

CENTURY 21 BLACKJACK

The game is played using eight (8) standard decks of cards with one (1) Joker added per deck dealt out of a shoe.

The first player to the dealer's left is given the first option to be the Designated Player/Dealer. Each player has the option: (1) to be the Designated Player/Dealer for two consecutive hands; (2) for only one hand, then pass that privilege, or; (3) refuse the option entirely, in which case it is offered to the next qualified player.

Each player receives two (2) cards and has the option of drawing more. The Designated Player/Dealer receives one (1) card up and one (1) card down.

The Joker is wild and any card with a Joker equals 22. All cards have a face value. Aces have a value of (1) or eleven (11). All face cards have a value of ten (10). The value of each hand is the sum of its cards.

All player's hands are compared with the Designated Player/Dealer's hand.

The Designated Player/Dealer must stand on 22, hard 19, 20, soft or hard 21 and 22.

The Designated Player/Dealer must hit any 16 or less and has the option of hitting 17, 19, soft 19, and 20. Players must stand on 22, hard 19, 20, soft or hard 21 and 22. Players must hit any 12 or less and have the option to hit 13 through 18, soft 19 and 20.

If a player's total is more **than** 22 and the Designated Player/Dealer's total is 22 or less, the Designated Player/Dealer wins. If a player's total is 22 or less and Designated Player/Dealer's total is more than 22, the player wins.

If the player's total and the Designated Player/Dealer's total is more than 22, the hand closest to 22 wins. The Designated Player/Dealer wins all ties over 22.

House rules may apply, but must have prior approval of the Chief of Police. Management reserves **the right** to make decisions in the best interest of the game. All management decisions are final.

Century 21 Blackjack (Proposed Options)

Use four Jokers per deck.

Jokers count as 2 or 12 and are not wild.

The Player may double down on 11 & 12 only and draw up to two cards.

NO BUST

21st

BLACKJACK

With Buster Blackjack Bonus Bet

No Bust 21st Century Blackjack

OBJECT OF THE GAME

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

- Obtain the best possible hand of “natural” or 20 ½. A natural beats all other hands.

Winning natural hands are paid even money.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with one Joker per standard deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of an Ace with any 10 or face card or a Joker and any other card(s), is a Natural and beats all other hands.
- An Ace has 3 values of :
 - 10 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.
- A Joker is Wild and makes any hand a natural

RANKING CHART

Card	Value
Ace	a) 10 ½ . When paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	In conjunction with any card(s), makes the hand a natural

No Bust 21st Century Blackjack

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with one Joker per deck of which holds a wild value. The aces hold a value of:
 - a. 10 ½ on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Players do not pay a collection fee.
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

No Bust 21st Century Blackjack

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

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

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

GAME RULES

1. A natural is an initial two card hand containing an Ace and any card with a value of 10, or a Joker in conjunction with any number of cards, and are the best possible hands.
 - a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.Winning" natural hands will be paid even money.
2. If the value of a Player's hand is less than a natural and the value of the Dealer's hand is more than a natural the Player wins the hand.
3. If the value of a Player's hand is less than a natural and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a natural wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Dealer's hands both have a value of more than a natural, the following rules apply:
 - a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
 - b. If the value of the Player's hand is closer to a natural, the hand is a push, and no action is taken on the wager.
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a natural and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
8. A natural beats all other hands.

No Bust 21st Century Blackjack

9. Double-Down:

- a. Players can double-down on the first two-cards only, with the exception of all natural hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
- c. Players may double down for less than their original wager only if the amount of chips the player has on the table is less than the original wager.

10. Surrender:

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

11. Splits:

- a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands.
 - c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game.
12. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
15. Backline betting is allowed.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
17. All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Buster Blackjack

Buster Blackjack features an optional wager (Buster Bet) attached to No Bust 21st Century Blackjack (hereafter **NB21**). It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

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

Rules of Play

1. The Buster Bet is an optional bet offered to all players who placed an **NB21** wager.

No Bust 21st Century Blackjack

2. A player must participate in the base game in order to make the additional wager.
3. Buster Bets must be placed prior to the initial deal.
4. Backline bettors are eligible for the Buster Bet.
5. The Buster Bet shall not exceed the base game wager.
6. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Bet remains in action whether or not the player busts or is dealt a Natural.
7. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Bets will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Bets will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Bets and will collect all losing Buster Bets.
7. 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: NB21 wager, Buster Bet.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Bets, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages (All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout (to 1)
8 or more	150
7	50
6	15
5	4
4	2
3	2

PLAYER-DEALER & DEAL

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

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

No Bust 21st Century Blackjack

TABLE LIMITS & COLLECTION RATES

For **schedule options 1 through 3**, a collection fee shall be collected by the house dealer per hand from the player-dealer position based on the total amount of action on the table, including base game, and Buster Blackjack Bonus Bet wagers. Players shall not be required to pay a collection fee for their wager. There is no additional collection fee for placing bonus bet wagers. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The collection fees and schedules for the game of No Bust 21st Century Blackjack are as shown below:

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$800	\$5 - \$99	\$.50	\$0
		\$100 - \$199	\$1	
		\$200 - \$399	\$2	
		\$400 - \$599	\$5	
		\$600 +	\$8	
2	\$5 - \$800	\$5 - \$49	\$.50	\$0
		\$50 - \$100	\$1	
		\$101 - \$300	\$2	
		\$301 - \$500	\$5	
		\$501 +	\$8	
3	\$5 - \$1000	\$5 - \$49	\$.50	\$0
		\$50 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$800	\$5	
		\$801 +	\$8	

*Pure 21.5 Blackjack is owned, patented and/or copyrighted by TXB Industries Inc. *Red Flex Bet is owned, patented and/or copyrighted by Flexedge Gaming LLC. Please submit your agreement with the Owner authorizing play of the Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.



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 a single deck 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 card room. 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.

9. No action button will be utilized. All action shall begin with the player to the left of the player-dealer position, moving clockwise around the table. Wagers will be settled in the following order from player to player: the game wager, all Red Flex wagers (if placed), then all Buster Blackjack wagers (if placed).

10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**.

11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

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.

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.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
10. Backline betting is not permitted.
11. 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 card room 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.

RED FLEX BET

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

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

Rules of Play

1. The Red Flex Bet is an optional wager offered to all players who placed a game wager. Players may place a Red Flex Bet for each game wager placed.

2. Red Flex Bets must be placed prior to the initial deal.

3. Back-line betting is not permitted on the Red FlexBet.

4. See the collection rate schedule for restrictions on the amount that may be wagered on the Red Flex Bet.

5. The Red Flex Bet shall remain in action regardless of the outcome of the base game wager.

6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of red cards that are in the player-dealer's hand as well the number of consecutive red cards that are dealt to the player-dealer's hand. Red cards are cards that are either the following suits: hearts or diamonds. Players making this optional bet will win if the player-dealer's first two cards (top and hole cards) are the same red color. Payoffs will increase exponentially if subsequent cards taken to the player-dealer's hand are also red. The order of the cards is listed below.

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

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

7. The player-dealer will pay all winning Red Flex Bets and will collect all losing Red Flex Bets.

Consecutive Red Cards in P/D's Hand	RFB-04 Pays
Eight Red Cards	300 to 1
Seven Red Cards	200 to 1
Six Red Cards	100 to 1
Five Red Cards	50 to 1
Four Red Cards	10 to 1
Three Red Cards	5 to 1
Two Red Cards	1 to 1

BUSTER BLACKJACK BONUS BET

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is not permitted on the Buster Blackjack wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Buster Blackjack Bonus Bet.
6. If the player-dealer does not or cannot have a 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 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.

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.

Number of Cards in Dealer's Busted Hand	Payout Option 4
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or More	150 to 1

TABLE LIMITS & COLLECTION RATES

For **schedule options 1 through 3**, 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. There will be no additional collection fee required from a player when placing a game wager, Buster Blackjack Bonus Bet, doubling-down or, splitting cards. The Buster Blackjack Bonus Bet must be made in an amount of at least \$5 and a maximum of \$200 and may be less than, equal to, or more than the game wager. Per, the City of Clovis's local ordinance Pure 21.5 Blackjack shall have a **wagering maximum of \$200 per bet**. 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 and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be 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 Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$800	\$5 - \$99	\$.50	\$0
		\$100 - \$199	\$1	
		\$200 - \$399	\$2	
		\$400 - \$599	\$5	
		\$600 +	\$8	

2	\$5 - \$800	\$5 - \$49	\$.50	\$0
		\$50 - \$100	\$1	
		\$101 - \$300	\$2	
		\$301 - \$500	\$5	
		\$501 +	\$8	
3	\$5 - \$1000	\$5 - \$49	\$.50	\$0
		\$50 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$800	\$5	
		\$801 +	\$8	

Pure Spanish 21.5™

Masque Publishing, Inc.

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





OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

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



also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.



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

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

DIAGRAM #1

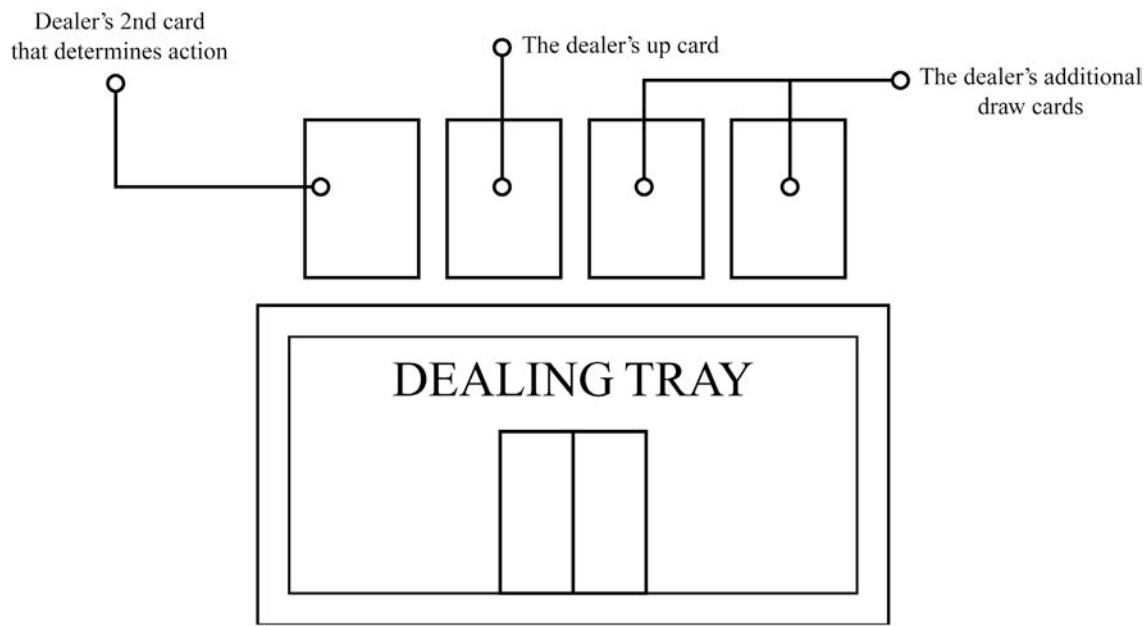


CHART 1A

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

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

CHART 1B

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



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

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

GAME RULES

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



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

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



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

Match the Dealer Up Card Bonus Bet

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

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

Match the Dealer Card Bonus Bet Pay Tables

Table C 48 Card Deck	6 Decks
2 suited matches	18 to 1
1 suited + 1 non-suited match	13to 1
1 suited match	9 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose



Collection Rates

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of Pure Spanish 21.5; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Pure Spanish 21.5 to be unlawful; (3) require gambling establishments to cease and desist offering the game of Pure Spanish 21.5 if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 8**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers that are placed by players prior to the cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after all cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no collection fee required from a player when placing a game wager or placing a bonus wager. The bonus bet wager may be more than, less than or equal to the game wager but must be made within the table limits. The collection fees shall be collected from the player-dealer prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be permitted per table limit. The approved collection rates and schedules for the game of Pure Spanish 21.5 are as shown below:

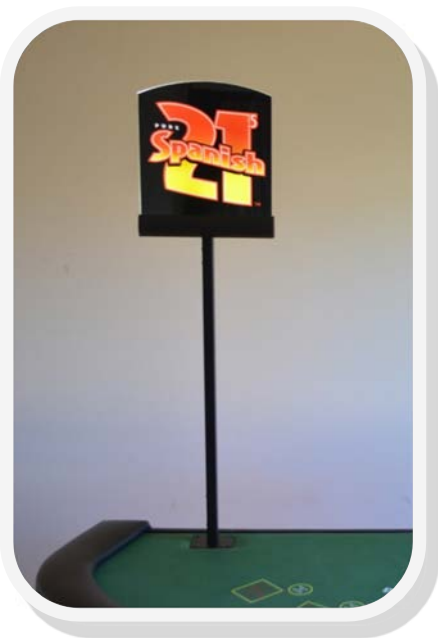
Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$1000	\$5-\$99	\$0.50	\$0
		\$100-\$199	\$1.00	
		\$200-\$399	\$2.00	
		\$400-\$599	\$5.00	
		\$600+	\$8.00	
2	\$5-\$1000	\$5-\$49	\$0.50	\$0
		\$50-\$100	\$1.00	
		\$101-\$300	\$2.00	
		\$301-\$500	\$5.00	
		\$501+	\$8.00	
3	\$5-\$1000	\$5-\$49	\$0.50	\$0
		\$50-\$200	\$1.00	
		\$201-\$400	\$2.00	
		\$401-\$800	\$5.00	
		\$801+	\$8.00	
4	\$5-\$1000	\$5-\$49	\$0.50	\$0
		\$50-\$399	\$2.00	
		\$400+	\$5.00	



5	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$400	\$2.00	
		\$401+	\$5.00	
6	\$5-\$1000	\$5-\$49	\$0.50	\$0
		\$50-\$199	\$1.00	
		\$200-\$399	\$2.00	
		\$400-\$799	\$5.00	
		\$800+	\$8.00	
7	\$5-\$1000	\$5-\$50	\$0.50	\$0
		\$51-\$200	\$1.00	
		\$201-\$400	\$2.00	
		\$401-\$800	\$5.00	
		\$801+	\$8.00	
8	\$50-\$1000	\$50-\$400	\$2.00	\$0
		\$401-\$1000	\$5.00	
		\$1001-\$2999	\$10.00	
		\$3000+	\$25.00	

Lighted Sign

Table Layout



EZ Baccarat

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

EZ Baccarat Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered.

Dealing Procedures and Round of Play

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

EZ Baccarat

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on any wager.
3. Each player has the following options when placing their wager(s):
 - a. The Player line pays 1 to 1;
 - b. The Banker line pays 1 to 1;
 - c. The Tie Bet pays 8 to 1;
 - d. If a player placed a wager on either the Player line or the Banker line, they may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
 - e. If a player placed a wager on either the Player line or the Banker line, they may place a wager on the Panda 8 Bonus Bet, which pays 25 to 1.
4. Once all wagers have been placed, the house dealer deals one card to the right hand and one card to the left hand, one by one in rotation, until each hand has a total of two cards each.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line.
 - d. The player hand is resolved first and then the banker hand is resolved.
 - e. The hand closest to nine wins.
 - f. In the result of a tie, both Player line and Banker line wagers push.
5. After the house dealer delivers the first two cards to both the Player line and Banker line, the following rules apply:
 - a. The player hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
 - b. If the player hand stands, then the banker hand hits on a total of 5 or less.
 - c. If the player hand hits for a complete hand then the banker hand hits using the following rules:
 - I. If the banker hand total is 3, then the banker hand is dealt a third card unless the third card dealt to the player hand was an 8.
 - II. If the banker hand total is 4, then the banker hand is dealt a third card unless the third card dealt to the player hand was a 0, 1, 8, or 9.
 - III. If the banker hand total is 5, then the banker hand is dealt a third card if the third card dealt to the player hand was 4, 5, 6, or 7.
 - IV. If the banker hand total is 6, then the banker hand is dealt a third card if the third card dealt to the player hand was a 6 or 7.
6. The following chart shows when the banker hits (H) or stands (S) according to the rules above:

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

EZ Baccarat

How Winners are Determined and Paid

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

The following shall apply for each possible outcome when determining the winner. The player-dealer shall pay and collect all wagers accordingly:

- The player-dealer shall pay all winning Player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing Player line wagers made by players when the banker hand is closer to nine than the player hand.
- The player-dealer shall collect all losing Banker line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning Tie bets, both the Player line and Banker line wagers will push.

