

Outlaw's Card Parlour

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CA

Buster Blackjack



OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

The game uses a modified 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 cards specially marked with the word "Bonus" (four of each "king", "queen", "jack", and "ten" card). The game is played with a minimum of six decks to a maximum of eight decks.

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

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. The ACE is counted as a one and is the first seat to the right of the player/dealer. The counting is consecutive and clockwise with the player/dealer position NOT being counted.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-

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dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**

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

DIAGRAM #1

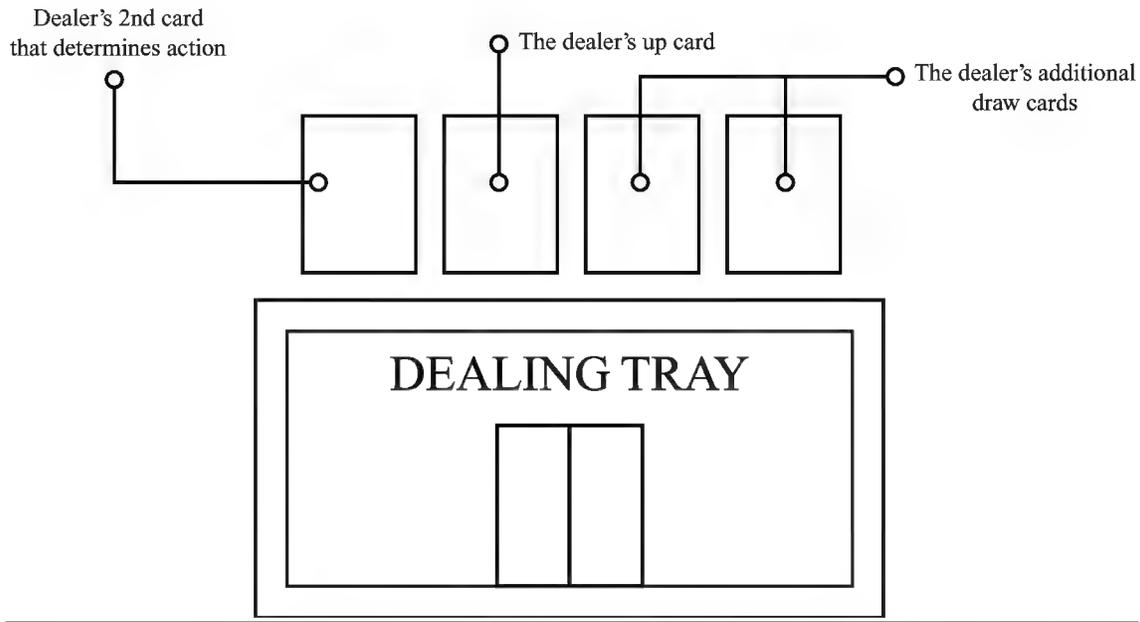


CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards and the Ace is counted as 11, not 1.

A "Hard" hand is achieved when a hand does not contain an Ace, or when it does contain an Ace, the Ace is counted as 1, not 11.

CHART 1B

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

A "Soft" hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 17, and the Ace may be counted as either 1 or 11.

A "Hard" hand is achieved when a hand contains any combination of three or more cards adding up to 17. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.
2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure 21.5 Blackjack and the player-dealer's total is more than a Pure 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure 21.5 Blackjack and the player-dealer's total is less than a Pure 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure 21.5 Blackjack, the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the house dealer. Collection fees will be determined by the cardroom and can be up to five separate rates per table.

11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten) Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. 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.
5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.
6. All payoffs are to the extent that the player-dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

BUSTER BLACKJACK BONUS BET

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with

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the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.

