equally among all players with the highest ranked Badugi hand, and the other half of the pot will be awarded to the highest ranked 2-7 (Kansas City) Lowball hand.
- In the event that more than one player has the highest ranking 2-7 (Kansas City) Lowball hand and the highest ranked Badugi hand, the 2-7 (Kansas City) Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Badeucey

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Active Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	7-6	$1	$4	$1
2	7-6	$1	$4	$0
3	7-6	$1	$3	$1
4	7-6	$1	$3	$0
5	7-6	$1	$2	$1
6	7-6	$1	$2	$0
7	7-6	$1	$1	$1
8	7-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$2	$1
20	3 or less	$1	$2	$0

For **schedule options 21 through 36**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot by the house dealer after the first draw. Collection Fee #3 shall be taken from the pot by the house dealer after the second draw. If the round of play does not reach the first or second draw, only Collection Fee #1 shall be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Active Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	7-6	$1	$4	$1
22	7-6	$1	$4	$0
23	7-6	$1	$3	$1
24	7-6	$1	$3	$0
25	7-6	$1	$2	$1

26	7-6	$1	$2	$0
27	5	$1	$2	$1
28	5	$1	$2	$0
29	5	$1	$1	$1
30	5	$1	$1	$0
31	4	$1	$2	$1
32	4	$1	$2	$0
33	4	$1	$1	$1
34	4	$1	$1	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

For **schedule options 37 through 40**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	7 to 5	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

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

Super Razz

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

Object of the Game
The object of the game is for players to form a five-card poker hand that ranks higher than the other players’ five-card poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as “board” cards, to make their 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 deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings
The rank of each card for the five-card hand in Super Razz, in order from highest to lowest, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank when comparing hands.

Super Razz Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not contain a pair of higher. A 5, 4, 3, 2, and ace is the highest ranked No Pair, and a king, queen, jack, 10, and 9 is the lowest ranked No Pair.
One Pair	A hand that consists of two of the same rank. Two aces is the highest ranked Pair, and two kings is the lowest ranked Pair.
Two Pairs	A hand that consists of Two Pairs. Two aces and two 2s is the highest ranked Two Pairs, and two kings and two queens is the lowest ranked Two Pairs.
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 kings is the lowest ranked Three of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2’s is the highest ranked Full House, and three kings and two queens is the lowest ranked Full House.
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 kings is the lowest ranked Four of a Kind.

Description of Table Used and Total Number of Seated Positions
The game will be played on a standard poker table and will accommodate up to eight seated positions for patrons. 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. Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the “ante.”

   a. If a player chooses not to participate in the round, that player needs not ante, and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed their ante, the house dealer shall move all player antes into the pot.
3. Once all antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer and continuing clockwise around the table until all players have three cards face-down. The house dealer will then deal one card face-up to each player, starting with the first active player to the left of the house dealer and continuing around the table until all players have one card face-up.
   a. The players' face-down cards are referred to as "hole cards."
   b. The players' face-up cards are referred to as "board cards."
4. Once each player has received their initial four cards, the first round of betting will occur.
   a. Action will start with the player with the highest ranked door card by suit, if necessary. The rankings of suits when determining action, from highest to lowest shall be spades, hearts, diamonds, and clubs.
      i. That player must either put in a predetermined amount of money called the "bring-in; or
      ii. Place a wager equal to the amount of the smaller posted table limit.
   b. The following players starting the to the left of the bring-in player, may:
      i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
      ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A brings-in for $1, Player B may complete to $4);* or
      iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
      iv. The player in the bring-in position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
      v. Place the face-up card face-down into the center of the table, with their other three face-down cards, 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.
5. 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.
6. The house dealer will then ask for all discards, as each active player must release one of their down cards before receiving any additional cards. These cards shall be placed in the discard pile.
7. 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."
8. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house-dealer's left, and will continue until all active players have a second face-up card. Once all active players have

a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as “fourth street.”

9. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
10. 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.
11. The house dealer shall then burn the top card of the deck.
12. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player’s two face-up cards to the house dealer’s left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as “fifth street.”
13. All active players shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
15. The house dealer shall then burn the top card of the deck.
16. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player’s three face-up cards to the house dealer’s left, and will continue until all active players have a fourth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as “sixth street.”
17. All active players shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
19. The house dealer shall then burn the top card of the deck.

20. The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
21. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the lowest ranked up-cards as described in the Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules and guidelines used in the previous round of play.
22. 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.
23. All active players shall then enter into a showdown with each other and compare their hands.

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

The following will apply for determining the active player(s) who wins the pot. In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

- 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 five-card poker hand, the pot shall divided equally between the winners.

Super Razz

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0

27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players and the table limit.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection fees shall be 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.
- Hustler 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.

Super Razzdeucey

Type of Game

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

Object of the Game

The object of the game is for players to form a Deuce-to-Seven Lowball and a Badugi poker hand that ranks higher than the other players’ poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as their “door” cards to make their hand. When making a five-card Deuce-to-Seven Lowball hand and a four-card Badugi hand, a player is not required to use the same hole cards and/or board 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. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Deuce-to-Seven Lowball Card Values – The rank of each card used in the game of Razzdeucey when forming a five-card Deuce-to-Seven Lowball hand, in order to 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.

Deuce-to-Seven Lowball hand ranking, from highest to lowest, is as follows:

Deuce-to-Seven Lowball Hand Rankings

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 7, 5, 4, 3, and 2 is the highest ranked No Pair hand and an ace, king, queen, jack, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists 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 that consists of two Pairs. Two 2s and two 3s is the highest ranked Two Pair and two aces and two kings is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three 2s is the highest ranked Three of a Kind and three aces are the lowest ranked Three of a Kind.
Straight	A hand that consists of five cards in consecutive ranking, but not the same suit. A 6, 5, 4, 3, and 2 is the highest ranked Straight; and an ace, king, queen, jack, and 10 is the lowest ranked Straight (note: a 2, 3, 4, 5, and ace do not make up a Straight, as an ace is only high in this game).
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. A 7, 5, 4, 3, and 2 is the highest ranked Flush; and an ace, king, queen, jack, and 9 is the lowest ranked Flush.
Full house	A hand that consists of a Three of a Kind and a Pair. Three 2s and two 3s is the highest ranked Full House and three aces and two kings is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four 2s is the highest ranked Four of a Kind and four aces is the lowest ranked Four of a Kind.

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 6, 5, 4, 3, and 2 is the highest ranked Straight Flush and king, queen, jack, 10, and 9 is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, jack, and 10 of the same suit.

Badugi Card Values – The rank of each card used in the game of Razzdeucey when forming a four-card Badugi 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.

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

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "Badugi." A 5, 4, 3, and 2 offsuit is the highest rank, and an ace, king, queen, and jack is the lowest rank.
Three Card Incomplete	A hand that consist of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an "incomplete." A 4, 3, and 2 offsuit is the highest rank, and an ace, king, and queen is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 3 and a 2 offsuit is the highest rank, and an ace and king offsuit is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. A 2 is the highest rank, and an ace is the lowest rank.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and will accommodate up to eight seated positions for patrons. 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. Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the coming hand, this is called the "ante."
   a. If a player chooses not to participate in the round, that player needs not to ante, and the house dealer will not deal that player in the round.
2. Once all participating players in that round have placed their ante, the house dealer shall move all player antes into the pot.
3. Once all antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the first active player to the left of the house dealer and continuing clockwise around the table until all players have three cards face-down. The house dealer will then deal one card face-up to each player, starting with the first active player to the left of the house dealer and continuing around the table until all players have one card face-up.
   a. The players' face-down cards are referred to as "hole cards."
   b. The players' face-up cards are referred to as "door cards."
4. Once each player has received their initial four cards, the first round of betting will occur.

a. Action will start with the player with the highest ranked door card by suit, if necessary. The rankings of suits when determining action, from highest to lowest shall be spades, hearts, diamonds, and clubs.
   i. That player must either put in a predetermined amount of money called the "bring-in; or
   ii. Place a wager equal to the amount of the smaller posted table limit.
b. The following players starting the to the left of the bring-in player, may:
   i. Place a wager that is equal to the amount that the bring-in player made or "call" a wager, meaning to match the amount wagered by another player; or
   ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a "raise." If only the pre-determined bring-in amount was wagered, a player may only place a wager, that when added to the pre-determined bring-in amount, equals the smaller posted table limit. *(**Example**: the bring-in would be $1 for $4-$8 limit, so when Player A places a bring-in for $1, Player B may complete to $4);* or
   iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
   iv. The player in the bring-in position may "check," meaning they do not wish to place an additional wager. However, if there has been a raise, they must call the amount raised, raise or re-raise by placing an additional wager (as long as the pot has not been capped yet); or
   v. Place the face-up card face-down into the center of the table, with their other three face-down cards, 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.

5. 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.
6. The house dealer will then ask for all discards, as each active player must release one of their face-down cards before receiving any additional cards. These cards are then placed in the discard pile.
7. 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."
8. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's face-up card to the house dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
9. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
   a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
   b. Place the smaller limit wager according to the established table limits; or
   c. Call a wager according to the rules used in the previous round of play; or
   d. Raise the pot according to the rules used in the previous round of play; or
   e. Fold their hand according to the rules used in the previous round of play.

10. 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.
11. The house dealer shall then burn the top card of the deck.
12. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
13. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
15. The house dealer shall then burn the top card of the deck.
16. The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a forth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
17. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
18. 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.
19. The house dealer shall then burn the top card of the deck.
20. The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have three face-down cards. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
21. All active players that called all wagers and did not fold their hand, shall be give the following options, starting with the active player who has the lowest ranked up-cards as described in the Badugi Hand Ranking chart above:
    a. Check a wager according to the rules used in the previous round of play; or
    b. Place the smaller limit wager according to the established table limits; or
    c. Call a wager according to the rules used in the previous round of play; or
    d. Raise the pot according to the rules used in the previous round of play; or
    e. Fold their hand according to the rules used in the previous round of play.
22. 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.

23. All active players shall then enter into a showdown with each other and compare their hands.

Note: *In the event that there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card. This card is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (this occurs when the house dealer acts by burning a card before an active player has completed their action). The house dealer then scrambles and cuts these cards, burns the top card, and delivers the remaining cards as normal, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn a card, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

Players must use five of their seven cards dealt to them to make the highest ranking Deuce-to-Seven Lowball hand and four of their seven cards to make the highest ranking Badugi hand. The following shall apply for determining which player wins the pot:

- The player with the highest ranking five-card Deuce-to-Seven Lowball hand and the player with the highest ranking four-card Badugi hand, as described above, shall split the pot equally in half. Half of the pot will be awarded to the player with the highest ranked five-card Deuce-to-Seven Lowball hand and the other half of the pot will be awarded to the player with the highest ranked four-card Badugi hand.
- Furthermore, a player is eligible to win both the Deuce-to-Seven Lowball hand portion of the pot as well as the Badugi hand portion of the pot if they have the highest ranked Deuce-to-Seven Lowball hand and the highest ranked Badugi hand.
    - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Deuce-to-Seven Lowball hand and the other half of the pot being awarded to the highest ranked Badugi hand.
- In the event that more than one player has the highest ranking Badugi hand, the Badugi half of the pot shall be further divided equally between eligible players. Half of the pot being split equally among all players with the highest ranked Badugi hand and the other half of the pot being awarded to the highest ranked Deuce-to-Seven Lowball hand.
- In the event that more than one player has the highest ranking Deuce-to-Seven Lowball hand and more than one player has the highest ranked Badugi hand, the Deuce-to-Seven Lowball half of the pot shall be further divided equally between its eligible players. The Badugi half of the pot shall also be further divided equally between its eligible players.