Bonus Bets

Tie Bet

The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event the player's hand and the banker's hand are of the same value (tie), the Tie Bet shall win. In the event the player's hand and the banker's hand are not of the same value, the Tie Bet shall lose.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet even if they have not placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bets and shall collect all losing Tie Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Backline betting is permitted on the Tie Bet.
- The Tie Bet pays 8 to 1.

Dragon 7 Bonus Bet

The Dragon 7 Bonus Bet wins if the banker hand has a point value of seven using three cards and the player hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.

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

EZ Baccarat

- The player-dealer shall pay all winning Dragon 7 Bonus Bets and shall collect all losing Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Backline betting is permitted on the Dragon 7 Bonus Bet.
- All winning Dragon 7 Bonus Bets shall be paid 40 to 1.

Panda 8 Bonus Bet

The Panda 8 Bonus Bet wins if the player hand has a point value of eight using three cards and the banker hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bonus Bet wins. The Panda 8 Bonus Bet shall lose on all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bonus Bet.
- A player may only place a Panda 8 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal.
- The player-dealer shall pay all winning Panda 8 Bonus Bets and shall collect all losing Panda 8 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Backline betting is permitted on the Panda 8 Bonus Bet.
- All winning Panda 8 Bonus Bets shall be paid 25 to 1.

Table Layout



EZ Baccarat

Equipment Used



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

Key Features

- Table game minimum and maximum amounts.
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 Bonus Bet and Panda 8 Bonus Bet.
- The occurrence of Naturals.
- The number of hands per shoe.
- Previous shoe statistics.
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

Collection Rates Schedule

For wagering limits and collection rates for the game of EZ Baccarat, please refer to the California Games Collection Rates (GEGR-002029).

Fortune Pai Gow Poker

Type of Game

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

Object of the Game

The object of the game of Fortune Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand.

Fortune Pai Gow Poker adds an optional bonus bet element to the traditional game of Pai Gow Poker. In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. If a player wagers at least \$5 on the Fortune Bonus Bet, they qualify for an Envy Bonus payout.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. A joker may be used as an ace, or to complete any Straight or Straight Flush. The game shall be played with two alternating decks, each consisting of fifty-three cards with backs of the same design.

- The backs of the cards of the two decks are of different color;
- One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game (if the automated card shuffling device breaks, the house dealer will manually shuffle the cards);
- 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 Fortune Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. All suits will be considered equal in rank.

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

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of five cards containing all aces, including the joker.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.

Fortune Pai Gow Poker

Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair. Two hands of identically ranked pairs are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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. Two hands consisting of the same pair are then ranked by the remaining cards in the hand accordingly from highest to lowest.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. The table layout will have the name of the game and specifically designated Fortune Bonus Bet areas. The table seats a maximum of seven players including the player-dealer position.

Dealing Procedures and Round of Play

All wagers in Fortune Pai Gow Poker will 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. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is only permitted on the base game wager.
4. Before the start of each hand the player and the player-dealer make their bets. Players also have the option of placing a Fortune Bonus Bet at this time as well.
5. The Casino will use an automatic shuffling machine.
 - Shuffling Machine: The house dealer will have the player-dealer shake the dice cup containing three standard dice to determine who has first action and who will be delivered the first hand.
 - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.

Fortune Pai Gow Poker




- If the numerical total of the dice is one, eight, or fifteen, the player-dealer will receive the first set of cards and the player to the left of the player-dealer will receive the "Action" button.
- If the numerical total of the dice represents a seat without any wagers placed in the betting position, the action will start with the first active seat clockwise from the original seat.
- All positions will receive a seven-card hand, dealt from the shuffler.
- All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
- Manual Shuffle: When manually shuffling and dealing, the house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer position.
 - When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
 - The remaining four cards shall be placed in the discard pile.
 - Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
 - The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it side ways.
 - To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
 - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - If the numerical total of the dice represents a seat without any wagers placed, the Action button will be placed at the first active seat clockwise from the original seat.
- 6. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
- 7. Once the cards have been distributed, each player will set their hands by arranging the seven cards into a two-card hand, which is placed in front of the five-card hand, and a five-card hand, which is placed behind the two-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.
 - Players do not have to set their hand the "House Way". They are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player(s) will automatically lose their wager(s).
 - However, players may ask the house dealer to place their hand the House Way according to the chart below. Once the player asks the house dealer for assistance, the hand must be set the House Way and cannot be changed nor re-arranged.
- 8. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the House Way chart, as shown below.

Fortune Pai Gow Poker




Fortune Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example																				
High Card	Put 2 nd and 3 rd highest cards in front.	<table><tr><td>K</td><td>J</td><td></td><td></td><td></td></tr><tr><td>♦</td><td>♣</td><td></td><td></td><td></td></tr><tr><td>A</td><td>10</td><td>7</td><td>5</td><td>3</td></tr><tr><td>♥</td><td>♣</td><td>♠</td><td>♥</td><td>♦</td></tr></table>	K	J				♦	♣				A	10	7	5	3	♥	♣	♠	♥	♦
K	J																					
♦	♣																					
A	10	7	5	3																		
♥	♣	♠	♥	♦																		
One Pair	Put Pair in back, highest two cards in front.	<table><tr><td>A</td><td>Q</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♦</td><td></td><td></td><td></td></tr><tr><td>3</td><td>3</td><td>J</td><td>8</td><td>4</td></tr><tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♣</td></tr></table>	A	Q				♣	♦				3	3	J	8	4	♠	♣	♥	♦	♣
A	Q																					
♣	♦																					
3	3	J	8	4																		
♠	♣	♥	♦	♣																		
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	<table><tr><td>3</td><td>3</td><td></td><td></td><td></td></tr><tr><td>♦</td><td>♠</td><td></td><td></td><td></td></tr><tr><td>K</td><td>K</td><td>7</td><td>6</td><td>2</td></tr><tr><td>♥</td><td>♠</td><td>♥</td><td>♣</td><td>♦</td></tr></table>	3	3				♦	♠				K	K	7	6	2	♥	♠	♥	♣	♦
3	3																					
♦	♠																					
K	K	7	6	2																		
♥	♠	♥	♣	♦																		
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	<table><tr><td>A</td><td>7</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♥</td><td></td><td></td><td></td></tr><tr><td>J</td><td>J</td><td>8</td><td>8</td><td>4</td></tr><tr><td>♦</td><td>♠</td><td>♣</td><td>♥</td><td>♠</td></tr></table>	A	7				♣	♥				J	J	8	8	4	♦	♠	♣	♥	♠
A	7																					
♣	♥																					
J	J	8	8	4																		
♦	♠	♣	♥	♠																		
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	<table><tr><td>K</td><td>9</td><td></td><td></td><td></td></tr><tr><td>♠</td><td>♠</td><td></td><td></td><td></td></tr><tr><td>8</td><td>8</td><td>4</td><td>4</td><td>7</td></tr><tr><td>♣</td><td>♦</td><td>♦</td><td>♥</td><td>♣</td></tr></table>	K	9				♠	♠				8	8	4	4	7	♣	♦	♦	♥	♣
K	9																					
♠	♠																					
8	8	4	4	7																		
♣	♦	♦	♥	♣																		
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	<table><tr><td>Q</td><td>8</td><td></td><td></td><td></td></tr><tr><td>♥</td><td>♣</td><td></td><td></td><td></td></tr><tr><td>5</td><td>5</td><td>4</td><td>4</td><td>2</td></tr><tr><td>♥</td><td>♠</td><td>♥</td><td>♣</td><td>♠</td></tr></table>	Q	8				♥	♣				5	5	4	4	2	♥	♠	♥	♣	♠
Q	8																					
♥	♣																					
5	5	4	4	2																		
♥	♠	♥	♣	♠																		
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<table><tr><td>9</td><td>9</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♠</td><td></td><td></td><td></td></tr><tr><td>7</td><td>7</td><td>5</td><td>5</td><td>A</td></tr><tr><td>♦</td><td>♣</td><td>♥</td><td>♠</td><td>♣</td></tr></table>	9	9				♣	♠				7	7	5	5	A	♦	♣	♥	♠	♣
9	9																					
♣	♠																					
7	7	5	5	A																		
♦	♣	♥	♠	♣																		
Three of a Kind: Aces	Put an ace and highest single card in front.	<table><tr><td>A</td><td>8</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♦</td><td></td><td></td><td></td></tr><tr><td>A</td><td>A</td><td>5</td><td>4</td><td>2</td></tr><tr><td>♦</td><td>♠</td><td>♦</td><td>♣</td><td>♠</td></tr></table>	A	8				♣	♦				A	A	5	4	2	♦	♠	♦	♣	♠
A	8																					
♣	♦																					
A	A	5	4	2																		
♦	♠	♦	♣	♠																		
Three of a Kind: Kings and below	Put two highest single cards in front.	<table><tr><td>J</td><td>10</td><td></td><td></td><td></td></tr><tr><td>♥</td><td>♣</td><td></td><td></td><td></td></tr><tr><td>K</td><td>K</td><td>K</td><td>7</td><td>5</td></tr><tr><td>♥</td><td>♦</td><td>♣</td><td>♠</td><td>♥</td></tr></table>	J	10				♥	♣				K	K	K	7	5	♥	♦	♣	♠	♥
J	10																					
♥	♣																					
K	K	K	7	5																		
♥	♦	♣	♠	♥																		
Two Three of a Kinds	Put highest Pair possible in front.	<table><tr><td>J</td><td>J</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♦</td><td></td><td></td><td></td></tr><tr><td>5</td><td>5</td><td>5</td><td>J</td><td>A</td></tr><tr><td>♠</td><td>♥</td><td>♣</td><td>♠</td><td>♦</td></tr></table>	J	J				♣	♦				5	5	5	J	A	♠	♥	♣	♠	♦
J	J																					
♣	♦																					
5	5	5	J	A																		
♠	♥	♣	♠	♦																		

Fortune Pai Gow Poker

Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	<table><tr><td>A</td><td>9</td><td></td><td></td><td></td></tr><tr><td>♠</td><td>♠</td><td></td><td></td><td></td></tr><tr><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td></tr><tr><td>♠</td><td>♠</td><td>♣</td><td>♦</td><td>♠</td></tr></table>	A	9				♠	♠				6	5	4	3	2	♠	♠	♣	♦	♠
A	9																					
♠	♠																					
6	5	4	3	2																		
♠	♠	♣	♦	♠																		
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	<table><tr><td>J</td><td>8</td><td></td><td></td><td></td></tr><tr><td>♥</td><td>♦</td><td></td><td></td><td></td></tr><tr><td>9</td><td>8</td><td></td><td>6</td><td>5</td></tr><tr><td>♠</td><td>♥</td><td></td><td>♠</td><td>♦</td></tr></table>	J	8				♥	♦				9	8		6	5	♠	♥		♠	♦
J	8																					
♥	♦																					
9	8		6	5																		
♠	♥		♠	♦																		
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	<table><tr><td>7</td><td>7</td><td></td><td></td><td></td></tr><tr><td>♦</td><td>♣</td><td></td><td></td><td></td></tr><tr><td>9</td><td>9</td><td>Q</td><td>J</td><td>4</td></tr><tr><td>♥</td><td>♦</td><td>♦</td><td>♦</td><td>♦</td></tr></table>	7	7				♦	♣				9	9	Q	J	4	♥	♦	♦	♦	♦
7	7																					
♦	♣																					
9	9	Q	J	4																		
♥	♦	♦	♦	♦																		
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	<table><tr><td>5</td><td>5</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♥</td><td></td><td></td><td></td></tr><tr><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td></tr><tr><td>♦</td><td>♠</td><td>♦</td><td>♠</td><td>♥</td></tr></table>	5	5				♣	♥				7	6	5	4	3	♦	♠	♦	♠	♥
5	5																					
♣	♥																					
7	6	5	4	3																		
♦	♠	♦	♠	♥																		
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	<table><tr><td>4</td><td>4</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♥</td><td></td><td></td><td></td></tr><tr><td>8</td><td>8</td><td>8</td><td>A</td><td>K</td></tr><tr><td>♥</td><td>♠</td><td>♦</td><td>♣</td><td>♥</td></tr></table>	4	4				♣	♥				8	8	8	A	K	♥	♠	♦	♣	♥
4	4																					
♣	♥																					
8	8	8	A	K																		
♥	♠	♦	♣	♥																		
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	<table><tr><td>Q</td><td>Q</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♦</td><td></td><td></td><td></td></tr><tr><td>Q</td><td>Q</td><td>9</td><td>7</td><td>5</td></tr><tr><td>♥</td><td>♠</td><td>♠</td><td>♦</td><td>♣</td></tr></table>	Q	Q				♣	♦				Q	Q	9	7	5	♥	♠	♠	♦	♣
Q	Q																					
♣	♦																					
Q	Q	9	7	5																		
♥	♠	♠	♦	♣																		
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	<table><tr><td>J</td><td>J</td><td></td><td></td><td></td></tr><tr><td>♦</td><td>♠</td><td></td><td></td><td></td></tr><tr><td>J</td><td>J</td><td>Q</td><td>10</td><td>7</td></tr><tr><td>♥</td><td>♣</td><td>♦</td><td>♠</td><td>♥</td></tr></table>	J	J				♦	♠				J	J	Q	10	7	♥	♣	♦	♠	♥
J	J																					
♦	♠																					
J	J	Q	10	7																		
♥	♣	♦	♠	♥																		
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	<table><tr><td>8</td><td>8</td><td></td><td></td><td></td></tr><tr><td>♥</td><td>♦</td><td></td><td></td><td></td></tr><tr><td>8</td><td>8</td><td>J</td><td>7</td><td>4</td></tr><tr><td>♣</td><td>♠</td><td>♣</td><td>♠</td><td>♦</td></tr></table>	8	8				♥	♦				8	8	J	7	4	♣	♠	♣	♠	♦
8	8																					
♥	♦																					
8	8	J	7	4																		
♣	♠	♣	♠	♦																		
Four of a Kind: 5s or below	Always play Four of Kind behind.	<table><tr><td>9</td><td>8</td><td></td><td></td><td></td></tr><tr><td>♥</td><td>♣</td><td></td><td></td><td></td></tr><tr><td>5</td><td>5</td><td>5</td><td>5</td><td>2</td></tr><tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>♠</td></tr></table>	9	8				♥	♣				5	5	5	5	2	♠	♦	♥	♣	♠
9	8																					
♥	♣																					
5	5	5	5	2																		
♠	♦	♥	♣	♠																		
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	<table><tr><td>4</td><td>4</td><td></td><td></td><td></td></tr><tr><td>♣</td><td>♥</td><td></td><td></td><td></td></tr><tr><td>5</td><td>5</td><td>5</td><td>5</td><td>2</td></tr><tr><td>♥</td><td>♦</td><td>♣</td><td>♠</td><td>♠</td></tr></table>	4	4				♣	♥				5	5	5	5	2	♥	♦	♣	♠	♠
4	4																					
♣	♥																					
5	5	5	5	2																		
♥	♦	♣	♠	♠																		

Fortune Pai Gow Poker

Five Aces	Play a Pair of aces in front.	<table><tr><td>A ♣</td><td>A ♠</td><td></td><td></td><td></td><td></td></tr><tr><td>A ♥</td><td>A ♦</td><td></td><td>K ♠</td><td>5 ♣</td><td></td></tr></table>	A ♣	A ♠					A ♥	A ♦		K ♠	5 ♣	
A ♣	A ♠													
A ♥	A ♦		K ♠	5 ♣										

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

How Winners are Determined and Paid

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

1. The Fortune Pai Gow Poker base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand. Winning base game wagers are paid 1 to 1.
2. The Fortune Pai Gow Poker base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The Fortune Pai Gow Poker base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. Once the standard base game wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet. The house dealer leaves the Envy button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The house dealer will not pick up Envy buttons until all wagers are reconciled.
7. The player-dealer pays any Envy Bonuses at the end of the round as noted below:
 - If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.