- a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
 - b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
 9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Note: If there are no game wagers remaining simply because all players have received a Pure 21.5 Blackjack, as long as there are Buster Blackjack Bonus Bet(s), the player-dealer must complete his or her hand, if it is not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout Option 3
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	250 to 1

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Collection Fees

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. **For schedule options 1 through 3**, there will be a collection fee taken from each player per betting square. **For schedule options 4 and 5**, there will be a collection fee taken from each player every 30 minutes/dealer down. The Buster Bet must be made in an amount within the table limits and may be less than, equal to, or more than the game wager, subject to local ordinance restrictions. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and 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 permitted per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Total Action	Player/Dealer Fee Per Hand	Player Fee Per betting square
1	\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
		\$51 - \$200	\$1.00	
		\$201 or more	\$2.00	
2	\$25 - \$100	\$25 - \$100	\$1.00	\$1.00
		\$101 - \$500	\$2.00	
		\$501 or more	\$3.00	
3	\$100 - \$200	\$100 - \$300	\$2.00	\$2.00
		\$301 - \$500	\$3.00	
		\$501 or more	\$5.00	

Schedule Option	Table Limit	Total Action	Player/Dealer Fee Per Hand	Player Fee (Per 30 mins)
4	\$5 - \$500	\$10-\$100	\$1.00	\$1.00
		\$105-\$300	\$2.00	
		\$305-\$500	\$3.00	
		\$505+	\$6.00	
5	\$5 - \$500	\$10-\$100	\$1.00	\$1.00
		\$105-\$300	\$2.00	
		\$305-\$500	\$4.00	
		\$505+	\$7.00	

Omaha

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Omaha Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. 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 words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” shall have the right of last action.
2. The game also utilizes two separate disks, one with the words “small blind” and the other with the words “big blind” on them, to visually designate which player is in the “small blind” position and which player is in the “big blind” position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) shall receive the flat white disk with the words 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 shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are pre-determined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”

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6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - 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 the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - 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, 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, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - 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 betting will occur.
11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits;
 - 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 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.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player wagers into the pot.
13. The house dealer shall then burn a card.
14. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table.
 - a. This is referred to as “the turn card.”
 - b. This card shall also become a community card and is shared by all players.
15. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
16. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits;
 - b. Call a wager according to the rules and guidelines used in the previous round of play;
 - c. Check according to the rules and guidelines used in the previous round of play;

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

How Winners are Determined and Paid

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

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

Omaha

Collection Rates Schedule

For **schedule options 1 through 4**, up to two collection fees will be taken from the pot at specific times during the game. The Collection Fee will be taken after the flop but before the river, based on the number of players. If the round of play does not reach the flop, no fee shall be taken.

Limit, Pot Limit, No Limit Games

\$1-\$1,000 Min/Max Wagering Limit

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

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

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 hand that beats the player-dealer's three card hand. The player-dealer must qualify to play with a minimum of queen-high. Also, there are two optional bonus bets a player may wager on: Pair Plus Bonus Bet and the 6 Card Bonus Bet.

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) or cards can be manually shuffled, cut and dealt by the house dealer.

Physical Characteristics: Cards used to play Three Card Poker 6 Card Bonus 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; and
- One deck will be shuffled by the shuffler while the other deck is being dealt or used to play the game; and
- Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- The cards from only one deck 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 the ace begins a Straight or a Straight Flush.

Three Card Poker 6 Card Bonus Hand Rankings

Three-Card Hand	Hand requirements
Mini Royal Flush	A hand comprised of an ace, king and queen of the same suit.
Straight Flush	A hand comprised of three cards of the same suit in consecutive ranking. A king, queen and jack is the highest ranked Straight Flush and an ace, 2 and 3 is the lowest ranked Straight Flush.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.

Three Card Poker 6 Card Bonus

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

Description of Table Used and Total Number of Seated Positions

Three Card Poker 6 Card Bonus shall be played on a standard blackjack style table having seven places on one side for players and a player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table 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 Bonus Bet, the word(s) “Bonus” or “Pair Plus”;
- For the 6 Card Bonus Bet, the words “6 Card Bonus.”