In the instance there are an odd number of chips when splitting pots, the odd chips shall be awarded to the player with the highest card by suit. The ranking of suits from highest to lowest shall be spades, hearts, diamonds, and clubs.

Super Razzdeucey

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

No Limit/Pot Limit
Minimum Buy-In $50-$100
Maximum Buy-In $500-$2,500

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	8-6	$1	$4	$1
2	8-6	$1	$4	$0
3	8-6	$1	$3	$1
4	8-6	$1	$3	$0
5	8-6	$1	$2	$1
6	8-6	$1	$2	$0
7	8-6	$1	$1	$1
8	8-6	$1	$1	$0
9	5	$1	$3	$1
10	5	$1	$3	$0
11	5	$1	$2	$1
12	5	$1	$2	$0
13	5	$1	$1	$1
14	5	$1	$1	$0
15	4	$1	$2	$1
16	4	$1	$2	$0
17	4	$1	$1	$1
18	4	$1	$1	$0
19	3 or less	$1	$1	$1
20	3 or less	$1	$1	$0

For **schedule options 21 through 38**, Collection Fee #1 will be taken from the pot by the house dealer before cards are dealt. Collection Fee #2 will be taken from the pot after fourth street. Collection Fee #3 will be taken from the pot after fifth street. If the round of play does not reach fourth street Collection Fee #2 will not be taken. If the round of play does not reach fifth street, Collection Fee #3 will not be taken.

Minimum Limit Game $2-$4
Maximum Limit Game $50-$100

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
21	8-6	$1	$4	$1
22	8-6	$1	$4	$0
23	8-6	$1	$3	$1
24	8-6	$1	$3	$0
25	8-6	$1	$2	$1
26	8-6	$1	$2	$0

27	5	$1	$3	$1
28	5	$1	$3	$0
29	5	$1	$2	$1
30	5	$1	$2	$0
31	5	$1	$1	$1
32	5	$1	$1	$0
33	4	$1	$2	$1
34	4	$1	$2	$0
35	4	$1	$1	$1
36	4	$1	$1	$0
37	3 or less	$1	$1	$1
38	3 or less	$1	$1	$0

For **schedule options 39 through 42**, the Regular Table Fee shall be taken from each active player in advance, every half hour, based on the number of active players.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	8 to 5	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.
- The collection fees shall be 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.
- Hustler 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.

Drawmaha Ace-to-Five

Type of Game

The players of Drawmaha Ace-to-Five 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 Ace-to-Five is a split pot game comprised of five-card Omaha and Draw poker. In Drawmaha Ace-to-Five, 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 Ace-to-Five 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 Ace-to-Five Draw poker hand, each player must use the same five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the “draw.” An active player can win both the five-card Omaha hand and the five-card Ace-to-Five 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 Ace-to-Five 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. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

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

Ace-to-Five Draw Card Values - The rank of each card used in Drawmaha Ace-to-Five when forming a five-card Ace-to-Five Draw poker hand, in order of highest to lowest rank, shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank.

Five-Card Ace-to-Five Draw poker hands shall rank, from highest to lowest, as follows:

Five-Card Ace-to-Five 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. An ace, 2, 3, 4 and 5 is the highest ranked High Card hand and a king, queen, jack, 10 and 9 is the lowest ranked High Card hand.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two kings is the lowest ranked Pair.
Two Pair	A hand comprised of two pairs. Two aces and two 2s is the highest ranked Two Pair and two kings and two queens 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 kings is the lowest ranked Three of a Kind.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two 2s is the highest ranked Full House and three kings and two queens is the lowest ranked Full House.
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 kings is the lowest ranked Four of a Kind.

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 are 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, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
   a. The player with the highest ranked card according to the Omaha Card Values above with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
   a. Blind wagers are pre-determined, mandatory and are used to initiate action.
   b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
   a. These initial five cards are referred to as “hole cards.”
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
   a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or
   b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise”; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may “check” if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
   a. These are community cards and are shared by all players.

10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager; this means to match the amount wagered by another player; or
    e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
    a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
        i. However if all five cards are discarded, this does not constitute a fold.
        ii. A player must have five cards after the draw.
    b. If an active player does not wish to discard any of their cards, this is referred to as standing “pat.”
    c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
        i. No cards have been dealt off the deck in response to the player’s request; or
        ii. If no active player has acted on their hand.
    d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
15. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players’ cards starting with the first active player to the left of the dealer button.
16. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile.
17. Once all participating players have completed their option to draw, the house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as “the turn card.”
    a. This card is also a community card and is shared by all players.
18. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all players have acted in turn, the house dealer shall move all wagers into the pot.
21. The house dealer will then burn a card.

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

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the "stub," unless the stub will be used to replace the final discarded card for the round of 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.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card Ace-to-Five 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(s) wins the pot:

Drawmaha Ace-to-Five

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card Ace-to-Five Draw poker hand, according to the Five-Card Hand Ranking chart shown above. All other players will lose.
- If one player has the highest ranking five-card Ace-to-Five 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 being awarded to the player with the highest ranked five-card Ace-to-Five 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 Ace-to-Five Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Ace-to-Five Draw poker hand and the other half of the pot being 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 Ace-to-Five 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 Ace-to-Five 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 Ace-to-Five Draw poker hand.

Collection Rates Schedule

For **schedule options 1 through 18**, Collection Fee #1 shall be taken from 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	7-5	$1	$4	$1
2	7-5	$1	$4	$0
3	7-5	$1	$3	$1
4	7-5	$1	$3	$0
5	7-5	$1	$2	$1
6	7-5	$1	$2	$0
7	7-5	$1	$1	$1
8	7-5	$1	$1	$0
9	4	$1	$3	$1
10	4	$1	$3	$0
11	4	$1	$2	$1
12	4	$1	$2	$0
13	4	$1	$1	$1
14	4	$1	$1	$0
15	3 or less	$1	$2	$1
16	3 or less	$1	$2	$0
17	3 or less	$1	$1	$1
18	3 or less	$1	$1	$0

For **schedule options 19 through 36**, Collection Fee #1 shall be taken from 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 of a $2 - $4 limit game to a maximum of a $50 - $100 limit game

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
19	7-5	$1	$4	$1
20	7-5	$1	$4	$0
21	7-5	$1	$3	$1
22	7-5	$1	$3	$0
23	7-5	$1	$2	$1
24	7-5	$1	$2	$0
25	7-5	$1	$1	$1
26	7-5	$1	$1	$0
27	4	$1	$3	$1

28	4	$1	$3	$0
29	4	$1	$2	$1
30	4	$1	$2	$0
31	4	$1	$1	$1
32	4	$1	$1	$0
33	3 or less	$1	$2	$1
34	3 or less	$1	$2	$0
35	3 or less	$1	$1	$1
36	3 or less	$1	$1	$0

Timed Collections

For **schedule options 37 through 40**, the collection fee is taken from the pot in advance every half hour of play (based on number of players).

Minimum of a $60 - $120 limit game to a maximum of a $4,000 - $8,000 limit game

Schedule Option	Regular Table Fee (Number of Players)	
	5 to 7	4 or less
37	$10	$5
38	$12	$6
39	$15	$7
40	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 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 gambling establishment 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.

Drawmaha Hi

Type of Game

The players of Drawmaha Hi 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 Hi is a split pot game comprised of five-card Omaha and Draw poker. In Drawmaha Hi, half of the pot is awarded to the highest ranking five-card Omaha hand, and the other half of the pot is awarded to the highest ranking five-card Draw poker hand. When making a five-card Omaha hand, each player must use two out of their five face-down cards, referred to as “hole” cards, and three out of the five face-up cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards. When making a five-card Draw poker hand, each player must use the same five hole cards referenced above. Each active player will be given an opportunity to improve their hole cards by replacing the cards currently in their hand with new cards, described below. This is referred to as the “draw.” An active player can win both the five-card Omaha hand and the five-card Draw poker hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of each card used in Drawmaha Hi 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 Hi hands shall rank, from highest to lowest, as follows:

Five-Card Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game 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, all players will be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
    a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button. The cards will then be collected and shuffled back into the deck.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
    a. Blind wagers are pre-determined, mandatory and are used to initiate action.
    b. Blind wagers will be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer will deal one card face-down to each player, starting with the player to the left of the dealer button, the player who received the small blind button, and continuing clockwise around the table until all players have five cards face-down.
    a. These initial five cards are referred to as “hole cards.”
6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player who received the big blind button and continue clockwise around the table:
    a. Place a wager equal to the amount of the big blind wager, referred to as a “call”; or

   b. Place their five hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and collected by the house dealer, who will then place them in the discard pile. A player who chooses to fold their hand will no longer participate during the round of play; or
   c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise"; or
   d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in this case there is no limit to the number of raises; or
   e. The player in the big blind position may "check" if no player has raised; meaning they do not wish to place an additional wager, or they may also raise by placing an additional wager.
7. After all players have acted in turn, the house dealer will move all wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as the "burn."
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as "the flop."
   a. These are community cards and are shared by all players.
10. Once the flop has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
   a. Place a wager according to the established table limits; or
   b. Fold their hand according to the rules used in the previous round of play; or
   c. Raise the pot according to the rules used in the previous round of play; or
   d. "Call" a wager; this means to match the amount wagered by another player; or
   e. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. Starting with the first active player to the left of the dealer button and continuing clockwise, the house dealer will ask each active player to discard any unwanted cards. Cards will only be replaced after all active players have discarded in turn.
   a. An active player may choose to discard 1, 2, 3, 4 or all 5 cards by placing them face-down into the center of the table.
      i. However if all five cards are discarded, this does not constitute a fold.
      ii. A player must have five cards after the draw.
   b. If an active player does not wish to discard any of their cards, this is referred to as standing "pat."
   c. Once an active player has discarded their cards or chosen to stand pat, they cannot change the amount of cards being discarded unless:
      i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
      ii. If no active player has acted on their hand.
   d. If an active player or the house dealer is asked how many cards the active player drew by another active player, that active player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that active player and the house dealer are no longer obligated to respond.
15. The house dealer will then announce how many cards each player has discarded, and begin to replace each active players' cards consecutively starting with the first active player to the left of the dealer button.

16. Once the house dealer has replaced all the discards, the house dealer will collect all of the discarded cards and place them face-down into the discard pile.
17. Once all participating players have completed their option to draw, the house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of four community cards face-up on the table, referred to as “the turn card.”
    a. This card is also a community card and is shared by all players.
18. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
19. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
20. After all players have acted in turn, the house dealer shall move all wagers into the pot.
21. The house dealer will then burn a card.
22. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table, referred to as “the river card.”
    a. This card is also a community card and is shared by all players.
23. Once the river card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
24. All active players will be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the established table limits; or
    b. Fold their hand according to the rules used in the previous round of play; or
    c. Raise the pot according to the rules used in the previous round of play; or
    d. Call a wager according to the rules used in the previous round of play; or
    e. Check according to the rules used in the previous round of play.
25. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot and begin to split the pot into two equal pots.
26. All active players will then enter into a showdown with each other and compare their hands.