Fortune Pai Gow Poker

8. The player-dealer collects losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
9. The cards are collected, shuffled, and a new round begins.

Bonus Bets

Fortune Bonus Bet

For each seated position, there will be one separate and specifically designated area for the placement of a Fortune Bonus Bet. A player may only place the optional Fortune Bonus Bet if they have also placed a Fortune Pai Gow Poker base game wager prior to the initial deal.

- The Fortune Bonus Bet takes into account the seven cards dealt as a player's hand.
- If the seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet will win.
- The player does not have to set their hand just for the Fortune Bonus Bet.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- Backline betting is not permitted on the Fortune Bonus Bet.
- The joker can be used as an ace, or to complete any Straight or any Flush.
- The Fortune Bonus Bet remains in action regardless of whether the player's Fortune Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.
- The Fortune Bonus Bet may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet must be within the minimum and maximum table limits.

Envy Bonus

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

- Only seated players are eligible to receive an Envy button.
- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win the higher payout, other than for their own hand.

EXAMPLE: *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*

Fortune Pai Gow Poker

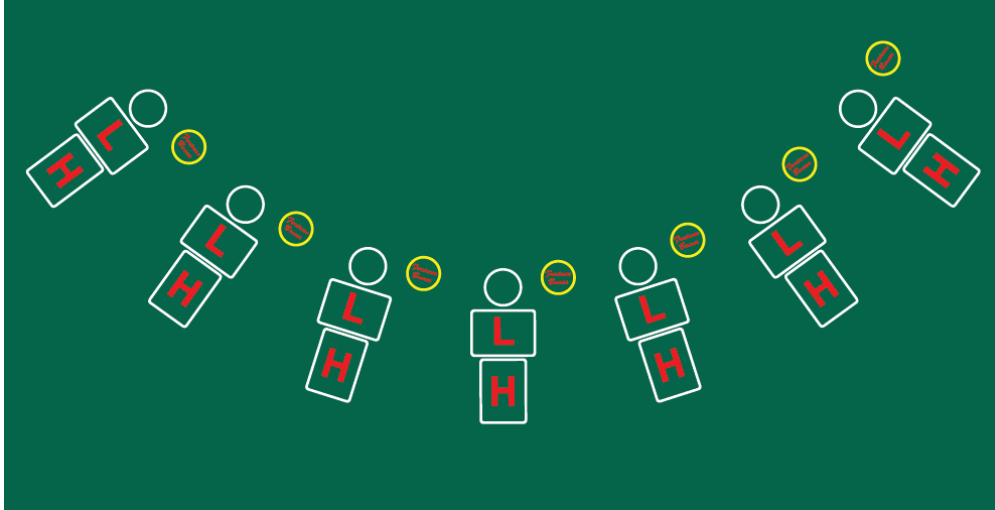
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonuses will be paid according to the table, as shown below.

Fortune Bonus Bet & Envy Bonus Pay Table Options

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	2,500 to 1	\$1,000
Royal Flush + Royal Match	Royal Flush (with or without joker) with the additional two cards of a King and Queen in suit, but of a different suit than the five cards comprising the Royal Flush.	1,000 to 1	\$750
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	750 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$100
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	125 to 1	\$50
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$20
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	4 to 1	
Three of a Kind	A hand that consists of three cards of the same rank.	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

Fortune Pai Gow Poker

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Fortune Pai Gow Poker, please refer to the California Games Collection Rates (GEGR-002029).

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 will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players. A player will 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. There are also two optional bonus bets a player may wager on: the 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 will 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 will be in standard decks of 52 cards. No jokers will be utilized.

Number of Decks: Cards used to play Three Card Poker 6 Card Bonus will 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 will 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, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

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 will 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 will have a drop box attached to it.

The wagering areas will be designated as follows:

- For the Ante wager, the word “Ante”; and
- For the Play wager, the word “Play”; and
- For the Pair Plus Bonus Bet, the word(s) “Bonus” or “Pair Plus”; and
- 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 will be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. 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.
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 will 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 or house dealer will 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 does not utilize an action button. All action will begin with the player to the left of the player-dealer position, moving clockwise around the table.
11. After the dealing procedures above have been completed, each player will examine their own cards.
12. 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 will be required to keep their three cards in full view of the house dealer at all times.
13. After examination of the cards, each player will 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 will remain active.
14. 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.
15. The house dealer will then reveal the remaining player-dealer's cards and arrange the cards to form the highest possible ranking hand. The player-dealer must qualify to play with a minimum of queen-high.
16. 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.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the player-dealer does not qualify and the following will apply.
 - 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 will be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager will be a lose and collected by the player-dealer.
 - b. The Play wager receives no action. The house dealer will immediately return those 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 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.

Three Card Poker 6 Card Bonus

- 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 first active player to the left of the player-dealer position and continue clockwise. All wagers will 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 will be returned to the respective players.
5. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager.

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 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.
- The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet will be forfeited if the player folds their hand and does not place a Play wager.
- Pair Plus Bonus Bets must be placed prior to the initial deal.
- The Pair Plus Bonus Bet may be less than, equal to, or greater than the Ante wager. However, the Pair Plus Bonus Bet must be within the minimum and maximum table limits.
- 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:

Pair Plus Bonus Bet Payout Table

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

Three Card Poker 6 Card Bonus

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 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.
- The 6 Card Bonus Bet may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus Bet will not be forfeited if the player folds their hand and does not place a Play wager.
- The 6 Card Bonus Bet may be less than, equal to, or greater than the Ante wager. However, the Pair Plus Bonus Bet must be within the minimum and maximum table limits.
- 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 Table

Five-Card Hand	Payout
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four of a Kind	100 to 1
Full House	20 to 1
Flush	15 to 1
Straight	9 to 1
Three of a Kind	5 to 1

Ultimate Texas Hold'em

Type of Game

The game of Ultimate Texas Hold'em is a California game and utilizes a player-dealer position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's five-card hand. The players and player-dealer may use any combination of the two cards initial dealt to them at the beginning of the game, referred to as hole cards, and the five cards dealt on the table throughout the game, referred to as community cards or board cards, or they may play the board by using no hole cards and just use the five community cards, to make the highest ranking five-card hand, according to the rankings as shown below.

Ultimate Texas Hold'em lets players wager on a sliding scale. The earlier they wager, the more they can risk and win.

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

This game also features optional bonus bets:

- Trips Bonus Bet - players win the Trips Bonus Bet if their final five-card hand is Three of a Kind or higher.
- Bad Beat Bonus Bet – players win the Bad Beat Bonus Bet if either the player or player-dealer is beaten by Three of a Kind or better.

Description of the Deck and Number of Decks Used

- **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
- **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
 - The backs of the cards of the two decks are of different color;
 - One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game (if the automated card shuffling device breaks, the house dealer will hand shuffle the cards);
 - 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 the cards used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be 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.

Ultimate Texas Hold'em

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

Ultimate Texas Hold'em Hand Rankings

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

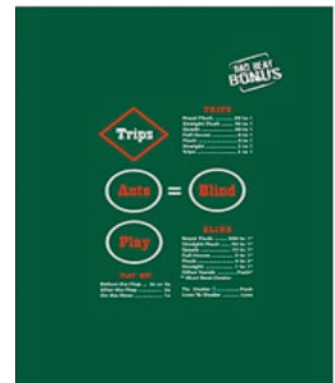
Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table having eight places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it. Backline betting is not permitted on any wager.

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

The wagering areas shall be designated as follows:

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



Ultimate Texas Hold'em

Dealing Procedures and Round of Play

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

Once the player-dealer has been established and all players have posted their wagers by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the house dealer, when using an automatic shuffler, shall deal two cards face-down to each player, starting with the player to the left of the house dealer and continuing counter-clockwise until all players that placed an Ante wager and Blind wager have two cards. The player-dealer shall then receive two cards face-down. The player-dealer is the last position to receive their cards. Once the cards have been distributed, players are given the following three options, starting with the player to the left of the house dealer and continuing clockwise around the table:

- Place a Play wager which, at the player's discretion, shall be either three or four times the amount of their Ante wager; or
- Fold their hand. A player who folds their hand shall keep their cards face-down. Their Ante wager, Blind wager, and Bad Beat Bonus Bet (if placed), shall automatically lose and be collected. However, if a Trips Bonus Bet was placed, it shall receive action. The player's initial two card hand shall not be considered. If there is a Three of a Kind or better on the board, the Trips Bonus Bet shall win. If the board does not contain at least a Three of a Kind or better, the Trips Bonus Bet shall lose. The hand shall then be kept face-down and collected by the house dealer, who shall then place them in the discard pile; or
- Check their hand and place no additional wager at this time.

After all players have acted in turn, the house dealer shall take the top card of the deck and discard it to the discard pile without exposing it, referred to as a "burn" card. The next three cards from the top of the deck shall then be placed face-up on the table simultaneously. These are community cards and are available to all players and the player-dealer. Once the first three community cards have been placed on the table, players that did not place a Play wager prior to the community cards being exposed shall be given the following two options, starting with the player to the left of the house dealer and continuing clockwise around the table:

- Place a Play wager which shall be two times the amount of their Ante wager; or
- Fold their hand according to the guidelines above; or
- Check their hand according to the guidelines above.

After all players have acted in turn, the house dealer shall burn a card. The next two cards from the top of the deck shall then be placed face-up on the table simultaneously. These are community cards and are available to all players and the player-dealer. There are now a total of five community cards face-up on the table, which is referred to as the board. Once the two additional community cards have been placed on the table, players that did not place a Play wager up to this point shall be given the following two options, starting with the player to the left of the house dealer and continuing clockwise around the table:

- Place a Play wager which shall be equal to the amount of their Ante wager; or
- Fold their hand according to the guidelines above.

Ultimate Texas Hold'em

After all players have acted in turn, the house dealer shall expose the player-dealer's two hole cards by placing them face-up on the table. Each player and the player-dealer may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as hole cards, and the five cards dealt on the table throughout the course of the game, referred to as community cards or the board cards, or they may play the board by using no hole cards and just using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown above.

How Winners are Determined and Paid

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

The player-dealer's hand must contain at least one Pair or higher, otherwise the player-dealer's hand does not qualify and wagers shall be handled accordingly:

- The Ante wager shall not receive action and shall be returned to the player.
- The Blind wager shall receive action.
 - If the player has a hand that ranks higher than the player-dealer's hand and is at least a straight or higher it shall win and be paid by the player-dealer, according to the pay table below.
 - If the player's hand ranks higher than the player-dealer's hand, but is less than a Straight, the Blind wager shall tie, referred to as a push, and the wager shall be returned to the player.
 - It shall lose and be collected by the player-dealer if the player-dealer's hand ranks higher than the player's hand.
- The Play wager shall receive action.
 - If the player's hand ranks higher than the player-dealer's hand it shall win and be paid 1 to 1 by the player-dealer.
 - If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer.
 - If the player and the player-dealer's hands are equally ranked the hands shall push.
- The Trips Bonus Bet shall receive action.
 - If the player's hand has at least a Three of a Kind or better it shall win and be paid by the player-dealer, according to the pay table below.
 - If the player's hand does not contain at least a three a kind or better it shall lose and be collected by the player-dealer.
 - This wager cannot push as it is reconciled based on the hand held by the player.
- The Bad Beat Bonus Bet shall automatically lose, and be collected by the player-dealer.

If the player-dealer's hand contains at least one Pair or higher, the player-dealer's hand qualifies and wagers shall be handled accordingly:

- The Ante wager shall receive action.
 - If the player's hand ranks higher than the player-dealer's hand it shall win and be paid 1 to 1 by the player-dealer.
 - If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer.
 - If the player and the player-dealer's hands are equally ranked, the hands shall push.

Ultimate Texas Hold'em

- The Blind wager shall receive action.
 - If the player has a hand that ranks higher than the player-dealer's hand and is at least a straight or higher it shall win and be paid by the player-dealer, according to the pay table below.
 - If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer.
 - If the player's hand ranks higher than the player-dealer's hand but is less than a straight, the Blind wager shall push and the wager shall be returned to the player.
- The Play wager shall receive action.
 - If the player's hand ranks higher than the player-dealer's hand it shall win and be paid 1 to 1 by the player-dealer.
 - If the player-dealer's hand ranks higher than the player's hand it shall lose and be collected by the player-dealer.
 - If the player and the player-dealer's hands are equally ranked the hands shall push.
- The Trips Bonus Bet shall receive action.
 - If the player's hand has at least a Three of a Kind or better it shall win and be paid by the player-dealer, according to the pay table below.
 - If the player's hand does not contain at least a Three of a Kind or better it shall lose and be collected by the player-dealer.
 - This wager cannot push as it is reconciled based on the hand held by the player.
- The Bad Beat Bonus Bet shall receive action.
 - If the player-dealer has a Three of a Kind or better and loses to or beats the player's hand, and the player's hand has Three of a Kind or better, the player will win according to the payout chart below.
 - If the player or the player-dealer's hand is less than a Three of a Kind it shall lose.
 - This wager cannot push as it is reconciled based on the hand held by the player and the player-dealer.

Blind Wager Payout Table

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

Ultimate Texas Hold'em

Bonus Bets

Trips Bonus Bet

The Trips Bonus Bet takes into account the player's five-card poker hand using any combination of the two cards initially dealt to them at the beginning of the game, referred to as hole cards, and the five cards dealt on the table throughout the course of the game, referred to as community cards or the board cards, or they may play the board by using no hole cards and only use the five community cards, to make the highest ranking five-card poker hand. In the event that the player's five-card poker hand is a pre-determined and designated qualifying hand, according to the payout table below, the Trips Bonus Bet shall win. The player shall receive a monetary payout based on the hand that the player has received and the pay table, as shown below. Any other combination of the player's five-card poker hand, other than the hands described below, shall lose. There is no opportunity for the Trips Bonus Bet to push.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Trips Bonus Bet. A player may only place a Trips Bonus Bet if they have also placed an Ante wager and a Blind wager prior to the initial deal.
- The Trips Bonus Bet may be less than, equal to, or greater than the Ante wager and the Blind wager. However, the Trips Bonus Bet must be within the minimum and maximum limits, as shown below.
- If a player does not place a Play wager and folds their hand, the Trips Bonus Bet shall still receive action. However, the player's initial two card hand shall not be considered. Only the cards on the board shall be considered to reconcile the Trips Bonus Bet. If the board does not contain at least a three of a kind or better, the Trips Bonus Bet shall lose. There is no opportunity for the Trips Bonus Bet to push.
- The Trips Bonus Bet may win regardless of whether the player's five-card poker hand ranks higher or lower than the player-dealer's five-card poker hand.
- The player-dealer shall pay all winning Trips Bonus Bets and shall collect all losing Trips Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Trips Bonus Bets shall be paid according to the table, as shown below.