Dealing Procedures and Round of Play

All wagers in Three Card Poker 6 Card Bonus 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 or bonus bet.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place their wager in the betting circle in front of their seat. This wager will be used to pay the winners and will set the amount the player-dealer can collect from the losers. The house dealer will place a button in front of the player-dealer. The player-dealer will place the appropriate collection fee in front of their betting circle.
4. At the beginning of each round of play, each player will be required to place an Ante wager. Each player will have the option to place a Play wager after inspecting their hand. The Play wager must be equal to the Ante wager.
5. Each player who has placed the mandatory Ante wager, will also have the option to make an additional Pair Plus Bonus Bet and a 6 Card Bonus Bet.
6. The house dealer 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 Bets will be made, increased or withdrawn after the house dealer has announced, “no more bets.”

Three Card Poker 6 Card Bonus

7. After all wagers have been placed, the house dealer will shuffle the cards by use of a shuffle machine or manually so the cards are randomly intermixed.
8. Upon completion of the shuffle, the device shall dispense cards in stacks of three starting with the player left of the player-dealer.
9. After the stacks have been delivered face-down to each player, the player-dealer's bottom card will be turned face-up. The house dealer will unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. The game utilizes an action button to determine the player to receive first action on their wager(s). The player-dealer's face-up card determines the position of the action button. The player-dealer position is not counted when determining where the action button will 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 value of the player-dealer's face-up card. When determining where the action button will be placed, cards will hold the following values; ace, is one, 2-10 have their face value, jack is eleven, queen is twelve, and king is thirteen. If the action button lands on an unoccupied player position, the action button will rotate clockwise to the next occupied, active player position.
11. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus Bonus Bet (if placed), and then the 6 Card Bonus Bet (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.
12. After the dealing procedures above have been completed, each player shall examine their own cards.
13. Each player who wagers in Three Card Poker 6 Card Bonus is responsible for their own hand and no person other than the house dealer may touch the cards of the player. Each player shall be required to keep their three cards in full view of the house dealer at all times.
14. 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 will offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus Bonus Bet, but does not make a Play wager, the player will forfeit the Pair Plus Bonus Bet as well as the Ante wager.
 - b. If a player has placed a 6 Card Bonus Bet but does not make a Play wager, the 6 Card Bonus Bet is still active.
15. After each player has either placed a wager on the table in the Play wager area or forfeited their wager, the house dealer will collect all forfeited wagers and associated cards, placing them in the discard rack except for players who have placed a 6 Card Bonus Bet. The house dealer will place the player's cards under the 6 Card Bonus Bet.
16. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the player-dealer does not qualify.
 - a. The Ante wager receives action if the player did not fold and their hand ranks higher than the player-dealer's hand; the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager will be a push and returned to the player.

Three Card Poker 6 Card Bonus

- b. The Play wager receives no action. The house dealer will immediately refund these wagers to players.
 - c. All bonus bets will still receive action.
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 wager. The house dealer will then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante wager and the Play wager.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante wager and the Play wager.
 - 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 wager and Play wagers will push and be returned to the player.
3. The action on payouts will always begin with the active player position with the action button and continue clockwise. All wagers shall be settled from seat to seat in the following order: the Ante wager, then the Play wager, then the Pair Plus Bonus Bet (if placed), and then the 6 Card Bonus Bet (if placed).
4. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
5. All cards collected by the house dealer will be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
6. 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 Bonus Bet

The Pair Plus Bonus Bet is an optional bonus bet for Three Card Poker 6 Card Bonus. The Pair Plus Bonus Bet only considers the three cards dealt to each player. The hand must consist of certain card combinations as listed below in the Pair Plus Bonus Bet Payout Table. The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet shall be forfeited if the player folds their hand and does not place a Play wager. The rules are as follows:

- A player can only place a Pair Plus Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- Pair Plus Bonus Bets must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that can be wagered on the Pair Plus Bonus Bet and any collection fees taken.
- The player-dealer will pay all winning Pair Plus Bonus Bets and will collect all losing Pair Plus 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 Pair Plus Bonus Bets pay as follows:

Three Card Poker 6 Card Bonus

Pair Plus Bonus Bet Payout

Three-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 Bet

The 6 Card Bonus Bet is an optional bonus bet for Three Card Poker 6 Card Bonus. The 6 Card Bonus Bet considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand to make the best possible five card poker hand. The 6 Card Bonus Bet may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus Bet shall not be forfeited if the player folds their hand and does not place a Play wager. The rules are as follows:

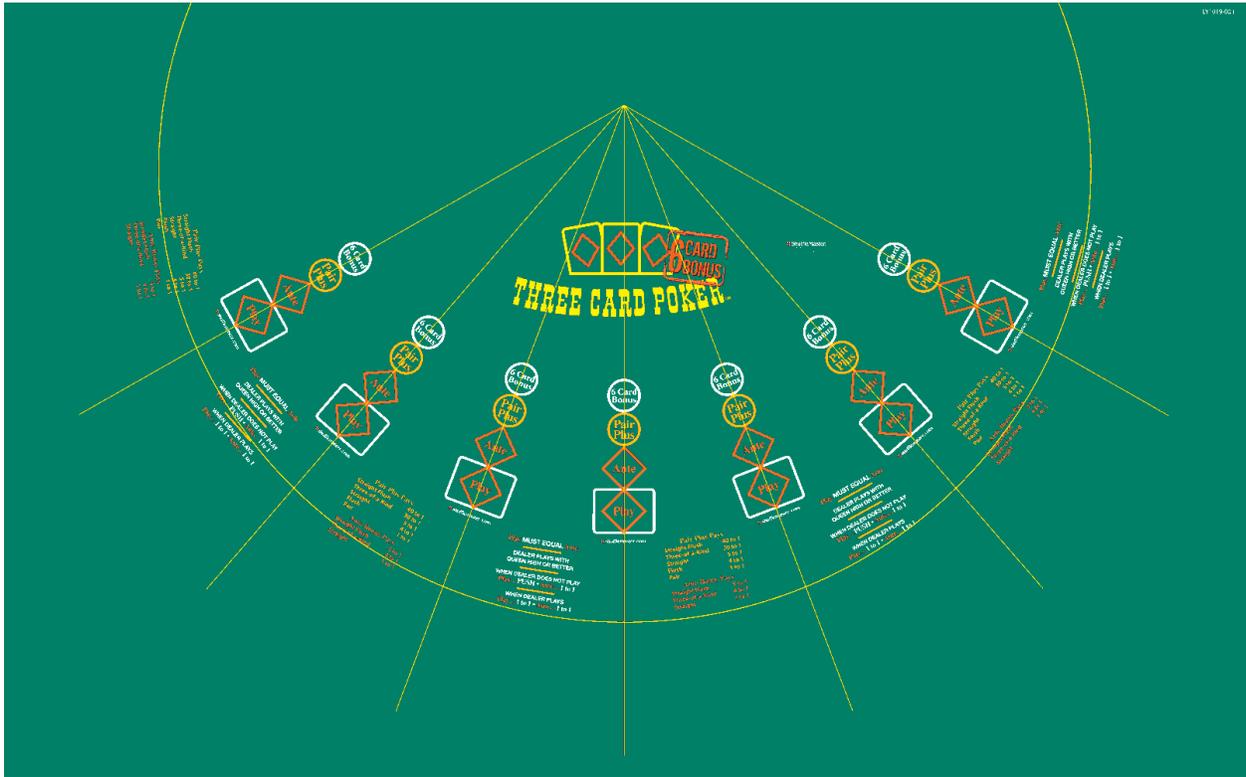
- A player can only place a 6 Card Bonus Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- 6 Card Bonus Bets must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that can be wagered on the 6 Card Bonus Bet and any collection fees taken.
- The player-dealer will pay all winning 6 Card Bonus Bets and will collect all losing 6 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.
- Winning 6 Card Bonus Bets pay as follows:

6 Card Bonus Bet Payout

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

Three Card Poker 6 Card Bonus

Table Layout



Collection Rates Schedule

For collection rates for the game of Three Card Poker 6 Card Bonus, please refer to California Games Collection Rates (GEGR-002043)

Poker Collection Rates

Texas Hold'em (GEGR-002045), Texas Hold'em Hi Lo Split (GEGR-002046), Omaha Hi Lo Split (GEGR-002050)

For **schedule options 1 through 3**, the house dealer will take the Collection Fee from the pot after the flop, wagers are made and placed in the pot, but before the turn card is exposed. If the round does not make it to the flop, no collection fee will be taken. The Collection fee is based on the number of players.