NOTE: *During the play of the game, if there are not enough cards left in the deck for all active players to receive cards from the first round of betting up to the final round of betting, the house dealer will deal each active player cards until there are not enough cards left in the deck to give each active player a card. The house dealer will combine the burn cards and the discard pile, scramble and shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards.*

1. *The house dealer may not use the last card from the unused portion of the deck, known as the “stub,” unless the stub will be used to replace the final discarded card for the round of 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.*
4. *Also, the house dealer will replace any missing burn cards from the discard pile to keep track of the betting round.*

How Winners are Determined and Paid

Players must use two of their five hole cards and three of the five community cards turned over throughout the round of play to make the highest ranking five-card Omaha hand for the first half of the pot. The other half of the pot is awarded to the best five-card Draw poker hand, made up of the player's five hole cards at the end of the game. The following will apply for determining which player wins the pot:

- The pot will be divided equally in half and awarded to the players with the highest ranking five-card Omaha hand and five-card Draw poker hand, according to the Five-Card Hand Ranking chart shown above. All other players will lose.
- If one player has the highest ranking five-card Draw poker hand, but more than one player has the highest ranking five-card Omaha hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Omaha hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If one player has the highest ranking five-card Omaha hand, but more than one player has the highest ranking five-card Draw poker hand, that half of the pot shall be further split equally among all players with the highest ranked five-card Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- If more than one player has the highest ranking five-card Omaha hand and more than one player has the highest ranking five-card Draw poker hand, as described above, the pot shall be divided equally in half, with half of the pot being split between players with the highest ranked five-card Omaha hand and the other half of the pot being split between the players with the highest ranked five-card Draw poker hand.
  - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Furthermore, a player is eligible to win both the Omaha portion of the pot as well as the Draw portion of the pot if they have the highest ranked five-card Omaha hand and the highest ranked five-card Draw poker hand.

Collection Rates Schedule

For **schedule options 1 through 18**, Collection Fee #1 shall be taken from 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	7-5	$1	$4	$1
2	7-5	$1	$4	$0
3	7-5	$1	$3	$1
4	7-5	$1	$3	$0
5	7-5	$1	$2	$1
6	7-5	$1	$2	$0
7	7-5	$1	$1	$1
8	7-5	$1	$1	$0
9	4	$1	$3	$1
10	4	$1	$3	$0
11	4	$1	$2	$1
12	4	$1	$2	$0
13	4	$1	$1	$1
14	4	$1	$1	$0
15	3 or less	$1	$2	$1
16	3 or less	$1	$2	$0
17	3 or less	$1	$1	$1
18	3 or less	$1	$1	$0

For **schedule options 19 through 32**, Collection Fee #1 shall be taken from 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 of a $2 - $4 limit game to a maximum of a $50 - $100 limit game

Schedule Option	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
19	7-5	$1	$4	$1
20	7-5	$1	$4	$0
21	7-5	$1	$3	$1
22	7-5	$1	$3	$0
23	7-5	$1	$2	$1
24	7-5	$1	$2	$0
25	4	$1	$2	$1
26	4	$1	$2	$0
27	4	$1	$1	$1

28	4	$1	$1	$0
29	3 or less	$1	$2	$1
30	3 or less	$1	$2	$0
31	3 or less	$1	$1	$1
32	3 or less	$1	$1	$0

Timed Collection

For **schedule options 33 through 36**, the collection fee is taken from the pot in advance every half hour of play (based on number of players).

Minimum of a $60 - $120 limit game to a maximum of a $4,000 - $8,000 game

Schedule Option	Regular Table Fee (Number of Players)	
	5 to 8	4 or less
33	$10	$5
34	$12	$6
35	$15	$7
36	$20	$10

Collection Rates for Poker Games

- The players of the poker game, as shown above, 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 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 gambling establishment 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.

Big O High-Low Split

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The cards will be machine shuffled, cut, and then dealt by the house dealer. If the automatic shuffling machine malfunctions, the cards shall be shuffled manually, cut, and dealt by the house dealer.

Card Values and Hand Rankings

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

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

Big O High-Low Split High Hand Rankings

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

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

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

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

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

For example, a hand of 7, 6, 4, 3, and ace is lower than a hand of 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the word "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand.
   a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
   b. The player with the dealer button is the last to receive cards 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.
   c. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit (spades, hearts, diamonds, and clubs) shall receive the dealer button.
   d. The cards shall then be collected by the house dealer and reshuffled.
2. 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.
   a. The dealer, small blind, and big blind position shall rotate from player to player around the table clockwise after each round of play.

3. 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.
   a. Both blinds are predetermined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action.
   b. Both blind bets shall be placed in the center of the table, which is referred to as “the pot.”
4. 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.”
5. 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:
   a. Place a wager that is equal to the amount of the big blind, referred to as a “call”; or
   b. Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
   c. 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
   d. 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.
6. 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.
7. 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 card.”
8. 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.”
   a. These are community cards and are available to all players.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. All active players, 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:
    a. Place a wager according to the rules used in the previous round of betting; or
    b. Call a bet or raise according to the rules used in the previous round of betting; or
    c. Raise the pot according to the rules used in the previous round of betting; or
    d. Check, with the option to call or raise a wager by another player; or
    e. Fold their hand according to the rules used in the previous round of betting.
11. 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.

12. The house dealer shall then burn a card.
13. 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, which is referred to as the “turn.”
    a. This card shall also become a community card and is available to all players.
14. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the rules used in the previous round of betting; or
    b. Call a bet or raise according to the rules used in the previous round of betting; or
    c. Raise the pot according to the rules used in the previous round of betting; or
    d. Check, with the option to call or raise a wager by another player; or
    e. Fold their hand according to the rules used in the previous round of betting.
16. 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.
17. The house dealer shall then burn a card.
18. 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.”
    a. This card shall also become a community card and is available to all players.
19. 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.
20. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
    a. Place a wager according to the rules used in the previous round of betting; or
    b. Call a bet or raise according to the rules used in the previous round of betting; or
    c. Raise the pot according to the rules used in the previous round of betting; or
    d. Check, with the option to call or raise a wager by another player; or
    e. Fold their hand according to the rules used in the previous round of betting.
21. After the fourth round of betting is complete, the house dealer shall move all player bets into the pot.
22. All active players will then enter into a showdown with one another and compare their hands.
    a. If there is only one active player left in the game, the pot will be awarded to the active player and a new round will begin.

How Winners are Determined and Paid

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

- If there is no qualifying five-card low hand as described in the hand rankings chart above, the entire pot will be awarded to the player with the highest ranked five-card high hand. All other players will lose.
- If there is one qualifying five-card low hand, the pot will be split equally in half, with half the pot being awarded to the player with the highest-ranked five-card hand and the other half of the pot being awarded to the player with the lowest ranked five-card hand.

Big O High-Low Split

- If more than one player has the highest ranked five-card high hand and there is no qualifying five-card low hand, the entire pot shall be split equally among all players with the highest ranking five-card hand.
- If more than one player has the highest ranking five-card hand and there is a qualifying five-card low hand, the pot shall be divided in half, with half the pot being split among all players with the highest ranking five-card hand, and the other half of the pot being awarded to the player with the lowest ranking five-card hand.
- If more than one player has the lowest ranking five-card hand and one player has the highest ranking five-card hand, the pot shall be divided in half, with half the pot being split among all players with the lowest ranking five-card hand, and the other half of the pot being awarded to the player with the highest ranking five-card hand.
- If more than one player has the highest ranking five-card hand and more than one player has the lowest ranking five-card hand, the pot shall be divided in half, with half the pot being split equally among all players with the highest ranking five-card hand, and the other half of the pot being split equally among all players with the lowest ranking five-card 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.
    - They do not have to use the same cards (hole and community) to win both pots.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player immediately clockwise of the dealer button.

Big O High-Low Split

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot after the flop based on the number of players. Collection Fee #3 shall be taken from the pot after the turn based on the number of players. If the round of play does not reach the flop, Collection Fee #2 shall not be taken. If the round of play does not reach the turn, Collection Fee #3 shall not be taken.

No Limit/Pot Limit Games
Minimum buy-in shall be $40
Maximum buy-in shall be $2,500

Schedule Option	Collection Fee #1	Number of Players	Collection Fee #2	Collection Fee #3
1	$1	6-8	$1	$0
2	$1	6-8	$1	$1
3	$1	6-8	$2	$0
4	$1	6-8	$2	$1
5	$1	6-8	$3	$0
6	$1	6-8	$3	$1
7	$1	6-8	$4	$0
8	$1	6-8	$4	$1
9	$1	5	$1	$0
10	$1	5	$1	$1
11	$1	5	$2	$0
12	$1	5	$2	$1
13	$1	5	$3	$0
14	$1	5	$3	$1
15	$1	4	$1	$0
16	$1	4	$1	$1
17	$1	4	$2	$0
18	$1	4	$2	$1
19	$1	3 or less	$1	$0
20	$1	3 or less	$1	$1

For **schedule options 21 through 38**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot after the flop based on the number of players. Collection Fee #3 shall be taken from the pot after the turn based on the number of players. If the round of play does not reach the flop, Collection Fee #2 shall not be taken. If the round of play does not reach the turn, Collection Fee #3 shall not be taken.

Limit Games
Minimum wagering limits shall be between $2 and $4
Maximum wagering limits shall be between $50 and $100

Schedule Option	Collection Fee #1	Number of Players	Collection Fee #2	Collection Fee #3
21	$1	6-8	$2	$0
22	$1	6-8	$2	$1
23	$1	6-8	$3	$0
24	$1	6-8	$3	$1

Big O High-Low Split

25	$1	6-8	$4	$0
26	$1	6-8	$4	$1
27	$1	5	$1	$0
28	$1	5	$1	$1
29	$1	5	$2	$0
30	$1	5	$2	$1
31	$1	5	$3	$0
32	$1	5	$3	$1
33	$1	4	$1	$0
34	$1	4	$1	$1
35	$1	4	$2	$0
36	$1	4	$2	$1
37	$1	3 or less	$1	$0
38	$1	3 or less	$1	$1

Timed Collections

For **schedule options 39 through 42**, the collection fee is taken from each active player, in advance, every half hour of play based on number of active players.

Minimum Limit Game $60-$120
Maximum Limit Game $4,000-$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	5 to 7	4 or less
39	$10	$5
40	$12	$6
41	$15	$7
42	$20	$10

Collection Rates for Poker Games

- The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are poker games.
- The collection fees shall be 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.
- Hustler Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

Casino War

Type of Game

The game of Casino War 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

In the game of Casino War, one card is dealt face-up to each player and the player-dealer. The object of the game is for the player to have a card that is higher in rank than the player-dealer's card. Each player also has the option of placing a Tie Wager. If the player and the player-dealer are dealt cards of the same rank, the optional Tie Wager is paid 10 to 1.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Casino War shall be dealt from an automatic card shuffling device (shuffler).

Physical Characteristics: Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.

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:

- The cards shall be separated into two batches with an equal number of decks included in each batch.
- 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.
- One batch of the cards shall be shuffled and stored in the shuffler while the other batch is being dealt or used to play the game.
- Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe.
- The cards from only one batch shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

Casino War shall be played on a table having betting areas for eight places on one side for the players and the player-dealer. There is a place for the Casino house dealer on the opposite side of the table. Within each betting area, there shall be a separate circle for the placement of the Tie Wager.

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 permitted on any wager.

3. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the house dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, referred to as a “burn card”, and place it in the discard rack, which shall be located on the table in front of or to the right of the house dealer. Each new house dealer who comes to the table shall also burn one card before dealing any cards in a round of play.
4. At the beginning of each round of play, each player shall be required to place a base game wager, keeping in mind the table minimum and maximum wagering limits. All base game wagers shall be placed prior to the house dealer announcing "no more bets.”
5. Each player at a Casino War table, who has placed a base game wager, as required above, shall also have the option to make the optional Tie Wager. All Tie Wagers shall be placed prior to the house dealer announcing "no more bets.”
6. No player shall touch any card used in the game of Casino War, other than the cutting card.
7. The house dealer shall, starting with the player farthest to the house 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 a base game wager; and
   b. One card face-up to the player-dealer.
8. After the dealing procedures above have been completed, the house dealer shall, beginning from the house 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 base game wagers and then all Tie Wagers. No action button shall be used.