Trips Bonus Bet Payout Table

Hand	Trips Bonus
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind	3 to 1

Ultimate Texas Hold'em

Bad Beat Bonus Bet

The Bad Beat Bonus Bet takes into account the player and the player-dealer's five-card poker hand using any combination of the two cards initially dealt to them at the beginning of the game, referred to as hole cards, and the five cards dealt on the table throughout the course of the game, referred to as community cards or the board cards, or they may play the board by using no hole cards and only use the five community cards, to make the highest ranking five-card poker hand. If the player has a Three of a Kind or better and the player-dealer wins with a higher ranked hand, or if the player-dealer has a Three of a Kind or better and the player wins with a higher ranked hand, then the Bad Beat Bonus Bet shall win. The payout shall be based on the lowest hand that is beaten, regardless of whether it is the player or the player-dealer's hand. If the neither hands qualifies, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bets shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Bad Beat Bonus Bet. A player may only place a Bad Beat Bonus Bet if they have also placed an Ante wager and a Blind wager prior to the initial deal.
- The Bad Beat Bonus Bet may be less than, equal to, or greater than the Ante wager and the Blind wager. However, the Bad Beat Bonus Bet must be within the minimum and maximum limits, as shown below.
- The player-dealer shall pay all winning Bad Beat Bonus Bets and shall collect all losing Bad Beat Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Bad Beat Bonus Bets shall be paid according to the table, as shown below.

Bad Beat Bonus Bet Payout Table

Hand Beaten	Pays
Straight Flush	10,000 to 1
Four of a Kind	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Ultimate Texas Hold'em

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Ultimate Texas Hold'em, please refer to the California Games Collection Rates (GEGR-002029).

2-7 Single Draw

Type of Game

The players of 2-7 Single Draw 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. Players are given the opportunity to discard and draw cards to make the highest ranking five-card poker hand during the course of the round.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

2-7 Single Draw Hand Rankings

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

2-7 Single Draw

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 2, 3, 4, 5, and 6 is the highest ranked Straight Flush, and a 9, 10, jack, queen, and king is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, jack, and 10 of the same suit.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which accommodates a maximum of six players. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager.

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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. 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 distributes the cards.
 - a. The small blind and big blind 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 be required to post the small blind and the player to the immediate left of the player who posted the small blind button will be required to post the big blind.
 - a. Blind wagers are predetermined 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, 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 betting will occur. Players are given the following options, starting with the player to the left of the player who posted the big blind 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

2-7 Single Draw

- 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 will then ask for all discards. Players have the option to discard zero to five cards in their hand.
 9. The house dealer will then place all discards in the discard pile.
 10. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
 11. Once each player has a total of five cards, the second round of betting will occur.
 12. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. “Call” a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
 13. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
 14. All active players shall then enter into a showdown with each other and compare their hands.

If during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a “community card” and shall be available to play in everyone’s hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player’s have seven cards at the end of the game.

How Winners are Determined and Paid

Players may use any combination of their five face-down cards to make the highest ranking five card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among all players with the winning hand.

2-7 Single Draw

- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of 2-7 Single Draw, please refer to the Poker Games Collection Rates (GEGR-002022).

2-7 Triple Draw

Type of Game

The players of 2-7 Triple Draw 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. Players are given the opportunity to discard and draw cards to make the highest ranking five-card poker hand throughout the course of the round.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

2-7 Triple Draw Hand Rankings

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

2-7 Triple Draw

Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A 2, 3, 4, 5, and 6 is the highest ranked Straight Flush, and a 9, 10, jack, queen, and king is the lowest ranked Straight Flush.
Royal Flush	A hand that consists of an ace, king, queen, jack, and 10 of the same suit.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which accommodates a maximum of six players. Each seated position at the table shall have the same minimum and maximum wagering limits 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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. 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 distributes the cards.
 - a. The small blind and big blind 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 be required to post the small blind and the player to the immediate left of the player who posted the small blind button will be required to post the big blind.
 - a. Blind wagers are predetermined 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, 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 betting 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

2-7 Triple Draw

- 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 will then ask for all discards. Players have the option to discard zero to five cards in their hand.
 9. The house dealer will then place all discards in the discard pile.
 10. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
 11. Once each player has a total of five cards, the second round of betting will occur.
 12. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. “Call” a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
 13. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
 14. The house dealer shall then ask for all discards. Players have the option to discard zero to five cards in their hand.
 15. The house dealer will then place all discards in the discard pile.
 16. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
 17. Once each player has a total of five cards, the third round of betting will occur.
 18. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. “Call” a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
 19. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
 20. The house dealer shall then ask for all discards. Players have the option to discard zero to five cards in their hand.
 21. The house dealer will then place all discards in the discard pile.
 22. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
 23. Once each player has a total of five cards, the fourth and final round of betting will occur.
 24. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:

2-7 Triple Draw

- a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. "Call" a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
25. After the final round of betting has been completed, the house dealer shall move all player bets into the pot.
26. All active players shall then enter into a showdown with each other and compare their hands.

If during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a "community card" and shall be available to play in everyone's hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player's have seven cards at the end of the game.

How Winners are Determined and Paid

Players may use any combination of their five face-down cards to make the highest ranking five card poker hand. The following shall apply for determining which player wins the pot:

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

Collection Rates Schedule

For wagering limits and collection rates for the game of 2-7 Triple Draw, please refer to the Poker Games Collection Rates (GEGR-002022).

Badugi

Type of Game

The players of Badugi play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 four-card low poker hand that ranks higher than the other players' four-card low poker hand. Each player will be given three opportunities to improve their hand by replacing cards currently in their hand with new cards, referred to as “draw”.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

Badugi Hand Rankings

Hand Dealt	Hand Requirements
Four Card Badugi	A hand that consists of four cards of different suits and ranks, known as a "badugi." The highest rank is 4, 3, 2, and ace unsuited; and a king, queen, jack, and 10 is the lowest rank.
Three Card Incomplete	A hand that consists of three cards of different suits and ranks and a fourth card of the same suit or rank of one of the other three cards, known as an “incomplete.” A 3, 2, and ace unsuited is the highest rank; and a king, queen, and jack is the lowest rank.
Two Card Incomplete	A hand that consists of two cards of different suits and ranks and a third and fourth card of the same suit or rank of the other two cards. A 2 and ace unsuited is the highest rank; and a king and queen unsuited is the lowest rank.
One Card Incomplete	A hand that consists of one card of a different suit and rank and a second, third, and fourth card of the same suit or rank of the other card. An ace is the highest rank; and a king is the lowest rank.

Description of Table Used and Total Number of Seated Positions

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

Badugi

Dealing Procedures and Round of Play

1. When first opening a game, the dealer shall spread the entire deck (minus the top and bottom card) across the poker table, so players can draw one card each. There is no specific order of the draw, all active players can draw at one time. The player with the highest ranked card shall receive the flat white disk with the word “dealer” on it.
 - a. In the result of a tie, the player with the higher ranked card by suit will receive the dealer button. The suit rankings from highest to lowest shall be as follows: spades, hearts, diamonds, and clubs.
2. The game shall utilize a flat white disk with the word “dealer” on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the last right of action on all rounds of play except for the first round, where the big blind shall have the right of last action.
3. The game utilizes two blinds, a small blind and a big blind. The small blind and big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - a. Action on the first round of betting will begin with the first active player to the left of the big blind.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind will rotate from player to player around the table clockwise after each round of play.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind.
 - a. Both blinds are pre-determined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action.
 - b. Both blinds shall be placed in the center of the table, which is referred to as the “pot”.
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have four cards face-down.
6. Once each player has received their four cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place their four cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - b. Place a wager equal to the amount of the big blind, referred to as a “call,” 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.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or

Badugi

- d. Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then ask each player to discard unwanted cards in turn, starting with the player to the left of the dealer button.
 - a. A player may choose to discard 1, 2, 3, or all 4 cards by placing them face-down into the center of the table.
 - i. However if all four cards are discarded, this does not constitute a fold.
 - b. If a player does not wish to discard any of their cards, they can stand “pat.”
 - c. Once a player has discarded cards or chosen to stay pat, they cannot change the amount of cards being discarded unless:
 - i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or
 - ii. No player has acted on their hand.
 - d. If a player or the house dealer is asked how many cards the player drew by another active player, that player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that player and the house dealer are no longer obligated to respond.
9. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
10. The house dealer will then announce how many cards each player has discarded, and begin to replace each players’ cards consecutively starting with the player to the left of the dealer button.
11. Once the dealer has replaced all cards to the active players, the house dealer shall collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the second round of betting.
12. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the rules and guidelines used in the previous betting round;
 - b. Fold their hand according to the rules and guidelines used in the previous betting round;
 - c. Do not make a wager, called a “check”, with the option to call or raise a wager by another player;
 - d. Raise the pot according to the rules and guidelines used in the previous betting round;
 - e. Call a raise according to the rules and guidelines used in the previous betting round.
13. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
14. The house dealer shall then ask each player to discard unwanted cards in turn, starting with the player to the left of the dealer button.
 - a. A player may choose to discard 1, 2, 3, or all 4 cards by placing them face-down into the center of the table.
 - i. However if all four cards are discarded, this does not constitute a fold.
 - b. If a player does not wish to discard any of their cards, they can stand “pat.”
 - c. Once a player has discarded cards or chosen to stay pat, they cannot change the amount of cards being discarded unless:
 - i. No cards have been dealt off the deck in response to the player’s request (including the burn card); or

Badugi

- ii. No player has acted on their hand.
- d. If a player or the house dealer is asked how many cards the player drew by another active player, that player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that player and the house dealer are no longer obligated to respond.
- 15. The house dealer shall then burn a card.
- 16. The house dealer will then announce how many cards each player has discarded, and begin to replace each players' cards consecutively starting with the player to the left of the dealer button.
- 17. Once the dealer has replaced all cards to the active players, the house dealer shall collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the third round of betting.
- 18. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the rules and guidelines used in the previous betting round;
 - b. Fold their hand according to the rules and guidelines used in the previous betting round;
 - c. Do not make a wager, called a "check", with the option to call or raise a wager by another player;
 - d. Raise the pot according to the rules and guidelines used in the previous betting round;
 - e. Call a raise according to the rules and guidelines used in the previous betting round.
- 19. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
- 20. The house dealer shall then ask each player to discard unwanted cards in turn, starting with the player to the left of the dealer button.
 - a. A player may choose to discard 1, 2, 3, or all 4 cards by placing them face-down into the center of the table.
 - i. However if all four cards are discarded, this does not constitute a fold.
 - b. If a player does not wish to discard any of their cards, they can stand "pat."
 - c. Once a player has discarded cards or chosen to stay pat, they cannot change the amount of cards being discarded unless:
 - i. No cards have been dealt off the deck in response to the player's request (including the burn card); or
 - ii. No player has acted on their hand.
 - d. If a player or the house dealer is asked how many cards the player drew by another active player, that player or the house dealer are obligated to respond until there has been action after the draw. Once there is any action after the draw, that player and the house dealer are no longer obligated to respond.
- 21. The house dealer shall then burn a card.
- 22. The house dealer will then announce how many cards each player has discarded, and begin to replace each players' cards consecutively starting with the player to the left of the dealer button.
- 23. Once the dealer has replaced all cards to the active players, the house dealer shall collect all of the discarded cards and place them face-down into the discard pile. This will also signal the start of the final round of betting.
- 24. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the rules and guidelines used in the previous betting round;

Badugi

- b. Fold their hand according to the rules and guidelines used in the previous betting round;
 - c. Do not make a wager, called a “check”, with the option to call or raise a wager by another player;
 - d. Raise the pot according to the rules and guidelines used in the previous betting round;
 - e. Call a raise according to the rules and guidelines used in the previous betting round.
25. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
26. All active players shall then enter into a showdown with each other and compare their hands.

In the event that there are not enough cards to distribute to the remaining active players on any given draw, the house dealer will combine the burn cards and the discard pile (not using the discards from the current round). The house dealer will then scramble, shuffle per house procedures, re-cut, re-burn, and complete the draw starting from the last position the house dealer was at the time the house dealer ran out of cards. The house dealer will not use the last card from the unused portion of the deck, known as the “stub”, unless that card will be used to replace the final discarded card for the final round of draws. The house dealer will then collect all discarded cards from that discard round and begin a new discard pile. The house dealer will also replace any missing burn cards from the discard pile to keep track of the betting round.

How Winners are Determined and Paid

Players who have entered into the showdown shall use their four cards dealt, either originally or from the draw, to make the highest-ranking four-card hand according to the hand ranking chart above. The following shall apply for determining which player wins the pot:

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

Collection Fee Schedules

For wagering limits and collection rates for the game of Badugi, please refer to the Poker Games Collection Rates (GEGR-002022).

Big O

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Big O Hand Rankings

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

Big O

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 or 9 is the highest ranked High Card hand and 7, 5, 4, 3 or 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the 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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
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. 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) will receive the flat white disk with the words "dealer button". The cards shall then be collected by the house dealer and reshuffled.
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 who received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are predetermined 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 five cards face-down.
 - a. These initial five cards are referred to as hole cards.

Big O

6. Once each player has received their five hole cards, the first round of wagering will occur. Players are given the following options, starting with the player to the left of the player 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.
 - b. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - 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 wagers, raised or folded their hand, the house dealer shall move all player 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 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.
 - a. This is referred to as “the flop.”
 - b. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
11. All active players 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, meaning to match the amount wagered by another player.
 - 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 wagers, raised 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 wagering 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;

Big O

- 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, raised 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 wagering 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 wagering has been completed, the house dealer shall move all 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 five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the highest ranking five-card poker hand, according to the hand rankings shown above. All other players shall lose.
- In the event that more than one player has the highest ranking hand, the pot shall be split equally among the winners.
 - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that the game does not reach the fourth and final betting round (as in all other players have folded), then the last remaining player will win the pot.

Collection Rates Schedule

For wagering limits and collection rates for the game of Big O, please refer to the Poker Games Collection Rates (GEGR-002022).

Crazy Pineapple

Type of Game

The players of Crazy Pineapple play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 three cards dealt to them, 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 deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Crazy Pineapple when forming a five-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.

Hand rankings from highest to lowest shall be as follows:

Crazy Pineapple 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.

Crazy Pineapple

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

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and 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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions 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. The small blind and big blind 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 three cards face-down.
 - a. These initial three cards are referred to as “hole cards.”
6. Once each player has received their three 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

Crazy Pineapple

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

Crazy Pineapple

20. 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.
21. 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.
22. 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. Check according to the rules used in the previous round of play; or
 - c. Fold their hand according to the rules used in the previous round of play; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Call a wager according to the rules used in the previous round of play.
23. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
24. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

All active players will then enter into a showdown with each other and compare their hands. The following will apply for determining which player wins the pot:

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

Collection Rates Schedule

For wagering limits and collection rates for the game of Crazy Pineapple, please refer to the Poker Games Collection Rates (GEGR-002022).

Crazy Pineapple High/Low Split

Type of Game

The players of Crazy Pineapple play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a Poker game. The gambling 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 hand that ranks higher or lower than the other player's five-card hands. Each player may use any combination of the three cards initially dealt to them at the beginning of the round, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “board” cards, or they may play the board by using no hole cards and using the five community cards, to make their five-card hand(s). When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

Five-Card High Hand Values

The rank of each card used in Crazy Pineapple High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 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.

Hand rankings from highest to lowest shall be as follows:

Crazy Pineapple High/Low Split High Hand Rankings

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

Crazy Pineapple High/Low Split

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 Card Values

The rank of each card used in Crazy Pineapple High/Low Split when forming a five-card high poker hand, in order of lowest to highest rank, shall be: king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and ace. All suits shall be considered equal in rank.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

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

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game will be played on a standard poker table and 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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions 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.