No Limit Games

Minimum \$40 Buy-In

No Maximum Buy-In

Schedule Option	Number of Active Players	Collection Fee
1	6 or more	\$8
2	4-5	\$7
3	3 or less	\$6

For **schedule options 4 through 6**, the house dealer will take the Collection Fee from the pot after the flop and wagers are made and placed in the pot, but before the turn card is exposed. If the round does not make it to the flop, no collection fee will be taken. The Collection fee is based on the number of players.

Limit Games

Minimum \$40 Buy-In

Maximum \$300 Buy-In

Schedule Option	Number of Active Players	Collection Fee
1	6 or more	\$8
2	4-5	\$7
3	3 or less	\$6

Draw Poker Hi Lo Split (GEGR-002051)

For **schedule options 1 through 3**, the house dealer will take the Collection Fee from the pot after the first round of betting but before the draw. If the round does not make it to the draw, no collection fee will be taken. The Collection fee is based on the number of players.

No Limit Games

Minimum \$40 Buy-In

No Maximum Buy-In

Schedule Option	Number of Active Players	Collection Fee
1	6 or more	\$8
2	4-5	\$7
3	3 or less	\$6

Poker Collection Rates

Omaha (GEGR-002204)

For **schedule options 1 through 4**, up to two collection fees will be taken from the pot at specific times during the game. The Collection Fee will be taken after the flop but before the river, based on the number of players. If the round of play does not reach the flop, no fee shall be taken.

Limit, Pot Limit, No Limit Games \$1-\$1,000 Min/Max Wagering Limit

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

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.

Omaha Hi Lo Split

Type of Game

The players of Omaha Hi Lo 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 and/or lower than the other players’ five-card poker hands. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards, to make their hand. When making a five-card low poker hand and/or a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand to make the highest and/or lowest ranking five-card poker hand, according to the Five Card High Hand Ranking Chart and the Five Card Low Hand Ranking as listed below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

Five-Card High Card Values - The value of each card used in Omaha Hi Lo Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 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.

Five-Card Low Card Values - The value of each card used in Texas Hold’em Hi Lo Split when forming a five-card low poker hand, in order of lowest to highest value, shall be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits shall be considered equal in rank.

Five-Card High Hand Ranking - Five-Card High Hand rankings from highest to lowest are as follows:

Five-Card High 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.

Omaha Hi Lo Split

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.

Five-Card Low Hand Ranking - To make a qualifying five-card low poker hand, a player must have an 8 value card or lower. The hand does not qualify if it contains a card value higher than an 8. Also, if the hand has a pair or higher, the hand does not qualify.

- Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- The best possible five-card low poker hand is 5, 4, 3, 2 and ace; referred to as a "Wheel."
- The worst possible five-card low poker hand is 8, 7, 6, 5 and 4
- 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 an 8, 6, 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 accommodate up to ten seated positions for patrons. Each seated position at the table shall 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.

Omaha Hi Lo Split

- 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.
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, 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 four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four 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 four 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 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 shall move all wagers into the pot.

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13. The house dealer shall 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 turn 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 shall 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 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.
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 must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and/or lowest qualifying five-card low hand. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card high poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If more than one player has the highest ranking five-card high poker hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card high poker hand.
 - In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

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- If there is one five-card high poker hand and one qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card high poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card 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 high poker hand and there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low 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 there is more than one five-card high poker hand and more than one qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the players with the highest ranked five-card high poker hand and the other half of the pot being awarded to the players with the lowest qualifying five-card 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 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 hole cards or community cards to win both pots.

Collection Rates Schedule

For collection rates for the game of Omaha Hi Lo Split, please refer to Poker Collection Rates (GEGR-002048).