<u>How Winners are Determined and Paid</u>

1. The following shall apply when determining whether the player wins, loses or pushes.
   a. If a player's card is lower in rank than the player-dealer's card, the player shall lose their base game wager and, if applicable, their Tie Wager.
   b. If a player's card is higher in rank than the player-dealer's card, the player shall win their base game wager and, if applicable, lose their Tie Wager.
   c. If the player's card and the player-dealer's card are of equal rank, the Tie Wager shall pay 10 to 1 and the player shall be given the following two options:
      i. The player may surrender one-half of their base game wager and end their participation in that round of play. If a player selects this option, the house dealer shall collect one-half of the player's base game wager and place it in front of the player-dealer position. The house dealer shall return the remaining one-half of the base game wager to the player.
      ii. The player may place a War wager equal to the base game wager. The player-dealer shall place a wager equal to the player’s base game wager.
2. All losing base game wagers and Tie Wagers shall be collected by the house dealer and placed in front of the player-dealer. All winning base game wagers and Tie Wagers shall be paid by the player-dealer.
3. After settling all base game wagers and Tie Wagers, the house dealer shall collect the cards of all players except for the cards of those players with a tie and 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.
4. If any player elects to make a War wager upon the occurrence of a tie hand, the house dealer shall confirm the placement of the War wager and collect the full amount of the player’s base game wager. The player’s card and the player-dealer’s card from the original deal shall remain exposed during the War deal.

5. The War deal shall begin with the house dealer discarding three burn cards and then dealing the next card face-up to the first active player to the house 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 house 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.
6. After the dealing procedures above have been completed, the house dealer shall, beginning from the house 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.
   c. If the player and the player-dealer's cards are of equal rank on the War wager, the player wins and is paid 2 to 1.
7. The player-dealer is never required to cover all opposing players' Casino War wagers. Payoffs of Casino War wagers are limited to the amount of the player-dealer's Casino War wager. The house never participates as a player-dealer. There is no maximum on the player-dealer's Casino War wager.

Bonus Bet

Tie Wager

Each player has the option of placing a Tie Wager. If the player and the player-dealer have the same rank of card, the Tie Wager is paid 10 to 1.

Table Layout

Collection Rates Schedule

For **schedule options 1 through 8**, the Player-Dealer Collection shall be taken per hand from the player-dealer position. For **schedule options 1 through 4**, there shall be no collection fee taken from any player or backline bettor for placing any base game wager or the optional Tie Wager. For **schedule options 5 through 8**, a collection fee shall be taken from each player and backline bettor for each base game wager placed. There shall also be a collection fee taken for each Promotional Bet Chip (GEGA-004406) used prior to the deal. There shall be no additional collection fee taken from players or backline bettors for placing any Tie Wager or War wager. The Tie Wager limit shall range from $5 - $100 and may be less than, equal to, or greater than the base game wager. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Collection	Player Collection	Promotional Chip Collection
1	$5-$100	$2	$0	$1
2	$10-$100	$2	$0	$1
3	$25-$100	$3	$0	$1
4	$50-$300	$5	$0	$1
5	$5-$100	$2	$1	$1
6	$10-$100	$2	$1	$1
7	$25-$100	$3	$1	$1
8	$50-$300	$5	$3	$1

For **schedule options 9 through 12**, the Player-Dealer Collection fee shall be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers and Tie Wagers placed. For **schedule option 9**, a collection fee shall also be taken from each player and backline bettor for each base game wager placed. There shall be no additional collection fee required from a player or backline bettor when placing a Tie Wager or War Wager. The Tie Wager limit shall range from $5 - $100 and may be less than, equal to, or greater than the base game wager. For **schedule options 10 through 12**, there shall be no collection fee taken from any player or backline bettor. The collection fees shall be taken prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	$5-$50	$5-$50	$2	$0.50
		$51+	$3	
10	$5-No Limit	$5-$50	$2	$0
		$51-$300	$3	
		$301-$500	$4	
		$501-$1,000	$7	
		$1,001+	$10	
11	$10-No Limit	$10-$100	$2	$0
		$101-$400	$3	
		$401-$700	$4	
		$701-$1,500	$7	
		$1,501+	$13	

Casino War

12	$25-No Limit	$25-$300	$3	$0
		$301-$700	$6	
		$701-$1,200	$9	
		$1,201-$2,000	$15	
		$2,001+	$20	

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.
- Hustler 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.

Crazy 4 Poker

Type of Game

The game of Crazy 4 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 is to assemble a four-card hand that beats the player-dealer's four-card hand.

Description of the Deck and Number of Decks Used

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

Physical Characteristics: Cards used to play Crazy 4 Poker shall be in standard decks of 52 cards. No jokers shall be utilized.

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.

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

Card Values and Hand Rankings

The rank of each card used in Crazy 4 Poker, when forming a four-card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. An ace shall be considered low anytime it begins a straight or straight flush.

Crazy 4 Poker Hand Rankings

4 Card Hand	Hand Ranking
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.
Straight Flush	A hand that consists of four cards of the same suit in consecutive ranking. An ace, king, queen and jack is the highest ranked Straight Flush and an ace, 2, 3 and 4 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 2s is the lowest ranked Three of a Kind.
Flush	A hand that consists of four cards of the same suit, but not in consecutive ranking. An ace, king, queen and 10 is the highest ranked Flush and a 6, 5, 4 and 2 is the lowest ranked Flush.

Straight	A hand that consists of four cards in consecutive ranking, but not the same suit. An ace, king, queen and jack is the highest ranked Straight and an ace, 2, 3 and 4 is the lowest ranked Straight.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of four cards that do not make any of the hands listed above. An ace, king, queen and 10 is the highest ranked High Card hand and 6, 5, 4 and 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

The table layout 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:

- Ante wagers shall be placed on the word "Ante";
- Super Bonus Bets shall be placed on the words "Super Bonus";
- Queens Up Bonus Bets shall be placed on the words "Queens Up"; and
- Play wagers shall be placed on the word "Play."

Dealing Procedures and Round of Play

1. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. At the beginning of each round of play, each player must place an Ante bet and a Super Bonus Bet. The player may also place an optional Queens Up Bonus Bet.
4. After each player has had the opportunity to place their bets, the house dealer shall announce "no more bets."
5. 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 place the deck of cards in a single stack.
6. The shuffler deals the cards in stacks of five. The house 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 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.

7. After the stacks have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards. This shall also initiate shuffling of the deck for the next round of play.
8. After the dealing procedures above have been completed, each player shall examine their cards.
9. Each player who wagers in Crazy 4 Poker shall be responsible for their 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 their five cards in full view of the house dealer at all times.
10. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a play wager or fold. If a player ends his or her participation in the round of play by folding, the player loses the Ante, Super Bonus and, if applicable, the Queens Up Bonus Bet.
    a. If a player makes the play wager it must be equal to the Ante unless the player has at least a pair of aces.
    b. If a player has a pair of aces or better, he/she can bet up to three times their Ante.
9. 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
10. After each player has either placed a wager on the table in the play wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards.

How Winners are Determined and Paid

The house dealer shall then reveal the player-dealer's cards and arrange their five cards to form the highest possible ranking four-card poker hand. The player-dealer must qualify with a minimum of king-high. Wagers shall be settled in the following order from player to player: the Play, Ante, Queens Up Bonus Bet, and then the Super Bonus Bet. The player-dealer shall 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 shall be returned to the players.

1. If the player-dealer does NOT qualify with a minimum of a king-high:
    a. Starting with the player on the house dealer’s right, bring the player’s hand into the “work area” between the player-dealer’s hand and the Queens Up Bonus Bet and reveal the player’s cards.
    b. Pay all play bets even money and push all Ante bets. Resolve Queens Up Bonus Bet and Super Bonus Bet as usual.
2. If the player-dealer qualifies with king-high or better:
    a. Starting with the player on the house dealer’s right, bring the player’s hand into the “work area” between the player-dealer’s hand and the Queens Up Bonus Bet and reveal the player’s cards.
    b. If the player’s hand is higher than the player-dealer’s, the play and Ante bets are paid even money.
    c. If the player-dealer’s hand beats the player’s hand, the player loses.
    d. 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.
    e. Reconcile the Queens Up Bonus Bet and Super Bonus Bets normal.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

4. 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.

Bonus Bets

Super Bonus Bet

The Super Bonus Bet wins when the player has a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus Bet.

- Super Bonus Bets must be placed prior to the initial deal.
- Super Bonus Bets may be made at any amount within table betting limits to qualify for a payoff.
- When the player has a Straight or better the player wins the Super Bonus Bet based on the payouts below, regardless if the player-dealer's hand qualifies or not.
- When the player has less than a Straight and loses to the player-dealer's qualifying hand, the player loses the Super Bonus Bet.
- The Super Bonus Bet shall push if the following occurs:
  - If a player has less than a Straight and beats the player-dealer's qualifying hands; or
  - If a player has less than a Straight and the player-dealer doesn't qualify.
- The player-dealer shall pay all winning Super Bonus Bets and shall collect all losing Super Bonus Bets.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Super Bonus Bet Pay Table

Hand	Payout
Four Aces	200 to 1
Four of a Kind	30 to 1
Straight Flush	15 to 1
Three of a Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

Queens Up Bonus Bet

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

- Queens Up Bonus Bets must be placed prior to the initial deal.
- Queens Up Bonus Bets may be made at any amount within table betting limits to qualify for a payoff.
- The Queens Up 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.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for a payout, the player-dealer collects the Queens Up Bonus bet.
- The player-dealer shall pay all winning Queens Up Bonus Bets and shall collect all losing Queens Up Bonus Bets.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Crazy 4 Poker

Queens Up Bonus Bet Pay Table

Hand	Payout
Four of a Kind	50 to 1
Straight Flush	30 to 1
Three of a Kind	9 to 1
Flush	4 to 1
Straight	3 to 1
Two Pair	2 to 1
Queens or Better	1 to 1

Crazy 4 Poker

Table Layout

Collection Rates Schedule

For **schedule options 1 through 8**, the Player-Dealer Fee shall be taken per hand from the player-dealer position. For **schedule options 5 through 8**, the Player Fee shall be taken from each player for each base game wager placed. There shall also be a collection fee taken for each Promotional Bet Chip (GEGA-004406) used prior to the deal. There shall be no additional collection fee taken from players for placing any bonus bets. The bonus bets limit shall range from $5-$100, and may be less than, equal to, or greater than the base game wager. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee	Promotional Chip Fee
1	$5-$100	$2	$0	$1
2	$10-$100	$2	$0	$1
3	$25-$100	$3	$0	$1
4	$50-$300	$5	$0	$1
5	$5-$100	$2	$1	$1
6	$10-$100	$2	$1	$1
7	$25-$100	$3	$1	$1
8	$50-$300	$5	$3	$1

For **schedule options 9 through 12**, the Player-Dealer Fee shall be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers placed. For **schedule option 9**, a collection fee shall also be taken from each player for each base game wager placed. There shall be no additional collection fee required from a player when placing a bonus bet. The bonus bets limit shall range from $5-$100, and may be less than, equal to, or greater than the base game wager. For **schedule options 10 through 12**, there shall be no collection fee taken from each player. The collection fees shall be taken prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	$5-$50	$5-$50	$2	$0.50
		$51+	$3	
10	$5-No Limit	$5-$50	$2	$0
		$51-$300	$3	
		$301-$500	$4	
		$501-$1,000	$7	
		$1,001+	$10	
11	$10-No Limit	$10-$100	$2	$0
		$101-$400	$3	
		$401-$700	$4	
		$701-$1,500	$7	
		$1,501+	$13	
12	$25-No Limit	$25-$300	$3	$0
		$301-$700	$6	
		$701-$1,200	$9	
		$1,201-$2,000	$15	
		$2,001+	$20	

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.
- Hustler 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 3 Card Bonus

Type of Game

The game of Mississippi Stud 3 Card Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of Mississippi Stud 3 Card Bonus is for the players and the player-dealer to use their two cards and the three community cards in forming the best possible five-card poker hand.