Crazy Pineapple High/Low Split

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

Crazy Pineapple High/Low Split

13. Each active player must now discard one of their three hole cards, starting with the first active player to the left of the dealer button. The cards shall be kept face-down as they are collected by the house dealer, who will place them in the discard pile.
14. Once all active players have discarded one card and have two hole cards remaining, the house dealer shall burn a card.
15. 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.
16. Once the turn card has been placed face-up on the table, the third round of wagering will occur.
17. 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. Check according to the rules used in the previous round of play; or
 - c. Fold their hand according to the rules used in the previous round of play; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Call a wager according to the rules used in the previous round of play.
18. After all players have acted in turn, the house dealer shall move all wagers into the pot.
19. The house dealer will then burn a card.
20. 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.
21. 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.
22. 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. Check according to the rules used in the previous round of play; or
 - c. Fold their hand according to the rules used in the previous round of play; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Call a wager according to the rules used in the previous round of play.
23. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
24. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

All active players will then enter into a showdown with each other and compare their hands. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is no qualifying five-card low hand, as described above, and more than one player has the highest ranking five-card high hand, the pot shall be equally split among all players with the highest ranked five-card poker hand.

Crazy Pineapple High/Low Split

- In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.
- If there is a qualifying five-card low hand, as described above, and one qualifying five-card high hand, the pot shall be split equally in half, with half the pot being awarded to the player with the highest ranked five-card poker hand, and the other half being awarded to the player with the qualifying five-card low hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the high hand.
- If there is a qualifying five-card low hand, as described above, and more than one player has the highest ranking five-card high hand, the pot shall be split equally in half, with half the pot being split equally among all players with the highest ranking five-card high hand, and the other half of the pot being awarded to the player with the qualifying five-card low hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.
- If more than one player has the lowest ranked five-card low hand, the pot shall be split equally in half, with half the pot being split equally among all players with the lowest ranked five-card low hand, and the other half being awarded to the player with the highest ranked five-card high hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.
- If more than one player has the lowest ranked five-card low hand, and more than one player has the highest ranking five-card high hand, the pot shall be split equally in half, with half the pot being split equally among all players with the lowest ranked five-card low hand, and the other half being equally split among all players with the highest ranked five-card poker hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For wagering limits and collection rates for the game of Crazy Pineapple High/Low Split, please refer to the Poker Games Collection Rates (GEGR-002022).

Face-Up Chinese Poker

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Face-Up Chinese Poker, in order of highest to lowest, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. However, an ace may also be used as a low card when completing a Straight or a Straight Flush. All suits shall be considered equal in rank. Hand rankings for the back middle hands, in order from highest to lowest rank, shall be:

Face-Up Chinese Poker Back Hand and Middle 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 2’s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2’s and two 3’s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2’s is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3’s and two 2’s is the lowest ranked Two Pairs.

Face-Up Chinese Poker

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

Hand rankings for the front hand, in order from highest to lowest rank shall be:

Face-Up Chinese Poker Front Hand Rankings

Hand Dealt	Hand Requirements
Three of a Kind	A hand that consists of three cards of the same rank. Three aces are the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind. Except as noted in the clean sweep section.
One Pair	A hand that consists of two cards of the same rank. Two aces are the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, queen, is the highest ranked High Card hand, and a 4, 3 and 2 is the lowest ranked High Card hand.

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

Description of Table Used and Total Number of Seated Positions

The game will be played using a standard poker table or small round table which shall accommodate up to four seated positions. However, in a four-handed game, only three players will receive a hand and will be actively playing. The fourth player will become eligible during the next round of play when the action button and dealer button rotates. The fourth player may also be eligible to participate provided that one of the three hands chooses not to participate during that round of play. When four players are seated at the table, only the player that has both the action button and the dealer button, and the two players clockwise around the table from that player, shall receive cards. The settling of hands will follow the same guidelines below.

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

Dealing Procedures and Round of Play

1. When first opening a game, the player to the left of the house dealer shall receive both the action button and the dealer button.
 - a. 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.
 - b. The same player shall also receive the action button, which is used to visually designate which player receives first action on their wager. That player shall also be the first to compare their hands against all other players at the table.
 - c. The dealer button and action button shall rotate from player to player around the table clockwise after each round of play.
2. Once one player has received both buttons, the house dealer shall complete the dealing procedures as described below.

Face-Up Chinese Poker

3. Prior to any cards being dealt, the amount of chips in front of each player will be considered table stakes. Table stakes is defined as limiting the amount a player can win or lose during the play of a single hand. A player may bet no more than what they have on the table at the beginning of that hand and consequently cannot go back to their pocket for more money once the hand is dealt. In between hands however, a player is free to re-buy or add-on so long as their entire stack does not then exceed the maximum buy in. In addition, players may not remove any chips from their table stakes in between hands.
4. The house dealer deals cards one at a time, face-up, to each active player beginning with the active player to the left of the dealer button, and continues clockwise until each active player receives five cards. The active player to the left of the dealer button must then place his initial cards face-up in either the top, middle, or bottom segments with no more than three cards in the top segment.
5. The initial five cards may be split between any of the three segments. This process continues clockwise until all active players have placed their initial five cards in their respective segments.
6. The house dealer will then deal three cards face down, starting with the active player to the left of the dealer button. Players must place two of the three cards face-up in either the top, middle, or bottom segment of their hand. They must discard the third card.
 - a. Once the cards lay face-up on the table in any of the segments, they will be set and cannot be moved.
7. This process continues clockwise until all active players have 13 cards face-up, with three cards in the top segment, and five cards in both the middle and bottom segments.

How Winners are Determined and Paid

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

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

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

Foul Hand

A hand that is set by a player that fails to set their hand in the proper ranking order when setting their five-card back hand, five-card middle hand, and three-card front hand, according to the rules above, is referred to as a "Foul Hand." When a player has a foul hand, that player must pay a penalty to each player. The penalty shall be three points to each player for each segment. Additionally, the player with the foul hand shall also be required to pay a player if they are eligible for bonus points according to the Bonus System, or if there is a Clean Sweep hand.

Point System

The settlement of wagers is based on points awarded for each hand. Each of the three segments is worth one point which has a monetary value depending on the table limit. When segments are being compared between two players, as described in the order above, the player who has the highest ranking hand for each segment wins one point from their opponent(s) and shall be paid according to the monetary value of one point.

Face-Up Chinese Poker

If a segment has the same exact rank between two players, it results in a tie (push), and no point or wager is exchanged unless the tie is between a player in possession of the action and dealer buttons and another player. The player with both buttons will win all tie hands.

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

Bonus System

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

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

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

Face-Up Chinese Poker

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

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

Clean Sweep

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

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

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

When a player declares a Clean Sweep hand, the house dealer will verbally confirm this with the player. Once confirmed, the dealer will place a marker on the top of the hand. The Clean Sweep hand will be viewed first on the showdown and the player collects its value first.

If more than one player has a Clean Sweep hand, the higher ranking Clean Sweep hand will collect the total point value for that hand; the point value for the lower ranking Clean Sweep hand will not be subtracted. If two Clean Sweep hands have the same ranking, it is a tie. No money is exchanged between these two players, but they still may collect from the other players.

Face-Up Chinese Poker

Fantasy Land

Fantasy Land is triggered if a player achieves a pair of queens or better as their front hand segment without fouling. On the next hand, the player will receive all 13 cards dealt face down right from the deal. The player can then arrange those 13 cards into their 3 hand segments, which shall be kept face-down until all other players have set their hand. All Fantasy Land hands must be set and completed before dealing out cards to the other players. To stay in Fantasy Land a player must make a Straight Flush or Four of a Kind on the bottom hand, a Full House or better in the middle, or a Three of a Kind on top. If a player remains in Fantasy Land, they must make a verbal announcement to the other players in the game.

Collection Rates Schedule

For wagering limits and collection rates for the game of Face-Up Chinese Poker, please refer to the Poker Games Collection Rates (GEGR-002022).

Mexican Poker

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game will be played using a standard deck of cards stripped to 40 cards (the 8s, 9s, and 10s are removed and one Joker is added for a total of 41 cards). The cards are shuffled using an automatic shuffler. If the shuffle machine has not finished shuffling the previous deck, the shuffle machine is not operational or the shuffle machine is not available, the cards will be shuffled by hand. When the cards are removed from the automatic shuffler, they are not cut; however, if the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

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

Mexican Poker Hand Rankings

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a Joker. Four Aces and a Joker is the highest ranked Five of a Kind and four 2s and a Joker is the lowest ranked Five of a Kind.
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 7 and 6 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush. Other acceptable Straight Flush hands include 4, 5, 6, 7, Jack or a 5, 6, 7, Jack, Queen of the same suit.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 6 is the highest ranked Flush and a 7, 5, 4, 3, and 2 is the lowest ranked Flush.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.

Mexican Poker

Straight	A hand that consists of five cards that are in consecutive ranking, but not the same suit. An Ace, King, Queen, Jack and 7 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight. Other acceptable Straight hands include a 4, 5, 6, 7, Jack, a 5, 6, 7, Jack, Queen, and a 6, 7, Jack, Queen, King.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two Pair. Two Aces and two Kings is the highest ranked Two Pair and two 3s and two 2s is the lowest ranked Two Pair.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 7 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game also utilizes a flat disk called a “dealer button” to visually designate the player in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The dealer button is the last to receive cards on the initial deal, but does not determine where action begins.
2. During the first round, action begins with the player that has the highest face-up card clockwise of the dealer button. On all other rounds, action starts with the player that has the highest hand and is closest to the left of the dealer button.
3. When first opening a game, all players are dealt one card face-up. The player with the highest ranked card will receive the dealer button. In the result of a tie, the player with the highest card by suit (from highest to lowest: spades, hearts, diamond and clubs) will receive the dealer button.
4. Once the placement of the dealer button has been established, the cards are collected and each player will be required to place an “ante.” Antes are used to initiate action and are posted before players receive any cards. All antes will be placed in the center of the table, which is known as “the pot”.
5. Once the antes have been posted, the house dealer will deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have one card face-up.
6. The house dealer will then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of two cards; one face-up and one face-down. The face-up cards are not community cards and are only available to the player whose hand they belong.
7. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player dealt the highest face-up card, clockwise of the dealer button will be required to place a bet equal to the amount of the lower table limit, referred to as the “bring in”. When two cards of equal value are present, the first player to receive their card will open the betting. When the Joker is dealt face up on the initial round it will be considered an ace for the purpose of determining the bring in.

Mexican Poker

8. Players are then given the following options, starting with the player to the left of the player that placed the bring-in, and then continuing clockwise around the table:
 - a. "Call" the bring in by placing a wager equal to the bring-in;
 - b. "Raise" the pot by placing a wager equal to the bring-in as well as an amount equal to the lower table limit;
 - c. "Check" their hand and place no additional bet at this time. In the first round, this is only permitted for the player that placed the bring-in;
 - o In no limit games, the amount of the raise must be equal to or larger than the amount of the bring-in and may be up to the entire amount of chips that that player has on the table.
 - o If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. In no limit games, the player must re-raise the pot for an amount equal to or greater than the amount of the previous raise.
 - o There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. In no limit games, there is no limit to the number of raises, regardless of the number of players remaining in the pot. When a raise or re-raise occurs, checking is not permitted.
 - d. "Fold" their hand by placing their cards face-down in the center of the table, which will be collected by the house dealer, who will place the cards in the discard pile without exposing them. This will end their participation in the round of play.
9. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
10. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up.
11. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn.
12. The house dealer will then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-up and one face-down. The face-up cards are not community cards and are only available to the player whose hand they belong.
13. Once each player has been dealt their third card, the second round of betting will occur. All active players will be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Place a wager according to the established table limits; or
 - b. Call a raise according to the rules and guidelines used in the previous betting round; or
 - c. Raise the pot according to the rules and guidelines used in the previous betting round; or
 - d. Check their hand according to the rules and guidelines used in the previous betting round; or
 - e. Fold their hand according to the rules and guidelines used in the previous betting round.
14. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.

Mexican Poker

15. Players are now given a second opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up.
16. The house dealer will then burn a card.
17. The house dealer will then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; three face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong.
18. Once each player has been dealt their fourth card, the third round of betting will occur. All active players will be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Place a wager according to the established table limits; or
 - b. Call a raise according to the rules and guidelines used in the previous betting round; or
 - c. Raise the pot according to the rules and guidelines used in the previous betting round; or
 - d. Check their hand according to the rules and guidelines used in the previous betting round; or
 - e. Fold their hand according to the rules and guidelines used in the previous betting round.
19. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
20. Players are now given a third opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up.
21. The house dealer will then burn a card.
22. The house dealer will then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of five cards; four face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong.
23. Once each player has been dealt their fifth card, which is the final card dealt to each active player, the fourth and final round of betting will occur. All active players will be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Place a wager according to the established table limits; or
 - b. Call a raise according to the rules and guidelines used in the previous betting round; or
 - c. Raise the pot according to the rules and guidelines used in the previous betting round; or
 - d. Check their hand according to the rules and guidelines used in the previous betting round; or
 - e. Fold their hand according to the rules and guidelines used in the previous betting round.

Mexican Poker

How Winners are Determined and Paid

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

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

Collection Rates Schedule

For wagering limits and collection rates for the game of Mexican Poker, please refer to the Poker Games Collection Rates (GEGR-002022).

Omaha

Type of Game

The players of Omaha play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling 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 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.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are 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.

Omaha

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - 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" will have the right of last action.
2. The two players to the immediate left of the player with the dealer button are required to post "blinds" (forced bets). The structure of certain, specified games may involve three blinds. The order of action will follow the same procedure as with two blinds. The players to the immediate left of the dealer button posts a small blind; the player to the immediate left of the small blind posts a middle blind; and the player to the immediate left of the middle blind posts the big blind.
 - a. The blinds 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 blinds 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 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 will be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind will be required to place the big blind. If the structure of the game includes a middle blind, the player to the immediate left of the small blind will be required to place the middle blind, and the player to the immediate left of the middle blind will be required to place the big blind.
 - a. Blind wagers are predetermined and mandatory and are used to initiate action.
 - b. Blind wagers will be placed in the designated wagering area, the pot.

Omaha

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 that received the small blind, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are the hole cards.
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind; or
 - b. Place the four hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - 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 which case there is no limit to the number of raises; or
 - e. The player in the big blind position may "check" if no one 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 and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn card."
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, 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, 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. Do not make a wager, referred to as a check, with the option to call or raise a wager by another player; or,
 - c. "Call" a wager, meaning to match the amount wagered by another player; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player wagers into the pot.
13. The house dealer will then burn a card.
14. The house dealer will 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 will 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 will be given the following options, starting with the first active player to the left of the dealer button:

Omaha

- a. Place a wager according to the established table limits; or,
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - c. Check according to the rules and guidelines used in the previous round of play; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
 18. The house dealer will then burn a card.
 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.
 - a. This is referred to as “the river card.”
 - b. This card will 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 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. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - c. Check according to the rules and guidelines used in the previous round of play; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 22. After the fourth and final round of betting has been completed, the house dealer will move all player 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. 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 more than one player has the highest ranking hand, the pot shall be split equally among the winners.
 - If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of Omaha, please refer to the Poker Games Collection Rates (GEGR-002022).

Omaha High-Low Split

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player's five-card poker hand. Each player must use two out of the 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 hand and a five-card high hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

Omaha High-Low Split High Hand Rankings

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

Omaha High-Low Split

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

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

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

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

For example: A hand of 7, 6, 4, 3 and ace is lower than an 8, 6, 4, 3 and 2.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - 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" will have the right of last action.
2. The two players to the immediate left of the player with the dealer button are required to post "blinds" (forced bets). The structure of certain, specified games may involve three blinds. The order of action will follow the same procedure as with two blinds. The players to the immediate left of the dealer button posts a small blind; the player to the immediate left of the small blind posts a middle blind; and the player to the immediate left of the middle blind posts the big blind.