Draw Poker Hi Lo Split

Type of Game

The players of Draw Poker Hi Lo 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 and/or lower than the other players’ five-card poker hands. Players are initially dealt five cards face-down and are given an opportunity to improve their hand by discarding and drawing up to five cards to make a five-card poker hand. Each player must use all five cards in their hand at the showdown to make the highest and/or lowest ranking five-card poker hand, according to the Five-Card High Hand Ranking Chart and the Five-Card Low Hand Ranking as listed below.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and two jokers for a total of 54 cards. The two jokers may be used as an ace, to complete any straight, to complete any flush or to complete any straight flush. The The 54-card deck shall be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values - The value of each card used in Draw Poker Hi Lo Split when forming a five-card high poker hand, in order of highest to lowest value, 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.

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

Five-Card High Hand Ranking - Five-Card High Hand rankings from highest to lowest are as follows:

Five-Card High 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 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.

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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.

Five-Card Low Hand Ranking - To make a qualifying five-card low poker hand, a player must have an 8 value card or lower. The hand does not qualify if it contains a card value higher than an 8. Also, if the hand has a pair or higher, the hand does not qualify.

- Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- The best possible five-card low poker hand is 5, 4, 3, 2 and ace; referred to as a "Wheel."
- The worst possible five-card low poker hand is 8, 7, 6, 5 and 4
- 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 an 8, 6, 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 accommodate up to six seated positions for patrons. Each seated position at the table shall 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 the second and final wagering round, the action is started by the first active player to the left of the dealer button.

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- 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.
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, 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.
6. Once each player has received their five 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 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. 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. All discards are placed face-down in front of each player so all other players can see how many cards were discarded.
 - a. An active player may choose to discard from zero to five cards. The discarded cards are placed face-down in front of each player.
 - 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.
9. 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 and final round of betting.
10. All active players who called all wagers will be given the following options, starting with the first active player to the left of the dealer button:

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- 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.
11. After all players have acted in turn, the house dealer shall move all wagers into the pot.
 12. After the second and final round of wagering has been completed, the house dealer will move all wagers into the pot.
 13. 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 only draw, 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(s). The house dealer will combine the discard pile from the players who have received cards, scramble and shuffle per house procedures, re-cut and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards. If there are not enough cards in the discard pile to complete all active players' hands, all discarded cards from the active players whose draws were not replaced will be collected, scrambled and shuffled per house procedures, re-cut and complete the draw. The house dealer will deal out the remaining cards to any player who does not have a complete hand.*

How Winners are Determined and Paid

Each player must use all five cards in their hand at the showdown to make the highest and/or lowest ranking five-card poker hand. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranking qualifying five-card high poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If more than one player has the highest ranking qualifying five-card high poker hand and there is not a qualifying five-card low poker hand, the pot shall be split equally amongst all players with the highest ranked five-card high poker hand.
- If there is a single qualifying five-card high poker hand and a single qualifying five-card low poker hand, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card high poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand.
- If more than one player has the highest ranking qualifying five-card high poker hand and there is a single qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally amongst all players with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the qualifying five-card low poker hand.
- If there is more than one highest ranking qualifying five-card high poker hand and more than one qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being split equally amongst all the players with the highest ranked five-card high poker hand and the other half of the pot split equally amongst the players with the lowest qualifying five-card poker hand.

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- If there is a single highest ranking qualifying five-card high poker hand and more than one qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card high poker hand and the other half of the pot split equally amongst the players with the lowest qualifying five-card poker hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
- In the instance of an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For collection rates for the game of Draw Poker Hi Lo Split, please refer to Poker Collection Rates (GEGR-002048).

Texas Hold'em

Type of Game

The players of Texas Hold'em play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 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 or any combination of hole cards and community cards to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Texas 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 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.

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

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and accommodate up to ten seated positions for patrons. Each seated position at the table shall 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, 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.
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, 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 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

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- 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, 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 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 shall move all wagers into the pot.
 13. The house dealer shall 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 turn 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 shall 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 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.

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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.

Collection Rates Schedule

For collection rates for the game of Texas Hold'em, please refer to Poker Collection Rates (GEGR-002048).