Description of the Deck and Number of Decks Used

Mississippi Stud 3 Card Bonus 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 deck shall be placed in the discard rack at any given time. If the automated shuffling machine malfunctions, the cards will be shuffled by the house dealer by hand.

Card Values and Hand Rankings

Cards for the game of Mississippi Stud 3 Card Bonus shall rank from highest to lowest as follows: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace may be used to complete a straight flush or a straight formed with a 2, 3, 4, and 5. An ace may not be used to complete any other straight flush or straight. 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.
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 five players and a player-dealer position for a total of six 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 the 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.
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. 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. The wagers of each remaining player shall be resolved one player at a time regardless of the outcome. The hand of the player shall then be immediately collected by the house dealer and placed in the discard rack.
19. 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.
20. 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.
21. All winning wagers shall be paid in accordance with the payout odds listed in the pay table.

Mississippi Stud 3 Card Bonus

How Winners are Determined and Paid

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

Winning Ante, 3rd Street, 4th Street, and 5th Street wagers will be paid as follows:

Mississippi Stud 3 Card Bonus 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.
- 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	6 to 1
Flush	4 to 1
Pair	1 to 1

Mississippi Stud 3 Card Bonus

Table Layout

Mississippi Stud 3 Card Bonus

Collection Rates Schedule

For **schedule options 1 through 6**, 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 $100 and $300

Schedule Option	Player Fee	Player-Dealer Fee
1	$0	$2
2	$1	$2
3	$0	$3
4	$1	$3
5	$0	$5
6	$1	$5

For **schedule options 7 through 10**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. Additionally, the Player Fee shall be taken from each player for each base game wager they place. No additional collection shall be taken from any player or the player-dealer for any 3 Card Bonus bets placed. The 3 Card Bonus bet may be less than, equal to, or greater than the base game 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 $25
Maximum Wagering Limits shall be between $50 and No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
7	$5 - $50	$2	$0.50
	$51+	$3	
8	$5 - $50	$2	$0
	$51 - $300	$3	
	$301 - $500	$4	
	$501 - $1,000	$7	
	$1,001+	$10	
9	$10 - $100	$2	$0
	$101 - $400	$3	
	$401 - $700	$4	
	$701 - $1,500	$7	
	$1,501+	$13	
10	$25 - $300	$3	$0
	$301 - $700	$6	
	$701 - $1,200	$9	
	$1,201 - $2,000	$15	
	$2,001+	$20	

Mississippi Stud 3 Card Bonus

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

California Games Collection Rates

Although the Bureau has approved these collection rates, these collection rates do not affect any rules regarding player-dealer rotation. The Bureau reserves the right to: (1) review the lawfulness of the California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the California Games Collection Rates 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.

CA Baccarat (GEGA-001494), 21st Century Baccarat w/ early and late tie bets (GEGA-000017), 21st Century Baccarat 8.0 (GEGA-002443), 21st Century Lucky 7 Baccarat (GEGA-003149), 21st Century Baccarat 9.0 (GEGA-002666) - For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
1	$5-$50	$2	$0.50
2	$10-$100	$2	$1
3	$50-$300	$4	$2
4	$100-$500	$5	$3
5	$100-$1,000	$10	$6
6	$500-$1,000	$10	$6

EZ Baccarat (GEGA-002822) - For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
1	$5-$50	$2	$0.50
2	$10-$100	$2	$1
3	$25-$100	$2	$1
4	$50-$300	$4	$2
5	$100-$500	$5	$3
6	$100-$1,000	$10	$6
7	$500-$1,000	$10	$6

For **schedule options 8 through 12**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager, Dragon 7 Bonus Bet, Panda 8 Bonus Bet, and Tie Bet when placed without a controlled game wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee	Dragon 7 Fee	Panda 8 Fee	Tie Bet Fee
8	$10-$100	$2	$1	$1	$1	$1
9	$25-$100	$2	$1	$1	$1	$1
10	$50-$300	$3	$2	$1	$1	$1

11	$100-$500	$5	$3	$1	$1	$1
12	$500-$1,000	$10	$6	$1	$1	$1

For **schedule options 13 through 57,** a collection fee shall be taken per hand from the player-dealer position based on the total amount all players have wagered on the Player line, Banker line, Tie Bet, Dragon 7 bonus bet, and Panda 8 bonus bets at the table, known as Total Table Action. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie Bet, or placing a Dragon 7 or Panda 8 bonus bet. All bonus bets may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Total Table Action	Player-Dealer Fee	Player Fee
13	$10-$100	$10-$50	$1	$0
		$51-$300	$2	
		$301-$500	$3	
		$501-$1,100	$7	
		$1,101+	$15	
15	$10-$100	$10-$100	$2	$0
		$101-$300	$2	
		$301-$500	$3	
		$501-$1,100	$7	
		$1,101+	$15	
14	$10-$100	$10-$300	$2	$0
		$301-$500	$3	
		$501-$1,100	$7	
		$1,101+	$15	
16	$10-No Limit	$10-$300	$2	$0
		$301-$500	$5	
		$501-$1,000	$9	
		$1,001-$2,000	$15	
		$2,001+	$25	
17	$10-No Limit	$10-$300	$3	$0
		$301-$500	$6	
		$501-$1,000	$12	
		$1,001-$2,000	$20	
		$2,001+	$30	
18	$25-$100	$25-$100	$1	$0
		$101-$300	$2	
		$301-$500	$3	
		$501-$1,100	$7	
		$1,101+	$15	
19	$25-No Limit	$25-$100	$1	$0
		$101-$300	$2	
		$301-$700	$4	
		$701-1,000	$8	
		$1,001+	$12	

California Games Collection Rates

20	$25-No Limit	$25-$300	$2	$0
		$301-$500	$5	
		$501-$1,000	$9	
		$1,001-$2,000	$15	
		$2,001+	$25	
21	$25-No Limit	$25-$300	$3	$0
		$301-$500	$6	
		$501-$1,000	$12	
		$1,001-$2,000	$20	
		$2,001+	$30	
22	$25-No Limit	$25-$300	$2	$0
		$301-$700	$4	
		$701-$1,000	$8	
		$1,001-$3,000	$12	
		$3,001+	$20	
23	$25-No Limit	$25-$300	$2	$0
		$301-$800	$6	
		$801-$1,500	$10	
		$1,501-$3,000	$12	
		$3,001+	$20	
24	$25-No Limit	$25-$300	$2	$0
		$301-$700	$5	
		$701-$1,000	$8	
		$1,001-$3,000	$15	
		$3,001+	$25	
25	$50-$300	$50-$100	$1	$0
		$101-$300	$2	
		$301-$600	$4	
		$601-$1,200	$10	
		$1,201+	$15	
26	$50-No Limit	$50-$200	$2	$0
		$201-$600	$5	
		$601-$1,500	$10	
		$1,501-$3,000	$25	
		$3,001+	$40	
27	$50-No Limit	$50-$200	$2	$0
		$201-$600	$5	
		$601-$2,000	$12	
		$2,001-$3,500	$30	
		$3,501+	$50	
28	$50-No Limit	$50-$300	$2	$0
		$201-$500	$5	
		$501-$1,000	$9	
		$1,001-$2,000	$15	
		$2,001+	$25	

California Games Collection Rates

29	$50-No Limit	$50-$300	$3	$0
		$201-$500	$6	
		$601-$1,000	$12	
		$1,001-$2,000	$20	
		$2,001+	$30	
30	$50-No Limit	$50-$300	$1	$0
		$301-$1,000	$5	
		$1,001-$2,000	$15	
		$2,001-$5,000	$25	
		$5,001+	$50	
31	$50-No Limit	$50-$500	$2	$0
		$501-$1,000	$7	
		$1,001-$2,000	$15	
		$2,001-$5,000	$25	
		$5,001+	$50	
32	$50-No Limit	$50-$300	$2	$0
		$301-$1,000	$7	
		$1,001-$2,000	$15	
		$2,001-$4,000	$25	
		$4,001+	$50	
33	$100-$500	$100-$300	$2	$0
		$301-$800	$5	
		$801-$1,200	$10	
		$1,201-$1,800	$15	
		$1,801+	$25	
34	$100-No Limit	$100-$300	$3	$0
		$301-$500	$6	
		$501-$1,000	$12	
		$1,001-$2,000	$20	
		$2,001+	$30	
35	$100-No Limit	$100-$300	$5	$0
		$301-$500	$15	
		$801-$1,000	$25	
		$1,001-$2,000	$50	
		$2,001+	$75	
36	$100-No Limit	$100-$500	$3	$0
		$501-$2,000	$15	
		$2,001-$6,000	$30	
		$6,001-$10,000	$70	
		$10,001+	$100	
37	$100-No Limit	$100-$799	$1.00	$0
		$800-$3,999	$20.00	
		$4,000 -$5,999	$40.00	
		$6,000-$8,999	$60.00	
		$9,000+	$75.00	

California Games Collection Rates

38	$100-No Limit	$100-$1,000	$15	$0
		$1,001-$2,500	$30	
		$2,501-$5,000	$60	
		$5,001-$15,000	$75	
		$15,001+	$150	
39	$100-No Limit	$100-$1,000	$3	$0
		$1,001-$5,000	$15	
		$5,001-$10,000	$40	
		$10,001-$20,000	$75	
		$20,001+	$150	
40	$100-No Limit	$100-$1,000	$3	$0
		$1,001-$5,000	$15	
		$5,001-$10,000	$50	
		$10,001-$15,000	$100	
		$15,001+	$150	
41	$100-No Limit	$100-$2,500	$25	$0
		$1,001-$5,000	$60	
		$5,001-$15,000	$100	
		$15,001-$30,000	$200	
		$30,001+	$250	
42	$300-$500	$300-$800	$5	$0
		$801-$1,200	$10	
		$1,201-$1,800	$15	
		$1,801-$3,500	$25	
		$3,501+	$30	
43	$300-No Limit	$300-$1,200	$3	$0
		$1,201-$4,000	$12	
		$4,001-$6,000	$40	
		$6,001-$10,000	$60	
		$10,001+	$80	
44	$300-No Limit	$300-$1,000	$3	$0
		$1,001-$4,000	$15	
		$4,001-$8,000	$30	
		$8,001-$20,000	$50	
		$20,001+	$100	
45	$300-No Limit	$300-$1,200	$3	$0
		$1,201-$4,000	$15	
		$4,001-$8,000	$25	
		$8,001-$20,000	$50	
		$20,001+	$80	
46	$300-No Limit	$300-$1,200	$5	$0
		$1,201-$4,000	$25	
		$4,001-$8,000	$50	
		$8,001-$20,000	$90	
		$20,001+	$150	