Omaha High-Low Split

- a. The blinds 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 blinds 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 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 will be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind will be required to place the big blind. If the structure of the game includes a middle blind, the player to the immediate left of the small blind will be required to place the middle blind, and the player to the immediate left of the middle blind will be required to place the big blind.
 - a. Blind wagers are predetermined and mandatory and are used to initiate action.
 - b. Blind wagers will be placed in the designated wagering area, 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 that received the small blind, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are the hole cards.
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind; or
 - b. Place the four hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - 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 which case there is no limit to the number of raises; or
 - e. The player in the big blind position may "check" if no one 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 and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn card."
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, 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.

Omaha High-Low Split

11. All active players that 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. Do not make a wager, referred to as a check, with the option to call or raise a wager by another player; or,
 - c. "Call" a wager, meaning to match the amount wagered by another player; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player wagers into the pot.
13. The house dealer will then burn a card.
14. The house dealer will 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 will 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 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. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - c. Check according to the rules and guidelines used in the previous round of play; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
18. The house dealer will then burn a card.
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.
 - a. This is referred to as "the river card."
 - b. This card will 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 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. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - c. Check according to the rules and guidelines used in the previous round of play; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
22. After the fourth and final round of betting has been completed, the house dealer will move all player wagers into the pot.

Omaha High-Low Split

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

Collection Rates Schedule

For wagering limits and collection rates for the game of Omaha High-Low Split, please refer to the Poker Games Collection Rates (GEGR-002022).

Pineapple

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

Pineapple Hand Rankings Chart

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

Pineapple

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - 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" will have the right of last action.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions 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. 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. The small blind and big blind 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 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 will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button will receive the big blind button and will be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers will be placed in the designated wagering area, referred to as "the pot."

Pineapple

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 that received the small blind button, and continuing clockwise around the table until all players have three cards face-down.
 - a. These initial three cards are referred to as hole cards.
6. Once each player has received their three 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 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.
 - b. Place their three hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - 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 wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
8. Each active player, which are players that called all wagers and did not fold their hand, will be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button.
 - a. The cards will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile.
9. Once all active players have discarded one card and now only have two cards in their hand, the house dealer will proceed dealing the game by taking the top card of the deck and placing it under a chip without exposing it, referred to as a “burn.”
10. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously.
 - a. This is referred to as “the flop.”
 - b. These are community cards and are shared by all players.
11. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
12. All active players that 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. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
 - b. Place a wager according to the established table limits; or
 - c. Call a wager, meaning to match the amount wagered by another player; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
13. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
14. The house dealer will then burn a card.
15. The house dealer will 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.

Pineapple

- a. This is referred to as “the turn” card.
 - b. This card will also become a community card and is shared by all players.
16. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
17. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
18. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
19. The house dealer will then burn a card.
20. 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.
 - a. This is referred to as “the river” card.
 - b. This card will also become a community card and is shared by all players.
21. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
22. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
23. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
24. 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 remaining hole cards in their hand and the five community cards turned over throughout the round of play, or they may use only 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 rankings shown above. All other players will lose;
- In the event that more than one player has the highest ranking hand, the pot will be split equally among the winners.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

Pineapple

- In the event that the game does not reach the fourth and final betting round (as in all other players have folded), then the last remaining player will win the pot.

Collection Rates Schedule

For wagering limits and collection rates for the game of Pineapple, please refer to the Poker Games Collection Rates (GEGR-002022).

Pineapple High/Low Split

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card hand that ranks higher or lower than the other player's five-card hands. Each player may use any combination of two of the three cards initially dealt to them at the beginning of the round, referred to as “hole” cards, and the five cards dealt on the table throughout the round of play, referred to as “community” cards or “board” cards, or they may play the board by using no hole cards and using the five community cards, to make their five-card hand(s). When making a five-card low hand and a five-card high hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Pineapple High/Low Split, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace will be considered low any time it begins any Straight or Straight Flush. All suits will be considered equal in rank.

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

Pineapple High/Low Split High Hand Rankings Chart

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

Pineapple High/Low Split

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

Five-Card Low Hand Card Values

The rank of each card used in Crazy Pineapple High/Low Split when forming a five-card low hand, in order of lowest to highest rank, shall be: king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and ace. All suits shall be considered equal in rank.

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

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

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - 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" will have the right of last action.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions 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.

Pineapple High/Low Split

- 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. The small blind and big blind 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 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 will receive the small blind button and will be required to place the small blind. Additionally, the player to the immediate left of the player who received the small blind button will receive the big blind button and will be required to place the big blind.
 - a. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both 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 that received the small blind button, and continuing clockwise around the table until all players have three cards face-down.
 - a. These initial three cards are referred to as hole cards.
6. Once each player has received their three 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 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
 - b. Place their three hole cards face-down into the center of the table, referred to as a “fold.” The hand will be kept face-down and will be collected by the house dealer; or who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - 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 which case there is no limit to the number of raises; or
 - e. The player in the big blind position may “check”, meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
8. Each active player, which are players that called all wagers and did not fold their hand, will be required to discard one card from their three-card hand, starting with the first active player to the left of the dealer button.
 - a. The cards will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile.
9. Once all active players have discarded one card and now only have two cards in their hand, the house dealer will proceed dealing the game by taking the top card of the deck and placing it under a chip without exposing it, referred to as a “burn.”
10. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously.

Pineapple High/Low Split

- a. This is referred to as “the flop.”
 - b. These are community cards and are shared by all players.
11. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur.
12. All active players that 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. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player; or
 - c. Call a wager, meaning to match the amount wagered by another player; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
13. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
14. The house dealer will then burn a card.
15. The house dealer will 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 will also become a community card and is shared by all players.
16. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur.
17. 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. Call a wager according to the rules and guidelines used in the previous round of play; or
 - 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; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play; or
18. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer will move all player wagers into the pot.
19. The house dealer will then burn a card.
20. 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.
 - a. This is referred to as “the river” card.
 - b. This card will also become a community card and is shared by all players.
21. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
22. 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. Call a wager according to the rules and guidelines used in the previous round of play; or
 - 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; or

Pineapple High/Low Split

- e. Raise the pot according to the rules and guidelines used in the previous round of play.
- 23. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
- 24. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

All active players will then enter into a showdown with each other and compare their hands to determine the highest ranking five-card high hand and five-card low hand. The following will apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is no qualifying five-card low hand, as described above, and more than one player has the highest ranking five-card high hand, the pot shall be equally split among all players with the highest ranked five-card poker hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.
- If there is a qualifying five-card low hand, as described above, and one qualifying five-card high hand, the pot shall be split equally in half, with half the pot being awarded to the player with the highest ranked five-card poker hand, and the other half being awarded to the player with the qualifying five-card low hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the high hand.
- If there is a qualifying five-card low hand, as described above, and more than one player has the highest ranking five-card high hand, the pot shall be split equally in half, with half the pot being split equally among all players with the highest ranking five-card high hand, and the other half of the pot being awarded to the player with the qualifying five-card low hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.
- If more than one player has the lowest ranked five-card low hand, the pot shall be split equally in half, with half the pot being split equally among all players with the lowest ranked five-card low hand, and the other half being awarded to the player with the highest ranked five-card high hand.
 - In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.
- If more than one player has the lowest ranked five-card low hand, and more than one player has the highest ranking five-card high hand, the pot shall be split equally in half, with half the pot being split equally among all players with the lowest ranked five-card low hand, and the other half being equally split among all players with the highest ranked five-card poker hand.

Pineapple High/Low Split

- In the event there are an odd number of chips, the odd amount shall be awarded to the player with the highest ranked hand by suit, based on the high hand rankings above. Suit rankings from highest to lowest shall be spades, hearts, diamonds, and clubs.

Collection Rates Schedule

For wagering limits and collection rates for the game of Pineapple High/Low Split, please refer to the Poker Games Collection Rates (GEGR-002022).

Pot Limit Omaha 8 or Better

Type of Game

The players of Pot Limit Omaha 8 or Better play against each other for the “pot” of money on the table. The game does not utilize a player-dealer position, it is a poker game. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player's five-card poker hand. Each player must use two out of the 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 hand and a five-card high hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

Pot Limit Omaha 8 or Better High Hand Rankings

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

Pot Limit Omaha 8 or Better

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

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

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

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

For example: A hand of 7, 6, 4, 3 and ace is lower than an 8, 6, 4, 3 and 2.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - 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" will have the right of last action.
2. The two players to the immediate left of the player with the dealer button are required to post "blinds" (forced bets). The structure of certain, specified games may involve three blinds. The order of action will follow the same procedure as with two blinds. The players to the immediate left of the dealer button posts a small blind; the player to the immediate left of the small blind posts a middle blind; and the player to the immediate left of the middle blind posts the big blind.

Pot Limit Omaha 8 or Better

- 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 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 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 will be required to place the small blind. Additionally, the player to the immediate left of the player that posted the small blind will be required to post the big blind.
 - a. Blind wagers are predetermined and mandatory and are used to initiate action.
 - b. Blind wagers will be placed in the designated wagering area, 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, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are the hole cards.
6. Once each player has received their four hole cards, the first round of betting will occur. All bets and raises are capped at the size of the current pot. Players are given the following options, starting with the player to the left of the player that posted the big blind and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind.
 - b. Place the four hole cards face-down into the center of the table, referred to as a "fold." The hand will be kept face-down and will be collected by the house dealer, who will then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
 - 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" if no one 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 and either called all bets or folded their hand, the house dealer will move all player bets into the pot.
8. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn card."
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, 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, will be given the following options, starting with the first active player to the left of the dealer button. All bets and raises are capped at the size of the current pot.

Pot Limit Omaha 8 or Better

- a. Place a wager according to the established table limits; or,
 - b. Do not make a wager, referred to as a check, with the option to call or raise a wager by another player; or,
 - c. "Call" a wager, meaning to match the amount wagered by another player; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
12. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player wagers into the pot.
 13. The house dealer will burn a card.
 14. The house dealer will 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 will 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 will be given the following options, starting with the first active player to the left of the dealer button. All bets and raises are capped at the size of the current pot.
 - a. Place a wager according to the established table limits; or,
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - c. Check according to the rules and guidelines used in the previous round of play; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer will move all player wagers into the pot.
 18. The house dealer will burn a card.
 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.
 - a. This is referred to as the "river card."
 - b. This card will 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 will be given the following options, starting with the first active player to the left of the dealer button. All bets and raises are capped at the size of the current pot.
 - a. Place a wager according to the established table limits; or,
 - b. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - c. Check according to the rules and guidelines used in the previous round of play; or,
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
 22. After the fourth and final round of betting has been completed, the house dealer will move all player wagers into the pot.
 23. All active players will then enter into a showdown with each other and compare their hands.

Pot Limit Omaha 8 or Better

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

Collection Rates Schedule

For wagering limits and collection rates for the game of Pot Limit Omaha 8 or Better, please refer to the Poker Games Collection Rates (GEGR-002022).

Razz

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of their three face-down cards, known as “hole” cards, and their four face-up cards, known as “door” cards, to make their hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in the game of Razz in order of highest to lowest rank shall be: ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. All suits shall be considered equal in rank, except for the purposes of determining which player must post the bring-in. Suit rankings for determining which player must post the bring-in shall be highest to lowest as follows: spades, hearts, diamonds, and clubs. Straights and flushes do not count against the player's hand.

Hand rankings in Razz, from highest to lowest, are as follows:

Razz Hand Ranking Chart

Hand Dealt	Hand Requirements
No Pair	A hand that consists of five cards that do not make any of the hands listed below. A 5, 4, 3, 2, and ace is the highest ranked No Pair and a king, queen, jack, 10, and 9 is the lowest ranked No Pair hand.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two kings is the lowest ranked Pair.
Two Pair	A hand that consists of two Pairs. Two aces and two 2s is the highest ranked Two Pair and two kings and two queens is the lowest ranked Two Pair.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three kings are the lowest ranked Three of a Kind.
Full house	A hand that consists of a Three of a Kind and a Pair. Three aces and two 2s is the highest ranked Full House and three kings and two queens is the lowest ranked Full House.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces are the highest ranked Four of a Kind and four kings is the lowest ranked Four of a Kind.

Description of Table Used and Total Number of Seated Positions

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

Razz

Dealing Procedures and Round of Play

- 1) Before the start of any round of play, each player will be required to put in a predetermined amount of money to participate in the hand, which is referred to as the “ante.”
 - a. If a player chooses not to participate in the round, that player needs not ante, and the house dealer will not deal that player in the round.
- 2) Once all participating players in that round have placed their ante wagers, the house dealer shall move all player antes into the pot.
- 3) Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the active player to the left of the house dealer and will continue clockwise around the table until all players have two cards face-down. The house dealer will then deal one card face-up to each player, starting with the active player to the left of the house dealer and will continue around the table until all players have one face-up card, for a total of three cards; two cards face-down and one card face-up.
 - a. The players’ face-down cards are called “hole cards.”
 - b. The players’ face-up cards are called “door cards.”
- 4) Once each player has received their initial three cards, the first round of betting will occur, known as “third street.”
 - a. Action will start with the player with the highest ranked door card by suit, based on the hand ranking chart above. The rankings of suits when determining action, from highest to lowest shall be; spades, hearts, diamonds, and clubs.
 - i. That player must either put in a predetermined amount of money called the “bring-in; or
 - ii. Place a wager equal to the amount of the smaller posted table limit.
 - b. The following players starting to the left of the bring-in player, may:
 - i. Place a wager that is equal to the amount that the bring-in player made or “call” a wager, meaning to match the amount wagered by another player; or
 - ii. Place a wager equal to the amount that the bring-in player made as well as an additional amount within the posted table limit, referred to as a “raise.” If only the predetermined bring-in amount was wagered, a player may only place a wager, that when added to the predetermined bring-in amount, equals the smaller posted table limit. (**Example: the bring-in would be \$1 for \$4-\$8 limit, so when Player A brings-in for \$1, Player B may complete to \$4**); or
 - iii. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, known as a “cap” (a complete is not considered a raise), unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises; or
 - iv. The player in the “bring-in” position may “check,” meaning they do not wish to place an additional wager. However, if there has been a raise; they must call the amount raised; raise or re-raise by placing an additional wager (as long as the pot has not been capped); or
 - v. Place the face-up card face-down into the center of the table, with their other two face-down cards, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
- 5) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
- 6) The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”

Razz

- 7) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player's face-up card to the house-dealer's left, and will continue until all active players have a second face-up card. Once all active players have a total of four cards (two face-up and two face-down), this will signal the start of the second round of betting, also known as, "fourth street."
- 8) All active players shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the hand ranking chart above:
 - a. Do not make a wager, referred to as a "check," with the option to call or raise a wager by another player. This is only permitted if no other player has raised. If a raise or re-raise occurs, a player will be required to call the raise, re-raise or fold their hand; or
 - b. Place the smaller table limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
- 9) After all players have acted in turn, the house dealer shall move all player bets into the pot.
- 10) The house dealer shall then burn a card.
- 11) The house dealer shall then take the next card from the top of the deck, and place it face-up next to the first active player's two face-up cards to the house dealer's left, and will continue until all active players have a third face-up card. Once all active players have a total of five cards (three face-up and two face-down), this will signal the start of the third round of betting, also known as, "fifth street."
- 12) All active players shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the hand ranking chart above:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
- 13) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
- 14) The house dealer shall then burn a card.
- 15) The house dealer shall then take the next card, from the top of the deck, and place it face-up next to the first active player's three face-up cards to the house dealer's left, and will continue until all active players have a fourth face-up card. Once all active players have a total of six cards (four face-up and two face-down), this will signal the start of the fourth round of betting, also known as, "sixth street."
- 16) All active players shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the hand ranking chart above:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger table limit wager according to the established table limits; or

Razz

- c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
- 17) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
- 18) The house dealer shall then burn a card.
- 19) The house dealer shall then take the next card, from the top of the deck, and place it face-down next to the first active player's four face-up cards to the house dealer's left, and will continue until all active players have a third face-down card. Once all active players have a total of seven cards (four face-up and three face-down), this will signal the start of the fifth and final round of betting, also known as the "seventh street."
- 20) All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the active player who has the highest ranked face-up cards as described in the hand ranking chart above:
- a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
- 21) After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
- 22) All active players shall then enter into a showdown with each other and compare their hands.