Texas Hold'em Hi Lo Split

Type of Game

The players of Texas Hold'em Hi Lo 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 and/or lower 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. The players may play the board by using no hole cards and using the five community cards or any combination of hole cards and community cards to make the highest and/or lowest ranking five-card poker hand, according to the Five Card High Hand Ranking Chart and the Five Card Low Hand Ranking as listed below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

Five-Card High Card Values - The value of each card used in Texas Hold'em Hi Lo Split when forming a five-card high poker hand, in order of highest to lowest value, 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.

Five-Card Low Card Values - The value of each card used in Texas Hold'em Hi Lo Split when forming a five-card low poker hand, in order of lowest to highest value, shall be: ace, 2, 3, 4, 5, 6, 7 and 8. All suits shall be considered equal in rank.

Five-Card High Hand Ranking - Five-Card High Hand rankings from highest to lowest are as follows:

Five-Card High 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.

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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.

Five-Card Low Hand Ranking - To make a qualifying five-card low poker hand, a player must have an 8 value card or lower. The hand does not qualify if it contains a card value higher than an 8. Also, if the hand has a pair or higher, the hand does not qualify.

- Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met.
- The best possible five-card low poker hand is 5, 4, 3, 2 and ace; referred to as a "Wheel."
- The worst possible five-card low poker hand is 8, 7, 6, 5 and 4
- 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 an 8, 6, 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 accommodate up to ten seated positions for patrons. Each seated position at the table shall 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.

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- 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.
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, 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 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, 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 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 shall move all wagers into the pot.

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13. The house dealer shall 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 turn 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 shall 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 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.
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 and/or lowest ranking five-card poker hand. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card high poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If more than one player has the highest ranking five-card high poker hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card high 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 there is one five-card high poker hand and one qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being

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awarded to the player with the highest ranked five-card high poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card 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 high poker hand and there is a qualifying five-card low hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low 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 there is more than one five-card high poker hand and more than one qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the players with the highest ranked five-card high poker hand and the other half of the pot being awarded to the players with the lowest qualifying five-card 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 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 hole cards or community cards to win both pots.

Collection Rates Schedule

For collection rates for the game of Texas Hold'em Hi Lo Split, please refer to Poker Collection Rates (GEGR-002048).

California Games Collection Rates

Three Card Poker 6 Card Bonus (GEGR-002044)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total value of all the wagers placed by players, known as Total Table Action; this includes the Ante, the optional Pair Plus Bonus Bet and the optional 6 Card Bonus Bet. The Total Table Action does not include Play wager. Bonus Bets may less than, equal to, or greater than the base game wager, but must be within the table limits. There shall be no collection fee taken from any players. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$500	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	
2	\$5-\$500	\$5-\$100	\$0.50	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	
3	\$5-\$500	\$5-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$7	
4	\$5-\$500	\$1-\$99	\$1	\$0
		\$100-\$299	\$2	
		\$300-\$499	\$4	
		\$500+	\$7	

Pure 21.5 Blackjack (GEGA-002692)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total value of all the wagers placed by players, known as Total Table Action; this includes the optional Buster Blackjack Bonus Bet. The Total Table Action does not include any additional wagers placed after cards are dealt, such as when players double down, split cards, or surrender their hand. Bonus Bets may less than, equal to, or greater than the base game wager, but must be within the table limits. There shall be no collection fee taken from any players. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$3,000	\$5-\$50	\$0.50	\$0
		\$51-\$100	\$1	
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	
2	\$5-\$3,000	\$5-\$100	\$0.50	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$4	
		\$501+	\$6	

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3	\$5-\$3,000	\$5-\$100	\$2	\$0
		\$101-\$300	\$3	
		\$301-\$500	\$5	
		\$501+	\$7	
4	\$5-\$3,000	\$1-\$99	\$1	\$0
		\$100-\$299	\$2	
		\$300-\$499	\$4	
		\$500+	\$7	

California Games Collection Procedures

- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Outlaws Card Parlour shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Collection fees shall be conspicuously posted on or within view of every gaming table.
- 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.