California Games Collection Rates

47	$300-No Limit	$300-$1,000	$5	$0
		$1,001-$2,000	$25	
		$2,001-$8,000	$50	
		$8,001-$20,000	$90	
		$20,001+	$150	
48	$300-No Limit	$300-$1,000	$5	$0
		$1,001-$2,000	$15	
		$2,001-$6,000	$30	
		$6,001-$10,000	$70	
		$10,001+	$100	
49	$300-No Limit	$300-$1,000	$5	$0
		$1,001-$3,000	$15	
		$3,001-$6,000	$40	
		$6,001-$12,000	$80	
		$12,001+	$125	
50	$500-No Limit	$500-$1,500	$5	$0
		$1,501-$2,500	$15	
		$2,501-$5,000	$25	
		$5,001-$15,000	$45	
		$15,001+	$65	
51	$500-No Limit	$500-$1,500	$7	$0
		$1,501-$3,500	$20	
		$3,501-$7,000	$50	
		$7,001-$15,000	$90	
		$15,001+	$150	
52	$500-No Limit	$500-$5,000	$7	$0
		$5,001-$10,000	$30	
		$10,001-$15,000	$75	
		$15,001-$20,000	$100	
		$20,001+	$150	
53	$500-No Limit	$500-$10,000	$7	$0
		$10,001-$20,000	$50	
		$20,001-$30,000	$100	
		$30,001-$40,000	$150	
		$40,001+	$200	
54	$500-No Limit	$500-$5,000	$7	$0
		$5,001-$10,000	$50	
		$10,001-$15,000	$100	
		$15,001-$20,000	$150	
		$20,001+	$200	
55	$1,000-No Limit	$1,000-$10,000	$10	$0
		$10,001-$15,000	$50	
		$15,001-$20,000	$100	
		$20,001-$30,000	$150	
		$30,001+	$200	

56	$1,000-No Limit	$1,000-$10,000	$10	$0
		$10,001-$20,000	$50	
		$20,001-$30,000	$100	
		$30,001-$40,000	$150	
		$40,001+	$200	
57	$1,000-No Limit	$1,000-$10,000	$10	$0
		$10,001-$15,000	$100	
		$15,001-$20,000	$150	
		$20,001-$30,000	$200	
		$30,001+	$300	

No Bust 21st Century Blackjack (GEGA-001491), LA Blackjack (GEGA-001493), Hustler Casino Blackjack (GEGA-001506), No Bust 21st Century Blackjack Second Chances (GEGA-001508), No Bust 21st Century Blackjack 4.0a (GEGA-000114), No Bust 21st Century Blackjack 6.2 (GEGA-002665), No Bust 21st Century Blackjack 4.0B (GEGA-003532) - For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per base game wager placed. No collection fee shall be taken for placing any bonus bets, or any double down, split, insurance or surrender. The Perfect Pair Bonus Bet may be less than, equal to, or greater than the base game wager. The Buster Blackjack Bonus Bet may be less than or equal to, but may not exceed the base game wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$25	$0.50	$1.50
2	$10-$100	$1	$2
3	$10-$100	$1	$3
4	$25-$100	$1	$2
5	$50-$300	$2	$4
6	$100-$500	$3	$5

For **schedule options 7 through 10**, a collection fee shall be taken per hand from the player-dealer position based on the total amount all players have wagered and any bonus bets at the table, known as the Total Table Action, and prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a base game wager or any bonus bet. The Perfect Pair Bonus Bet may be less than, equal to, or greater than the base game wager. The Buster Blackjack Bonus Bet may be less than or equal to, but may not exceed the base game wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Total Table Action	Player-Dealer Fee	Player Fee
7	$5-$25	$5-$25	$0.50	$0
		$26-$100	$1	
		$101-$300	$2	
		$301- $500	$3	
		$501+	$6	

8	$10-$100	$10-$100	$1	$0
		$101-$300	$2	
		$301-$500	$4	
		$501-$1,500	$7	
		$1,501+	$13	
9	$25-$100	$25-$100	$1	$0
		$101-$400	$2	
		$401-$700	$7	
		$701-$1,500	$9	
		$1,501+	$13	
10	$100-$500	$100-$500	$2	$0
		$501-$1,000	$6	
		$1,001-$1,500	$10	
		$1,501-$3,500	$17	
		$3,501+	$25	

Three Card Poker (GEGA-000112), Three Card Poker 6 Card Bonus (GEGA-003525) - For **schedule option 1 and 2**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player ante wager placed. There shall be no fee taken from a player for placing any bonus bet. The bonus bet may be less than, equal to, or greater than the base game wager within table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$100	$1	$2
2	$5-$100	$1	$3

For **schedule options 3 through 6**, a collection fee shall be taken per hand from the player-dealer position based on the total amount all players have wagered and any bonus bets at the table, known as the Total Table Action, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Total Table Action	Player-Dealer Fee	Player Fee
3	$1-$100	$1-$75	$1	$0
		$76-$200	$2	
		$201-$500	$4	
		$501-$1,500	$5	
		$1,501+	$10	
4	$10-$100	$10-$75	$1	$0
		$76-$200	$2	
		$201-$500	$4	
		$501-$1,500	$5	
		$1,501+	$10	

5	$25-$100	$25-$100	$1	$0
		$101-$400	$3	
		$401-$1,000	$7	
		$1,001-$3,000	$18	
		$3,001+	$25	
6	$50-$300	$50-$600	$4	$0
		$601-$1,500	$9	
		$1,501-$3,000	$15	
		$3,001-$6,000	$20	
		$6,001+	$30	

Fortune Pai Gow Poker 1.0 (GEGA-002516), Pai Gow Poker (GEGA-001504) - For **schedule options 1 through 8**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$50-$300	$2	$4
4	$100-$500	$3	$5
5	$100-$1,000	$5	$10
6	$300-$1,000	$5	$10
7	$300-$2,000	$10	$15
8	$500-$2,000	$10	$15

For **schedule options 9 through 12**, a collection fee shall be taken per hand from the player-dealer position based on the total amount all players have wagered, known as the Total Table Action, prior to any tiles being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager.

Schedule Option	Wager Limit Per Betting Circle	Total Table Action	Player-Dealer Fee	Player Fee
9	$1-$100	$1-$100	$1	$0
		$101-$300	$2	
		$301-$500	$4	
		$501-$1,500	$7	
		$1,501+	$13	
10	$10-$100	$10-$100	$1	$0
		$101-$300	$2	
		$301-$500	$4	
		$501-$1,500	$7	
		$1,501+	$13	
11	$25-$100	$25-$100	$1	$0
		$101-$400	$3	
		$401-$1,000	$7	
		$1,001-$3,000	$18	
		$3,001+	$25	

12	$50-$300	$50-$1,200	$5	$0
		$1,201-$3,600	$12	
		$3,601-$9,000	$24	
		$9,001-$24,000	$36	
		$24,001+	$50	

Pai Gow Tiles (GEGA-001501) - For **schedule option 1 through 6**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. The collection fees shall be collected prior to tiles being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$50-$300	$2	$4
4	$100-$500	$3	$5
5	$200-$700	$4	$8
6	$300-$1,000	$5	$10

For **schedule options 7 through 12**, a collection fee shall be taken per hand from the player-dealer position based on the total amount all players have wagered and any bonus bets at the table, prior to cards being dealt or any round of play being conducted. A collection fee shall also be taken from each player per controlled game wager placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Total Table Action	Player-Dealer Fee	Player Fee
7	$1-$100	$1-$100	$1	$0
		$101-$300	$2	
		$301-$500	$4	
		$501-$1,500	$7	
		$1,501+	$13	
8	$10-$100	$10-$100	$1	$0
		$101-$300	$2	
		$301-$500	$4	
		$501-$1,500	$7	
		$1,501+	$13	
9	$10-$500	$10-$500	$2	$1
		$501-$2,000	$5	
		$2,001-$5,000	$10	
		$5,001+	$25	
10	$25-$100	$25-$100	$1	$0
		$101-$400	$3	
		$401-$1,000	$7	
		$1,001-$3,000	$18	
		$3,001+	$25	

11	$50-$300	$50-$1,200	$5	$0
		$1,201-$3,600	$12	
		$3,601-$9,000	$24	
		$9,001-$24,000	$36	
		$24,001+	$50	
12	$100-$500	$100-$2,000	$5	$1
		$2,001-$5,000	$10	
		$5,001-$8,000	$25	
		$8,001+	$35	

Super Pan 9 (GEGA-001492) - For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing a bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$50-$300	$2	$4
4	$100-$500	$3	$5
5	$200-$700	$4	$8
6	$300-$1,000	$5	$10
7	$500-$2,000	$10	$20

Easy Poker (GEGA-001503) - For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing an Easy Poker bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$100	$1	$2

Caribbean Stud Poker (GEGA-001502) - For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per ante wager placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$50	$0.50	$1
2	$10-$100	$1	$2
3	$50-$300	$2	$3

California Games Collection Rates

Let it Ride Bonus (GEGA-002162) - For **schedule options 1 through 5,** a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per controlled game wager placed. There shall be no fee taken from a player for placing an optional $1 bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$25	$0.50	$1
2	$10-$100	$1	$2
3	$25-$100	$1	$2
4	$50-$300	$2	$3
5	$100-$500	$3	$4

Ultimate Texas Hold'em (GEGA-001214) - For **schedule option 1**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken from each player per ante wager they place. There shall be no fee taken from a player for placing an optional $0.50 bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$100	$1	$3

For **schedule options 2 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total amount all players have wagered and any bonus bets at the table, known as the Total Table Action, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Total Table Action	Player-Dealer Fee	Player Fee
2	$1-$100	$1-$75	$1	$0
		$76-$200	$2	
		$201-$500	$4	
		$501-$1,500	$5	
		$1,501+	$10	
3	$10-$100	$10-$75	$1	$0
		$76-$200	$2	
		$201-$500	$4	
		$501-$1,500	$5	
		$1,501+	$10	
4	$25-$100	$25-$100	$1	$0
		$101-$400	$3	
		$401-$1,000	$7	
		$1,001-$3,000	$18	
		$3,001+	$25	

5	$50-$300	$50-$600	$4	$0
		$601-$1,500	$9	
		$1,501-$3,000	$15	
		$3,001-$6,000	$20	
		$6,001+	$30	

2 Way Winner (GEGA-004621) - For **schedule options 1 through 5**, the collection fees shall be taken per hand, from the player and the player-dealer position. The wagering limit for the 7-Card Bonus shall be $1-$100. There shall be no collection taken for the 7-Card Bonus Bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Player-Dealer Fee
1	$5-$25	$.50	$2
2	$10-$100	$1	$3
3	$25-$100	$1	$3
4	$50-$300	$2	$4
5	$100-$500	$3	$5

Casino War (GEGR-002065), Crazy 4 Poker (GEGR-002066) - For **schedule options 1 through 8**, the Player-Dealer Collection shall be taken per hand from the player-dealer position. For **schedule options 1 through 4**, there shall be no collection fee taken from any player or backline bettor for placing any base game wager or the optional Tie Wager. For **schedule options 5 through 8**, a collection fee shall be taken from each player and backline bettor for each base game wager placed. There shall also be a collection fee taken for each Promotional Bet Chip (GEGA-004406) used prior to the deal. There shall be no additional collection fee taken from players or backline bettors for placing any Tie Wager or War wager. The Tie Wager limit shall range from $5-$100 and may be less than, equal to, or greater than the base game wager. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Collection	Player Collection	Promotional Chip Collection
1	$5-$100	$2	$0	$1
2	$10-$100	$2	$0	$1
3	$25-$100	$3	$0	$1
4	$50-$300	$5	$0	$1
5	$5-$100	$2	$1	$1
6	$10-$100	$2	$1	$1
7	$25-$100	$3	$1	$1
8	$50-$300	$5	$3	$1