Note: *If there are not enough cards left in the deck for all active players to receive cards to complete the hand, the house dealer will deal all the cards except the last card, which is mixed with the burn cards, folded cards, and any cards burned from the deck due to a premature burn and deal (when the dealer acts by burning a card before an active player has completed their action). The house dealer then shuffle and cuts these cards, burns again, and delivers the remaining face-down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the house dealer does not burn, so that each player can receive a fresh card. If the house dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The house dealer will burn a card and turn one card face-up in the center of the table. This card plays in everyone's hand.*

How Winners are Determined and Paid

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

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

Razz

- In the event that more than one player has the highest ranking hand, the pot will be split equally among the winners. In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button. Suit rankings will not be used to determine a winner in the event of a tie.

Collection Rates Schedule

For wagering limits and collection rates for the game of Razz, please refer to the Poker Games Collection Rates (GEGR-002022).

Seven Card Stud

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card poker hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Seven Card Stud 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 except when dealing out the dealer button and the “bring in.” The ace would be considered low any time it begins a Straight or a Straight Flush.

Hand rankings from highest to lowest are as follows:

Seven Card Stud Hand Rankings

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

Seven Card Stud

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 accommodates a minimum of two and a maximum of eight players. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager.

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.
2. 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, by suit shall receive the dealer button. Suit rankings, from highest to lowest, shall be: spades, hearts, diamonds, clubs.
 - b. The cards are then placed back into the deck and electronically shuffled, ready to be dealt.
3. Once the dealer button has been distributed by the house dealer, each player shall be required to place an "ante."
 - a. These are used to initiate action are posted before players receive any cards.
 - b. All antes shall be placed in the center of the table, which is known as the "pot."
4. Once the antes 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, and continuing clockwise around the table until all players have two cards face-down. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.
5. Once each player has received their three cards, the first round of wagering will occur. The player that has been dealt the lowest face-up card, according to the card rank, shall be required to place a wager at least equal to the amount of the lower table limit, referred to as the "bring in." Ties are broken by card suit. The player with the forced bet has the option of opening for a full bet. Therefore, players must wait for the designated low hand to act before acting on their own hands.
6. Players are given the following options, starting with the player to the left of the player that placed the bring in and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the bring in or "call" a wager, meaning to match the amount wagered by another player; or
 - b. Place their three cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the bring in as well as an additional amount within the lower table limit, referred to as a "raise;" or

Seven Card Stud

- 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. "Check" their hand and place no additional wager at this time. This is only permitted for the player that placed the bring in and when all other players have called the bring in and there have been no raises.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player 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 a "burn."
9. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; two face-down and two face-up.
 - a. The face-up cards are not community cards and are only available to the player whose hand they belong.
10. Once each player has been dealt their fourth card, the second round of betting will occur.
11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. If a player's two face-up cards are a pair during the second round of wagering, that player will initiate action and has the option of wagering at the lower or higher table limit. Whichever limit they choose, the rest of the table shall be required to use that limit during that round. However, for all subsequent rounds, the wagering limits shall remain unchanged. This rule only applies during the second round of wagering and does not apply if no player has a pair.
 - b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand; or
 - c. Raise the pot by placing a wager equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
 - d. Call a wager according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play; or
12. After all players have acted in turn and either checked, called all wagers, raised 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 deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of five cards; two face-down cards and three face-up cards.
15. Once each player has been dealt their fifth card, the third round of betting will occur. Betting during this round will be at the higher table limit.
16. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:

Seven Card Stud

- a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either checked, called all wagers, raised 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 deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
 20. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.
 21. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
 22. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
 23. The house dealer shall then burn a card.
 24. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of seven cards; three face-down cards and four face-up cards.
 25. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
 26. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
 27. After the final round of betting has been completed, the house dealer shall move all player bets into "the pot."
 28. All active players shall then enter into a showdown with each other and compare their hands.

Seven Card Stud

If during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a “community card” and shall be available to play in everyone’s hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player’s have seven cards at the end of the game.

How Winners are Determined and Paid

Players may use any combination of the three face-down cards and the four face-up cards dealt to them throughout the course of the game to make the highest ranking five card poker hand.

The following shall apply for determining which player wins the pot:

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

Collection Rates Schedule

For wagering limits and collection rates for the game of Seven Card Stud, please refer to the Poker Games Collection Rates (GEGR-002022).

Seven Card Stud High/Low Split

Type of Game

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

Object of the Game

The object of the game is for players to form a qualifying five-card poker hand that ranks higher or lower than the other players' five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card poker hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same combination of their dealt cards to satisfy each hand's requirements.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Seven Card Stud High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank except when dealing out the dealer button and the “bring in.” The ace would be considered low any time it begins a Straight or a Straight Flush.

Hand rankings from highest to lowest are as follows:

Seven Card Stud High/Low Split High Hand Rankings

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

Seven Card Stud High/Low Split

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

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

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

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

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager.

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.
2. 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, by suit shall receive the dealer button. Suit rankings, from highest to lowest, shall be: spades, hearts, diamonds, clubs.
 - b. The cards are then placed back into the deck and electronically shuffled, ready to be dealt.
3. Once the dealer button has been distributed by the house dealer, each player shall be required to place an "ante."
 - a. These are used to initiate action are posted before players receive any cards.
 - b. All antes shall be placed in the center of the table, which is known as the "pot."

Seven Card Stud High/Low Split

4. Once the antes 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, and continuing clockwise around the table until all players have two cards face-down. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.
5. Once each player has received their three cards, the first round of wagering will occur. The player that has been dealt the lowest face-up card, according to the card rank, shall be required to place a wager at least equal to the amount of the lower table limit, referred to as the "bring in." Ties are broken by card suit. The player with the forced bet has the option of opening for a full bet. Therefore, players must wait for the designated low hand to act before acting on their own hands.
6. Players are given the following options, starting with the player to the left of the player that placed the bring in and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the bring in or "call" a wager, meaning to match the amount wagered by another player; or
 - b. Place their three cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the bring in as well as an additional amount within the lower 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 which case there is no limit to the number of raises;
 - e. "Check" their hand and place no additional wager at this time. This is only permitted for the player that placed the bring in and when all other players have called the bring in and there have been no raises.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player 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 a "burn."
9. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; two face-down and two face-up.
 - a. The face-up cards are not community cards and are only available to the player whose hand they belong.
10. Once each player has been dealt their fourth card, the second round of betting will occur.
11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. If a player's two face-up cards are a pair during the second round of wagering, that player will initiate action and has the option of wagering at the lower or higher table limit. Whichever limit they choose, the rest of the table shall be required to use that limit during that round. However, for all subsequent rounds, the wagering limits shall remain unchanged. This rule only applies during the second round of wagering and does not apply if no player has a pair.
 - b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot.

Seven Card Stud High/Low Split

- If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand; or
- c. Raise the pot by placing a wager equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
 - d. Call a wager according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play; or
12. After all players have acted in turn and either checked, called all wagers, raised 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 deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of five cards; two face-down cards and three face-up cards.
 15. Once each player has been dealt their fifth card, the third round of betting will occur. Betting during this round will be at the higher table limit.
 16. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
 17. After all players have acted in turn and either checked, called all wagers, raised 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 deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
 20. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.
 21. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.

Seven Card Stud High/Low Split

22. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
23. The house dealer shall then burn a card.
24. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of seven cards; three face-down cards and four face-up cards.
25. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
26. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check a wager according to the rules and guidelines used in the previous round of play; or
 - b. Place the larger limit wager according to the established table limits; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Raise the pot according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
27. After the final round of betting has been completed, the house dealer shall move all player bets into "the pot."
28. All active players shall then enter into a showdown with each other and compare their hands.

If during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a "community card" and shall be available to play in everyone's hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player's have seven cards at the end of the game.

How Winners are Determined and Paid

Players may use any combination of the three face-down cards and the four face-up cards dealt to them throughout the course of the game to make the highest ranking five-card poker hand or the highest ranked low hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card hand, according to the hand and card rankings shown above. All other players will lose.
- If there is one qualifying five-card low hand and one qualifying five-card high hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.

Seven Card Stud High/Low Split

- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
 - They are not required to use the same cards to win both portions of the pot.
- If more than one player has the highest ranking five-card hand, and there is no qualifying five-card low hand, the pot will be split equally among all players with the highest ranking five-card hand.
- If more than one player has the highest ranking five-card hand, and there is a qualifying five-card low hand, the pot will be split equally in half, with half the pot being split equally among all players with the highest ranking five-card hand, and the other half being awarded to the player with the qualifying five-card low hand.
- If one player has the highest ranking five-card hand, and more than one player has the highest qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand, and the other half of the pot being split equally among all players with the qualifying five-card low hand.
- If more than one player has the highest ranking high hand, and more than one player has the highest qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
- In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of Seven Card Stud High/Low Split, please refer to the Poker Games Collection Rates (GEGR-002022).

Stud 8

Type of Game

The players of Stud 8 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 qualifying five-card hand that ranks higher or lower than the other players' five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same combination of their cards to satisfy each hand's requirements.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in Stud 8 when forming a five-card high hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

Hand rankings from highest to lowest are as follows:

Stud 8 High Hand Rankings

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

Stud 8

High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.
------------------	--

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

Five-Card Low Hand Rankings - To make a qualifying five-card low hand, a player must have an 8 high or lower, meaning the five cards used by the player cannot contain a card with a value of 9 or higher.

- Additionally, when determining if a player has a qualifying five-card low hand, Straights and Flushes do not disqualify the player's hand if all other requirements are met.
- However, if the player has a Pair or higher in their low hand, the hand does not qualify.
- The lowest possible five-card poker hand is 5, 4, 3, 2, and ace; this is called a "Wheel".
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

For example: A hand of 7, 6, 4, 3, and ace is lower than an 8, 6, 4, 3, and 2.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

1. To begin each game, each player shall be required to place an "ante."
 - a. These are used to initiate action are posted before players receive any cards.
 - b. All "antes" shall be placed in the center of the table, which is known as "the pot."
2. Once the "antes" 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 house dealer, and continuing clockwise around the table until all players have two face-down cards. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.
3. Once each player has received their three cards, the first round of wagering will occur. The player that has been dealt the lowest face-up card, according to the high hand card rankings, shall be required to place a wager equal to the amount of the lower table limit, referred to as the "bring-in." Ties are broken by card suit. The ranking of suits, from highest to lowest shall be, spades, hearts, diamonds, and then clubs. The player with the forced bet has the option of opening for a full bet. Therefore, players must wait for the designated low hand to act before acting on their own hands.
4. Players are then given the following options, starting with the player to the left of the player with the lowest face-up card based on the high hand card values and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the bring-in or "call" a wager, meaning to match the amount wagered by another player; or

Stud 8

- b. Place their three cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; or
 - c. Place a wager equal to the amount of the bring-in as well as an additional amount within the lower 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 which case there is no limit to the number of raises; or
 - e. Check their hand and place no additional wager at this time. This is only permitted for the player that placed the bring-in and when all other players have called the bring-in and there have been no raises.
5. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
6. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
7. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of four cards; two face-down and two face-up.
 - a. The face-up cards are not community cards and are only available to the player whose hand they belong.
8. Once each player has been dealt their fourth card, the second round of betting will occur.
9. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. If a player's two face-up cards are a pair during the second round of wagering, that player will initiate action and has the option of wagering at the lower or higher table limit. Whichever limit they choose, the rest of the table shall be required to use that limit during that round. However, for all subsequent rounds, the wagering limits shall remain unchanged. This rule only applies during the second round of wagering and does not apply if no player has a pair; or
 - b. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has placed a bet or raised the pot; or
 - c. Raise the pot by placing a wager equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
 - d. Call a wager according to the rules and guidelines used in the previous round of play; or
 - e. Fold their hand according to the rules and guidelines used in the previous round of play.
10. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
11. The house dealer shall then burn a card.
12. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of five cards; two face-down and three face-up.

Stud 8

13. Once each player has been dealt their fifth card, the third round of betting will occur.
14. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play.
15. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
16. The house dealer shall then burn a card.
17. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
18. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.
19. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Raise according to the rules and guidelines used in the previous round of play; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play; or
 - d. Fold their hand according to the rules and guidelines used in the previous round of play.
20. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
21. The house dealer shall then burn a card.
22. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of seven cards; three face-down and four face-up.
23. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
24. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Raise according to the rules and guidelines used in the previous round of play; or
 - c. Call a wager according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play.
25. After the final round of betting has been completed, the house dealer shall move all player bets into the "pot."
26. All active players shall then enter into a showdown with each other and compare their hands.

Stud 8

If during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a “community card” and shall be available to play in everyone’s hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player’s have seven cards at the end of the game.

How Winners are Determined and Paid

Players will use their five remaining cards to make the highest ranking five-card high hand or the highest ranked five-card low hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card high hand, according to the hand and card rankings shown above. All other players will lose.
- If there is one qualifying five-card low hand and one qualifying five-card high hand, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card hand and the other half of the pot being awarded to the player with the lowest qualifying five-card hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
 - They are not required to use the same cards to win both portions of the pot.
- If more than one player has the highest ranking five-card high hand, and there is no qualifying five-card low hand, the pot will be split equally among all players with the highest ranking five-card high hand.
- If more than one player has the highest ranking five-card high hand, and there is a qualifying five-card low hand, the pot will be split equally in half, with half the pot being split equally among all players with the highest ranking five-card high hand, and the other half being awarded to the player with the qualifying five-card low hand.
- If one player has the highest ranking five-card high hand, and more than one player has the highest qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker high hand, and the other half of the pot being split equally among all players with the qualifying five-card low hand.
- If more than one player has the highest ranking five-card high hand, and more than one player has the highest qualifying five-card low hand, the pot will be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card high hand and the other half of the pot being split equally among all players with the qualifying five-card low hand.
- In the instance that there are an odd number of chips, the highest hand up will receive the odd chip.

Stud 8

Collection Rates Schedule

For wagering limits and collection rates for the game of Stud 8, please refer to the Poker Games Collection Rates (GEGR-002022).

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 deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

The rank of each card used in 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.

Hand rankings from highest to lowest are 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 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards 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.

Texas Hold'em

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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions 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. The small blind and big blind 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

Texas Hold'em

- 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 has been placed face-up on the table, the second round of wagering will occur.
11. All active players who called all wagers and did not fold their hand, will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. "Call" a wager; this means to match the amount wagered by another player; or
 - e. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player.
12. After all players have acted in turn, the house dealer shall move all wagers into the pot.
13. The house dealer shall then burn a card.
14. 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 shall then burn a card.
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.

Texas Hold'em

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.
 - If there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.

Collection Rates Schedule

For wagering limits and collection rates for the game of Texas Hold'em, please refer to the Poker Games Collection Rates (GEGR-002027).

Triple Draw Poker

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Players are given the opportunity to discard and draw cards to make the highest ranking five-card poker hand throughout the course of the round.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The deck shall be manually shuffled, or shuffled by machine, cut, and dealt by the house dealer. When an automatic shuffler is utilized, the cards are not cut. If the cards are shuffled manually, the house dealer will cut the cards.

Card Values and Hand Rankings

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

Hand rankings from highest to lowest are as follows:

Triple Draw Poker Hand Rankings

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

Triple Draw Poker

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 accommodates a maximum of six players. Each seated position at the table shall have the same minimum and maximum wagering limits 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.
 - c. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
2. The small blind and the big blind positions are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer distributes the cards.
 - a. The small blind and big blind 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 be required to post the small blind and the player to the immediate left of the player who posted the small blind will be required to post the big blind.
 - a. Blind wagers are predetermined 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, 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 betting will occur. Players are given the following options, starting with the player to the left of the big blind 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

Triple Draw Poker

- 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 will then ask for all discards. Players have the option to discard zero to five cards in their hand.
9. The house dealer will then place all discards in the discard pile.
10. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
11. Once each player has a total of five cards, the second round of betting will occur.
12. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. “Call” a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
13. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
14. The house dealer shall then ask for all discards. Players have the option to discard zero to five cards in their hand.
15. The house dealer will then place all discards in the discard pile.
16. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
17. Once each player has a total of five cards, the third round of betting will occur.
18. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. “Call” a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
19. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
20. The house dealer shall then ask for all discards. Players have the option to discard zero to five cards in their hand.
21. The house dealer will then place all discards in the discard pile.
22. The house dealer will then deal zero to five cards face-down to each player, starting with the player to the left of the dealer button. The amount of new cards each player receives shall be equal to the number they discarded.
23. Once each player has a total of five cards, the fourth and final round of betting will occur.
24. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:

Triple Draw Poker

- a. Check according to the rules and guidelines used in the previous round of play; or
 - b. Place a wager according to the established table limits; or
 - c. "Call" a wager; meaning to match the amount wagered by another player; or
 - d. Raise the pot according to the rules used in the previous round of play; or
 - e. Fold their hand according to the rules used in the previous round of play.
25. After the final round of betting has been completed, the house dealer shall move all player bets into the pot.
26. All active players shall then enter into a showdown with each other and compare their hands.

If during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a "community card" and shall be available to play in everyone's hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player's have seven cards at the end of the game.

How Winners are Determined and Paid

Players may use any combination of their five face-down cards to make the highest ranking five card poker hand. The following shall apply for determining which player wins the pot:

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

Collection Rates Schedule

For wagering limits and collection rates for the game of Triple Draw Poker, please refer to the Poker Games Collection Rates (GEGR-002022).

Poker Collection Rates

Crazy Pineapple (GEGR-002033), Crazy Pineapple High-Low Split (GEGR-002032), Omaha High-Low Split (GEGR-002036), Pineapple (GEGR-002021), Pineapple High-Low Split (GEGR-002038) - For **schedule options 1 through 6**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken.

No Limit/Pot Limit Games
\$40 Minimum Buy-In to
\$10,000 Maximum Buy-In

Schedule Option	Number of Players	Regular Table Fee
1	7 or more	\$6
2	5-6	\$5
3	4 or less	\$4

Limit Games

\$4-\$8 Minimum Wagering Limit Game to
\$100-\$200 Maximum Wagering Limit Game

Schedule Option	Number of Players	Regular Table Fee
4	7 or more	\$6
5	5-6	\$5
6	4 or less	\$4

Pot Limit Omaha 8 or Better (GEGR-002023), Big O (GEGR-002031), Omaha (GEGR-002037) - For **schedule options 1 through 12**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken. The Turn Fee shall be taken from the pot after the turn. The River Fee shall be taken from the pot after the river. If the round of play does not reach the turn or the river, the respective fees will not be taken.

No Limit/Pot Limit Games
\$40 Minimum Buy-In to
\$10,000 Maximum Buy-In

Schedule Option	Number of Players	Regular Table Fee	Turn Fee	River Fee
1	7 or more	\$7	\$1	\$1
2	7 or more	\$7	\$0	\$0
3	5-6	\$6	\$1	\$1
4	5-6	\$6	\$0	\$0
5	4 or less	\$5	\$1	\$1
6	4 or less	\$5	\$0	\$0

Limit Games

\$4-\$8 Minimum Wagering Limit Game to
\$100-\$200 Maximum Wagering Limit Game

Schedule Option	Number of Players	Regular Table Fee	Turn Fee	River Fee
7	7 or more	\$7	\$1	\$1
8	7 or more	\$7	\$0	\$0
9	5-6	\$6	\$1	\$1
10	5-6	\$6	\$0	\$0
11	4 or less	\$5	\$1	\$1
12	4 or less	\$5	\$0	\$0

Poker Collection Rates

Texas Hold'em (GEGR-002027) - For **schedule options 1 through 12**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the round of play does not reach the flop, no collection shall be taken. The Turn Fee shall be taken from the pot after the turn. The River Fee shall be taken from the pot after the river. If the round of play does not reach the turn or the river, the respective fees will not be taken.

No Limit/Pot Limit Games
\$40 Minimum Buy-In to
\$10,000 Maximum Buy-In

Schedule Option	Number of Players	Regular Table Fee	Turn Fee	River Fee
1	7 or more	\$6	\$1	\$1
2	7 or more	\$6	\$0	\$0
3	5-6	\$5	\$1	\$1
4	5-6	\$5	\$0	\$0
5	4 or less	\$4	\$1	\$1
6	4 or less	\$4	\$0	\$0

Limit Games

\$4-\$8 Minimum Wagering Limit Game to
\$100-\$200 Maximum Wagering Limit Game

Schedule Option	Number of Players	Regular Table Fee	Turn Fee	River Fee
7	7 or more	\$6	\$1	\$1
8	7 or more	\$6	\$0	\$0
9	5-6	\$5	\$1	\$1
10	5-6	\$5	\$0	\$0
11	4 or less	\$4	\$1	\$1
12	4 or less	\$4	\$0	\$0

2-7 Single Draw (GEGR-002019), 2-7 Triple Draw (GEGR-002020), Mexican Poker (GEGR-002035), Badugi (GEGR-002030), Stud 8 (GEGR-002026), Razz (GEGR-002028), Triple Draw Poker (GEGR-002025), Seven Card Stud (GEGR-002024), Seven Card Stud High-Low Split (GEGR-002018) - For **schedule options 1 through 12**, the house dealer will take the Regular Table Fee from the pot after the first round of betting, based on the number of players. If the round of play does not reach the first round of betting, no collection shall be taken. Table Fee #2 shall be taken from the pot after the second round of betting. Table Fee #3 shall be taken from the pot after the third round of betting. If the round of play does not reach the second or third rounds of betting, the respective fees will not be taken.

No Limit/Pot Limit Games
\$40 Minimum Buy-In to
\$10,000 Maximum Buy-In

Schedule Option	Number of Players	Regular Table Fee	Table Fee #2	Table Fee #3
1	7 or more	\$7	\$1	\$1
2	7 or more	\$7	\$0	\$0
3	5-6	\$6	\$1	\$1
4	5-6	\$6	\$0	\$0
5	4 or less	\$5	\$1	\$1
6	4 or less	\$5	\$0	\$0

Poker Collection Rates

Limit Games

**\$4-\$8 Minimum Wagering Limit Game to
\$100-\$200 Maximum Wagering Limit Game**

Schedule Option	Number of Players	Regular Table Fee	Table Fee #2	Table Fee #3
7	7 or more	\$7	\$1	\$1
8	7 or more	\$7	\$0	\$0
9	5-6	\$6	\$1	\$1
10	5-6	\$6	\$0	\$0
11	4 or less	\$5	\$1	\$1
12	4 or less	\$5	\$0	\$0

Timed Collection

Face-Up Chinese Poker (GEGR-002034) – For **schedule option 1**, the Regular Table Fee is taken by the house dealer from each active player, in advance, every forty minutes of play.

Schedule Option	Regular Table Fee
1	\$10

Collection Rates for Poker Games

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

California Games Collection Rates

Although the Bureau has approved these collection rates, these collection rates do not affect any rules regarding player-dealer rotation. The Bureau reserves the right to: (1) review the lawfulness of the California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the California Games Collection Rates if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

Three Card Poker 6 Card Bonus (GEGR-002040) - For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers, including bonus bets, that are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection taken from the players for any base game wagers or bonus bets placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$10

Maximum Wagering Limits shall be between \$200 and \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300+	\$7	
2	\$5-\$49	\$1	\$0
	\$50-\$100	\$2	
	\$101-\$300	\$3	
	\$301-\$500	\$5	
	\$501+	\$8	
3	\$5-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001-\$2,000	\$15	
	\$2,001+	\$22	
4	\$10-\$49	\$1	\$0
	\$50-\$200	\$2	
	\$201-\$400	\$5	
	\$401-\$800	\$8	
	\$801+	\$10	

California Games Collection Rates

EZ Baccarat (GEGR-002039) - For **schedule options 1 through 12**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers, including bonus bets, that are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fee taken from players for any base game wagers or bonus bets. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$10

Maximum Wagering Limits shall be between \$1,500 and \$2,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$49	\$1	\$0
	\$50-\$300	\$2	
	\$301-\$500	\$5	
	\$501-\$2,000	\$15	
	\$2,001+	\$25	
2	\$5-\$50	\$.50	\$0
	\$50-\$100	\$2	
	\$101-\$200	\$4	
	\$201-\$400	\$7	
	\$401+	\$10	
3	\$5-\$100	\$1	\$0
	\$101-\$200	\$2	
	\$201-\$400	\$4	
	\$401-\$600	\$7	
	\$601+	\$10	
4	\$5-\$200	\$2	\$0
	\$201-\$500	\$5	
	\$501-\$1,000	\$15	
	\$1,001-\$2,000	\$25	
	\$2,001+	\$35	
5	\$5-\$300	\$3	\$0
	\$301-\$600	\$6	
	\$601-\$1,000	\$12	
	\$1,001-\$2,000	\$20	
	\$2,001+	\$30	
6	\$5-\$300	\$4	\$0
	\$301-\$600	\$7	
	\$601-\$1,000	\$13	
	\$1,001-\$2,000	\$21	
	\$2,001+	\$31	
7	\$5-\$300	\$5	\$0
	\$301-\$600	\$8	
	\$601-\$1,000	\$14	
	\$1,001-\$2,000	\$22	
	\$2,001+	\$32	

California Games Collection Rates

8	\$5-\$300	\$6	\$0
	\$301-\$600	\$9	
	\$601-\$1,000	\$15	
	\$1,001-\$2,000	\$23	
	\$2,001+	\$33	
9	\$5-\$300	\$7	\$0
	\$301-\$600	\$10	
	\$601-\$1,000	\$16	
	\$1,001-\$2,000	\$24	
	\$2,001+	\$34	
10	\$5-\$300	\$8	\$0
	\$301-\$600	\$11	
	\$601-\$1,000	\$17	
	\$1,001-\$2,000	\$25	
	\$2,001+	\$35	
11	\$5-\$500	\$5	\$0
	\$501-\$1,000	\$15	
	\$1,001-\$2,000	\$25	
	\$2,001-\$4,000	\$50	
	\$4,001+	\$75	
12	\$10-\$49	\$.50	\$0
	\$50-\$200	\$2	
	\$201-\$400	\$3	
	\$401-\$800	\$7	
	\$801+	\$10	

Fortune Pai Gow Poker (GEGR-002017) - For **schedule options 1 through 3**, there shall be a collection fee taken from each player or backline bettor for each base game wager place, there will be no additional fees for any bonus bets placed. A collection fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$10

Maximum Wagering Limits shall be \$1,500

Schedule Option	Player Wager	Player Fee	Player-Dealer Fee
1	\$5-\$49	\$.50	\$2
	\$50-\$99	\$1	
	\$100-\$200	\$2	
	\$201-\$400	\$3	
	\$401+	\$4	
2	\$5-\$49	\$1	\$2
	\$50-\$99	\$2	
	\$100-\$200	\$3	
	\$201-\$400	\$4	
	\$401+	\$5	

California Games Collection Rates

3	\$10-\$49	\$.50	\$1
	\$50-\$99	\$1	
	\$100-\$200	\$2	
	\$201-\$400	\$3	
	\$401+	\$4	

For **schedule options 4 through 5**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers, including bonus bets, that are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fee taken from any player or backline bettor for any base game wagers or bonus bets placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
4	\$10-\$1,500	\$10-\$49	\$1	\$0
		\$50-\$200	\$2	
		\$201-\$400	\$5	
		\$401-\$600	\$10	
		\$601+	\$15	
5	\$10-\$1,500	\$10-\$100	\$2	\$0
		\$101-\$200	\$3	
		\$201-\$300	\$5	
		\$300-\$600	\$7	
		\$601+	\$10	

Pure 21.5 Blackjack (GEGA-003642) - For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position, based on the total monetary value of all game wagers, including bonus bets, that are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fees taken from the player for placing any base game wager, bonus bet, or exercising any player option. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$10

Maximum Wagering Limits shall be between \$1,000 and \$3,000

Schedule Option	Total Table Action	Player Dealer Fee	Player Fee
1	\$5-\$49	\$.50	\$0
	\$50-\$100	\$2	
	\$101-\$300	\$3	
	\$301-\$500	\$7	
	\$501+	\$10	
2	\$5-\$99	\$1	\$0
	\$100-\$199	\$2	
	\$200-\$399	\$3	
	\$400-\$599	\$7	
	\$600+	\$10	

California Games Collection Rates

3	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$600	\$7	
	\$601+	\$10	
4	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
5	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1,000	\$11	
	\$1,001+	\$16	
6	\$10-\$49	\$.50	\$0
	\$50-\$200	\$2	
	\$201-\$400	\$3	
	\$401-\$800	\$7	
	\$801+	\$10	

Ultimate Texas Hold'em (GEGR-002041) - For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position, based on the total monetary value of all game wagers, including bonus bets, that are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fee for players when placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$10

Maximum Wagering Limits shall be between \$200 and \$2,000

Schedule Option	Total Table Action	Player Dealer Fee	Player Fee
1	\$5-\$49	\$1	\$0
	\$50-\$100	\$2	
	\$101-\$300	\$3	
	\$301-\$500	\$5	
	\$501+	\$8	
2	\$5-\$50	\$1	\$0
	\$51-\$300	\$3	
	\$301-\$500	\$5	
	\$501-\$700	\$10	
	\$701+	\$12	
3	\$5-\$50	\$2	\$0
	\$51-\$300	\$5	
	\$301-\$500	\$7	
	\$501-\$700	\$10	
	\$701+	\$12	

California Games Collection Rates

4	\$10-\$49	\$1	\$0
	\$50-\$200	\$2	
	\$201-\$400	\$5	
	\$401-\$800	\$8	
	\$801+	\$10	

Pure Spanish 21.5 Blackjack (GEGA-004186) - For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position, based on the total monetary value of all game wagers, including bonus bets, that are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fee taken from player for placing any base game wager, bonus bet, or exercising any player option. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be \$5

Maximum Wagering Limits shall be between \$200 and \$3,000

Schedule Option	Total Table Action	Player Dealer Fee	Player Fee
1	\$5-\$49	\$.50	\$0
	\$50-\$100	\$2	
	\$101-\$300	\$3	
	\$301-\$500	\$7	
	\$501+	\$10	
2	\$5-\$49	\$.50	\$0
	\$50-\$200	\$2	
	\$201-\$400	\$3	
	\$401-\$800	\$7	
	\$801+	\$10	
3	\$5-\$99	\$1	\$0
	\$100-\$199	\$2	
	\$200-\$399	\$3	
	\$400-\$599	\$7	
	\$600+	\$10	
4	\$5-\$100	\$2	\$0
	\$101-\$200	\$3	
	\$201-\$300	\$5	
	\$301-\$600	\$7	
	\$601+	\$10	
5	\$5-\$100	\$1	\$0
	\$101-\$300	\$3	
	\$301-\$600	\$6	
	\$601-\$1,000	\$10	
	\$1,001+	\$15	
6	\$5-\$100	\$2	\$0
	\$101-\$300	\$4	
	\$301-\$600	\$7	
	\$601-\$1,000	\$11	
	\$1,001+	\$16	

California Games Collection Rates

Collection Procedures California Games

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