California Games Collection Rates

For **schedule options 9 through 12**, the Player-Dealer Collection fee shall be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers and Tie Wagers placed. For **schedule option 9**, a collection fee shall also be taken from each player and backline bettor for each base game wager placed. There shall be no additional collection fee required from a player or backline bettor when placing a Tie Wager or War Wager. The Tie Wager limit shall range from $5-$100 and may be less than, equal to, or greater than the base game wager. For **schedule options 10 through 12**, there shall be no collection fee taken from any player or backline bettor. The collection fees shall be taken prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	$5-$50	$5-$50	$2	$0.50
		$51+	$3	
10	$5-No Limit	$5-$50	$2	$0
		$51-$300	$3	
		$301-$500	$4	
		$501-$1,000	$7	
		$1,001+	$10	
11	$10-No Limit	$10-$100	$2	$0
		$101-$400	$3	
		$401-$700	$4	
		$701-$1,500	$7	
		$1,501+	$13	
12	$25-No Limit	$25-$300	$3	$0
		$301-$700	$6	
		$701-$1,200	$9	
		$1,201-$2,000	$15	
		$2,001+	$20	

Mississippi Stud 3 Card Bonus (GEGR-002070) - For **schedule options 1 through 6**, 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 $100 and $300

Schedule Option	Player Fee	Player-Dealer Fee
1	$0	$2
2	$1	$2
3	$0	$3
4	$1	$3
5	$0	$5
6	$1	$5

California Games Collection Rates

For **schedule options 7 through 10**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. Additionally, the Player Fee shall be taken from each player for each base game wager they place. No additional collection shall be taken from any player or the player-dealer for any 3 Card Bonus bets placed. The 3 Card Bonus bet may be less than, equal to, or greater than the base game 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 $25
Maximum Wagering Limits shall be between $50 and No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
7	$5-$50	$2	$0.50
	$51+	$3	
8	$5-$50	$2	$0
	$51-$300	$3	
	$301-$500	$4	
	$501-$1,000	$7	
	$1,001+	$10	
9	$10-$100	$2	$0
	$101-$400	$3	
	$401-$700	$4	
	$701-$1,500	$7	
	$1,501+	$13	
10	$25-$300	$3	$0
	$301-$700	$6	
	$701-$1,200	$9	
	$1,201-$2,000	$15	
	$2,001+	$20	

Casino War (GEGR-002065) - For **schedule options 1 through 8**, the Player-Dealer Collection shall be taken per hand from the player-dealer position. For **schedule options 1 through 4**, there shall be no collection fee taken from any player or backline bettor for placing any base game wager or the optional Tie Wager. For **schedule options 5 through 8**, a collection fee shall be taken from each player and backline bettor for each base game wager placed. There will also be a collection fee taken for each CA Games Promotional Chips (GEAR-001021) used prior to the deal. There will be no additional collection fee taken from players or backline bettors for placing any Tie Wager or War Wager. The Tie Wager limit shall range from $5-$100 and may be less than, equal to, or greater than the base game wager. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Collection	Player Collection	Promotional Chip Collection
1	$5-$100	$2	$0	$1
2	$10-$100	$2	$0	$1
3	$25-$100	$3	$0	$1
4	$50-$300	$5	$0	$1
5	$5-$100	$2	$1	$1
6	$10-$100	$2	$1	$1
7	$25-$100	$3	$1	$1

8	$50-$300	$5	$3	$1

For **schedule options 9 through 12**, the Player-Dealer Collection fee shall be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers and Tie Wagers placed. For **schedule option 9**, a collection fee shall also be taken from each player and backline bettor for each base game wager placed. There shall be no additional collection fee required from a player or backline bettor when placing a Tie Wager or War Wager. The Tie Wager limit shall range from $5-$100 and may be less than, equal to, or greater than the base game wager. For **schedule options 10 through 12**, there shall be no collection fee taken from any player or backline bettor. The collection fees shall be taken prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	$5-$50	$5-$50	$2	$0.50
		$51+	$3	
10	$5-No Limit	$5-$50	$2	$0
		$51-$300	$3	
		$301-$500	$4	
		$501-$1,000	$7	
		$1,001+	$10	
11	$10-No Limit	$10-$100	$2	$0
		$101-$400	$3	
		$401-$700	$4	
		$701-$1,500	$7	
		$1,501+	$13	
12	$25-No Limit	$25-$300	$3	$0
		$301-$700	$6	
		$701-$1,200	$9	
		$1,201-$2,000	$15	
		$2,001+	$20	

Crazy 4 Poker (GEGR-002066) - For **schedule options 1 through 8**, the collection fees will be taken per hand from the player-dealer. For **schedule options 5 through 8**, a collection fee will also be taken from each player for each base game wager placed. There will also be a collection fee taken for each CA Games Promotional Chips (GEAR-001021) used prior to the deal. There will be no additional collection fee taken from players for placing any bonus bets. All bonus bets may be less than, equal to, or more than the base game wager as long as it is within the table limits. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee	Promotional Chip Fee
1	$5-$100	$2	$0	$1
2	$10-$100	$2	$0	$1
3	$25-$100	$3	$0	$1
4	$50-$300	$5	$0	$1
5	$5-$100	$2	$1	$1
6	$10-$100	$2	$1	$1
7	$25-$100	$3	$1	$1

8	$50-$300	$5	$3	$1

For **schedule options 9 through 12**, a collection fee will be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers placed. The bonus bets limit will range from $5-$100. For **schedule option 9**, a collection fee will also be taken from each player for each base game wager placed. There will be no additional collection fee required from a player when placing a bonus bet. For **schedule options 10 through 12**, there will be no collection fee taken from each player. The collection fees will be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	$5-$50	$5-$50	$2	$0.50
		$51+	$3	
10	$5-No Limit	$5-$50	$2	$0
		$51-$300	$3	
		$301-$500	$4	
		$501-$1,000	$7	
		$1,001+	$10	
11	$10-No Limit	$10-$100	$2	$0
		$101-$400	$3	
		$401-$700	$4	
		$701-$1,500	$7	
		$1,501+	$13	
12	$10-No Limit	$25-$300	$3	$0
		$301-$700	$6	
		$701-$1,200	$9	
		$1,201-$2,000	$15	
		$2,001+	$20	

California Games Collection Rates

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.
- Hustler 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.

Three Card Poker 6 Card Bonus

Type of Game

The game of Three Card Poker 6 Card Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for a player to assemble a three-card poker hand that ranks higher than the player-dealer's three-card poker hand.

Description of the Deck and Number of Decks Used

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

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

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

- The backs of each deck will be a different color;
- One deck will be shuffled by the 'shuffler' 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.

Card Values and Hand Rankings

The rank of each card used in Three Card Poker 6 Card Bonus when forming a three-card poker hand, in order of highest to lowest rank, 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 it begins a Straight or a Straight Flush.

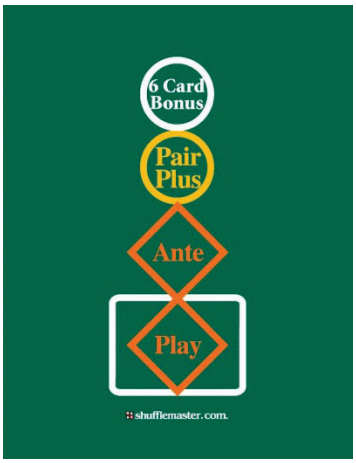
Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked Straight Flush and 3, 2 and ace 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 2s is the lowest ranked Three of a Kind.
Straight	A hand that consists of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and 3, 2, ace is the lowest ranked Straight.

Flush	A hand that consists of three cards of the same suit, but 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 2s is the lowest ranked Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and jack is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

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



The wagering areas shall be designated as follows:

- For the Ante wager, the word “Ante”;
- For the Play wager, the word “Play”;
- For the Pair Plus, the words “Pair Plus”;
- For the 6 Card Bonus, the words “6 Card Bonus.”

Dealing Procedures and Round of Play

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.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. 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 who has placed the Ante wager required above, shall also have the option to make an additional Pair Plus and a 6 Card Bonus.
   a. The Pair Plus awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Payout Table.
5. The 6 Card Bonus considers the three cards dealt to the player’s hand and the three cards dealt to the player-dealer’s hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer’s hand, to make the best possible five card poker hand. If the player’s hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
6. The house dealer shall wait for each player to place their Ante wager as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus, or 6 Card Bonus shall be made, increased, or withdrawn after the house dealer has announced “no more bets.”

7. 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 up card.
   a. 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.
8. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
9. After the stacks have been delivered to each player, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. After the dealing procedures above have been completed, each player shall examine their cards.
11. Each player who wagers in Three Card Poker 6 Card Bonus is responsible for their 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 their three cards in full view of the house dealer at all times.
12. After examination of the cards, each player 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 their 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, 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, the 6 Card Bonus is still active.
13. After each player has either placed a wager on the table in the Play 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 except for players who have placed a 6 Card Bonus. The house dealer will place the player's cards under the 6 Card Bonus.
14. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
15. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify** and the following applies:
   a. The Ante wager receives action. The house dealer will pay each Ante wager not surrendered (by folding) even money, regardless if the player's hand beats the player-dealer's hand. If the player surrendered (by folding), the player loses.
   b. The Play wager receives no action. The house dealer shall immediately refund these wagers to players.

2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer shall immediately stack each player's Play wager atop the Ante. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position or the player with the action button.
   a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
   b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
   c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play wagers shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus

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

- A player shall only place a Pair Plus wager if they have also placed an Ante wager prior to the initial deal.
- Pair Plus wager must be placed prior to the initial deal.
- The Pair Plus only considers the three cards each player is dealt.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for a payout, the player-dealer collects the Pair Plus wagers.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- The Pair Plus may win or lose regardless of the outcome of the base game wager. However, the Pair Plus shall be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on the Pair Plus.
- Winning Pair Plus wagers pay as follows:

Three Card Poker 6 Card Bonus

Pair Plus Payout Table

3-Card Hand	Payout
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 optional bonus bet for Three Card Poker 6 Card Bonus. The rules are as follows:

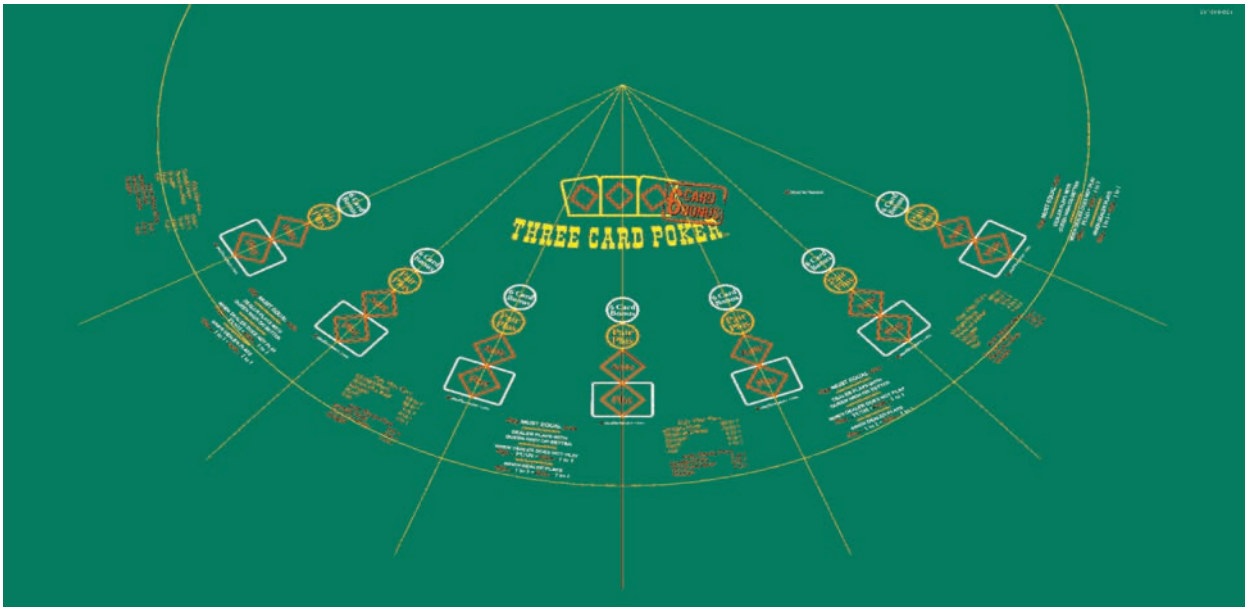
- A player shall only place a 6 Card Bonus wager if they have also placed an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- The 6 Card Bonus considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.
- A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wagers.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus shall not be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on the 6 Card Bonus.
- Winning 6 Card Bonus bets pay as follows:

6 Card Bonus Payout Table

6-Card Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Three Card Poker 6 Card Bonus

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Three Card Poker 6 Card Bonus, please refer to the California Games Collection Rates (GEGA-003476).

Face Up Pai Gow Poker

Type of Game

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

Object of the Game

The object of the game of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is exposed first. If the player-dealer has an ace-high hand, "Pai Gow", then all player's hands will push (tie).

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Face up Pai Gow Poker Hand Rankings

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

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 three separate betting areas specifically designated for three separate wagers: the base game, the Fortune Bonus Bet, and the Ace-High Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

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

1. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
   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 paytable, as shown below; 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.
      iii. Ace-High Bonus Bet pays according the posted pay table.
3. Backline betting is permitted on all wagers.
4. The game shall utilize an action button to determine the first player to receive first action from the player-dealer.
   a. To determine the placement of the action button, the house dealer shall 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.

5. Once all wagers have been placed, the house dealer shall complete the deal of seven piles of seven cards face-down in front of the house dealer, one at a time from the house dealer's left to right, until all seven hands are dealt. The house dealer shall then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
6. Should there be a need to deal the game manually (due to a machine malfunction, etc.) the following procedure shall be followed:
   a. The house dealer shall 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. Once the cards have been stacked, the player dealer selects which pile will be distributed to the first player who receives the "action" button. The house dealer identifies the hand by placing a button marked "action" on this pile by pushing it forward and turning the pile behind it sideways.
7. Once the first position is determined, the house dealer then distributes the seven piles of cards, starting with the action button and continuing clockwise.
   a. The player-dealer receives their cards in turn according to the action.
   b. 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.
8. The player-dealer's hand will then be exposed and set <u>before</u> the players set their hands.
   a. If the player-dealer has an ace-high seven-card hand, all player's wagers shall automatically push.
      i. If the player-dealer's hand does not contain a seven-card ace-high hand, each player shall then set their hand.
   b. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart.
9. 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.
   b. The player has the option to ask the house dealer to set their hand according to the House Way chart below.
   c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.
10. 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.
11. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
12. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.

13. 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.
14. The cards are collected, shuffled, and a new round begins.

Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example
High Card	Put 2nd and 3rd highest cards in front.	K♦ J♣ A♥ 10♣ 7♠ 5♥ 3♦
One Pair	Put Pair in back, highest two cards in front.	A♣ Q♦ 3♠ 3♣ J♥ 8♦ 4♣
Two Pair: High Pair is A's, K's, or Q's	Put small Pair in front.	3♦ 3♠ K♥ K♠ 7♥ 6♣ 2♦
Two Pair: High Pair is J's, 10's, or 9's	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 8's, 7's, or 6's	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 5's, 4's, or 3's	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	Q♥ 8♣ 5♥ 5♠ 4♥ 4♣ 2♠
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	9♣ 9♠ 7♦ 7♣ 5♥ 5♠ A♣
Three of a Kind: Aces	Put an ace and highest single card in front.	A♣ 8♦ A♦ A♠ 5♦ 4♣ 2♠

Face Up Pai Gow Poker

Three of a Kind: Kings and below	Put two highest single cards in front.	J♥ 10♣ K♥ K♦ K♣ 7♠ 5♥
Two Three of a Kinds	Put highest Pair possible in front.	J♣ J♦ 5♠ 5♥ 5♣ J♠ A♦
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	A♠ 9♠ 6♠ 5♠ 4♣ 3♦ 2♠
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	J♥ 8♦ 9♠ 8♥ 6♠ 5♦
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	7♦ 7♣ 9♥ 9♦ Q♦ J♦ 4♦
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	5♣ 5♥ 7♦ 6♠ 5♦ 4♠ 3♥
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	4♣ 4♥ 8♥ 8♠ 8♦ A♣ K♥
Four of a Kind A's, K's, or Q's	Split to Pair-Pair.	Q♣ Q♦ Q♥ Q♠ 9♠ 7♦ 5♣
Four of a Kind: J's, 10's, or 9's	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J♦ J♠ J♥ J♣ Q♦ 10♠ 7♥

Face Up Pai Gow Poker

Four of a Kind: 8's, 7's, or 6's	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: 5's or below	Always play Four of Kind behind.	9♥ 8♣ 5♠ 5♦ 5♥ 5♣ 2♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4♣ 4♥ 5♥ 5♦ 5♣ 5♠ 2♠
Five Aces	Always put a Pair of aces in front and Three of a Kind in back, unless a Jack or higher can be played alongside the joker. In that case, play the Jack or higher and the joker on top and four aces in the back.	A♣ A♠ A♥ A♦ K♠ 5♣

<u>How Winners are Determined and Paid</u>

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 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 shall collect 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 player-dealer shall pay all winning Ace-High Bonus Bets made by players when the player-dealer has an Ace-high seven-card hand or the player-dealer and player both have Ace-high seven-card hands.

8. The player-dealer shall collect all losing Ace-High Bonus Bets made by players when the player-dealer's hand is not an ace-high seven-card hand.

Bonus Bets

Fortune Bonus Bet

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 player as well as any backline bettor may place a Fortune Bonus Bet.
- See the collection rate schedule for restrictions on the amount to be wagered on the Fortune Bonus Bet and if any collection fees are to be taken.
- 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 paytable, 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	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	2,500 to 1	$1,000
Royal Flush + Royal Match	A hand that consists of ace, king, queen, jack, 10 and king, queen suited.	1,000 to 1	$250
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	750 to 1	$100
Five Aces	A hand that consists of four aces and a joker.	250 to 1	$50
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	125 to 1	$25
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	$10
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	

Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1	[redacted]
Three of a Kind	A hand that consists of three cards of the same rank.	3 to 1	
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	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 above. 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.
- Only seated players 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 above, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, all players with Envy buttons will be paid for the multiple Envy payouts. However, players are not eligible to win an Envy Bonus for their own hand.
- 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.

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

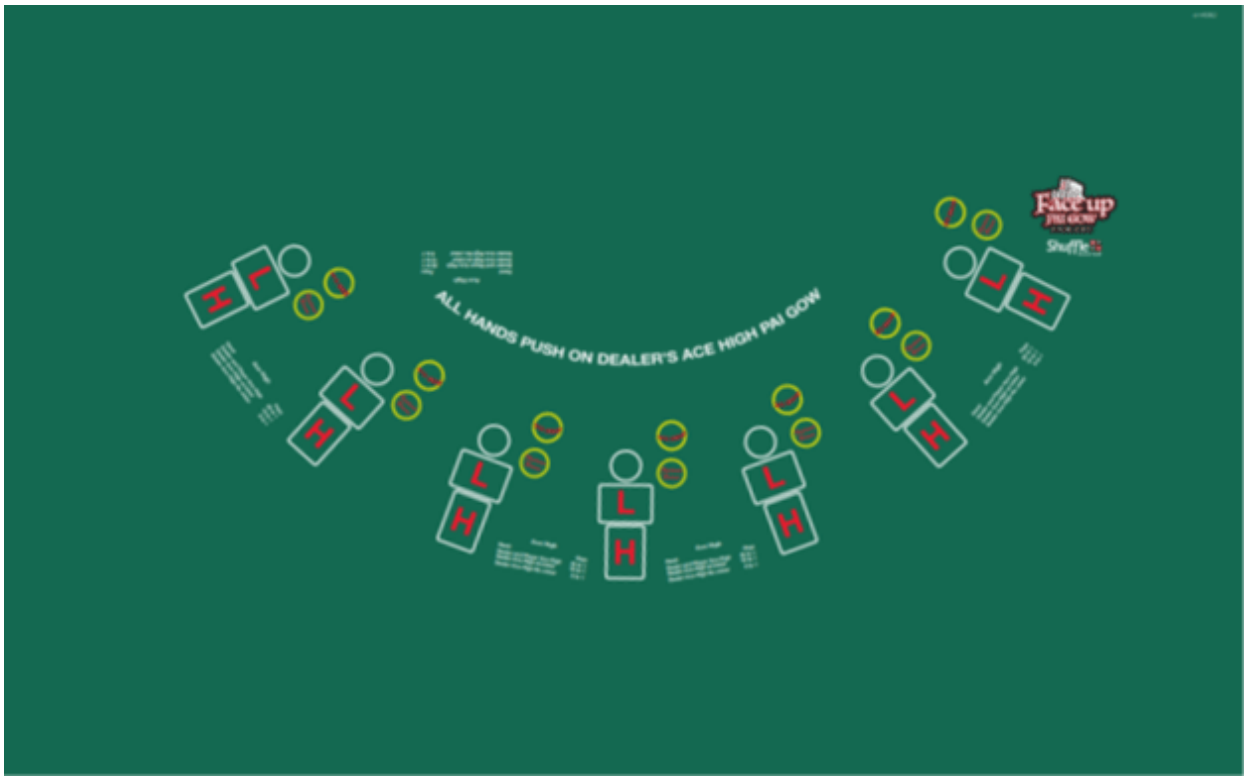
- A player may only place an Ace-High Bonus Bet if they have also placed a base game wager prior to the initial deal.
- Backline betting is permitted on the Ace-High Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ace-High Bonus Bet and any collection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

- Winning Ace-High Bonus Bets shall be paid according to the pay table, as shown below:

Ace-High Bonus Bet Pay Table

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

Table Layout



Collection Rates Schedules

For **schedule options 1 through 7**, a collection fee will be taken from each player for each base game wager they place. A collection fee will also be taken from the player-dealer per hand. There shall be no additional collection fee taken from players for placing any bonus bet. The bonus bet limit shall range from $5-$1,000. The bonus bet may be less than, equal to, or greater than the base game wager. However, it may not exceed the table limit. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection
1	$10-$100	$1	$2
2	$25-$100	$1	$2
3	$50-$300	$2	$4
4	$100-$500	$3	$5
5	$100-$1,000	$5	$10
6	$300-$2,000	$10	$15
7	$500-$2,000	$10	$15

For **schedule options 8 through 14**, there shall be no collection fee taken from any player for any base game or bonus bet they place. A collection fee will be taken from the player-dealer per hand. The bonus bet limit shall range from $5-$1,000. The bonus bet may be less than, equal to, or greater than the base game wager. However, it may not exceed the table limit. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection
8	$10-$100	$0	$2
9	$25-$100	$0	$2
10	$50-$300	$0	$4
11	$100-$500	$0	$5
12	$100-$1,000	$0	$10
13	$300-$2,000	$0	$15
14	$500-$2,000	$0	$15

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.
- Hustler 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.