

Three Card Poker 6 Card Bonus

Type of Game

The game of Three Card Poker 6 Card Bonus 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 a player to assemble a three card hand that beats the player-dealer's three card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler'). If the automated card shuffling device breaks, the house dealer will hand shuffle the cards.

Physical Characteristics: Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.

Number of Decks: Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.

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

Card Values and Hand Rankings

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

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked Straight Flush and ace, 2 and 3 is the lowest ranked Straight Flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Straight	A hand that consists of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and ace, 2, 3 is the lowest ranked Straight.

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

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

- For the Ante Bet, the word "Ante";
- For the Play Bet, the word "Play";
- For the Pair Plus, the word(s) "Bonus" or "Pair Plus."
- For the 6 Card Bonus, the words "6 Card Bonus."

Dealing Procedures and Round of Play

All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. At the beginning of each round of play, each player shall be required to place an Ante Bet. Each player will have the option to place a Play Bet, after inspecting their hand, which must be equal to the Ante Bet.
5. Each player who has placed the Ante Bet required above, shall also have the option to make an additional Pair Plus and a 6 Card Bonus.
 - a. The Pair Plus awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Payout Table.
 - b. The 6 Card Bonus considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand. If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
6. The house dealer shall wait for each player to place their Ante Bet as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, "no more bets." No Ante, Pair Plus, or 6 Card Bonus shall be made, increased, or withdrawn after the house dealer has announced "no more bets."

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

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify**.
 - a. The Play bet receives no action. The house dealer shall immediately refund these wagers to players.
 - b. The player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.

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2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer shall immediately stack each player's Play Bet atop the Ante. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position or the player with the action button.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play bets.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play bets.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play bets shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus

The Pair Plus is an optional bonus wager for the Three Card Poker 6 Card Bonus where player's are wagering that their hand will contain a pair or better. The rules are as follows:

- A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
- Pair Plus wagers must be placed prior to the initial deal.
- The Pair Plus only consider the three cards each player is dealt.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the Pair Plus.
- Winning Pair Plus wagers pay as follows:

Three Card Poker 6 Card Bonus

Pair Plus Payout

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

6 Card Bonus

The 6 Card Bonus is an optional bonus wager for Three Card Poker 6 card bonus where player's are wagering that their hand, combined with the player-dealer's hand, will have three of a kind or better. The rules are as follows:

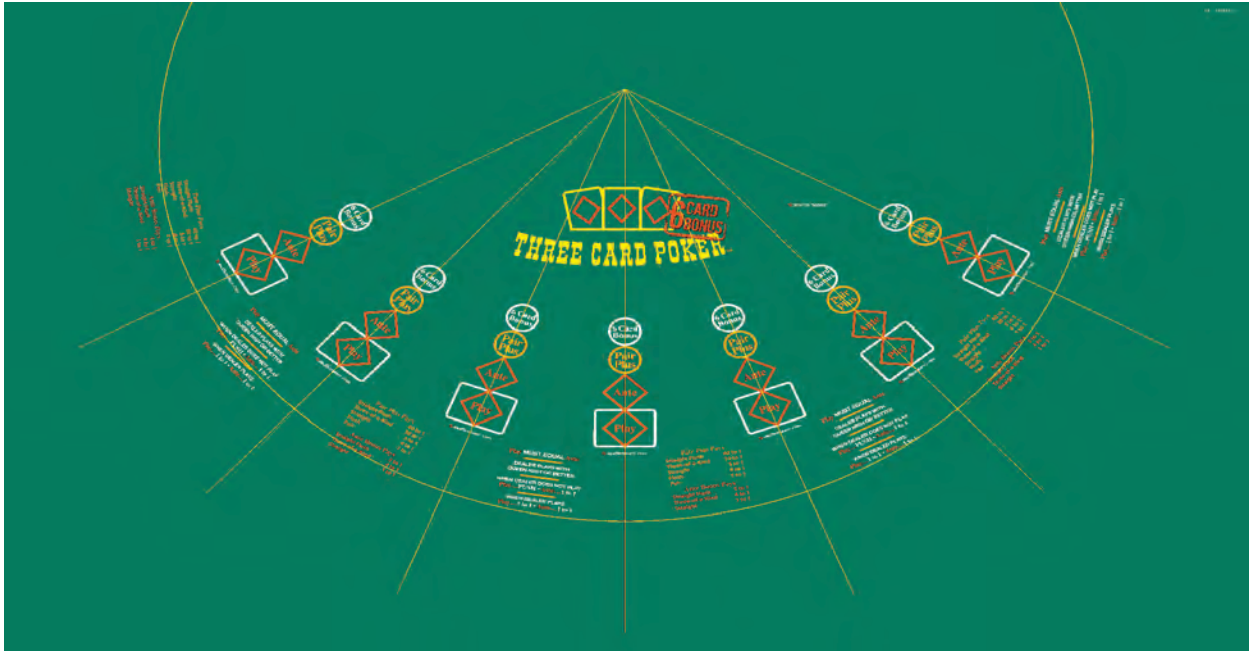
- A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- The 6 Card Bonus considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.
- A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the 6 Card Bonus.
- Winning 6 Card Bonus wagers pay as follows:

6 Card Bonus Payout

Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Three Card Poker 6 Card Bonus

TABLE LAYOUT



Collection Rates Schedule

For wagering limits and collection rates for the game of Three Card Poker 6 Card Bonus, please refer to the California Games Collection Rates (GEGR-001960).

EZ BACCARAT

Type of Game

The game of EZ Baccarat 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 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. The cards can be shuffled by hand or with an automatic card shuffling device ('shuffler').

Card Values and Hand Rankings

The value of each card used in EZ Baccarat, shall be as follows: aces have a value of one, picture cards have a value of ten, 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 Bonus Hand Ranking

Hand Dealt	Hand Requirements
Natural 9	A two card hand that has a value of nine. A Natural 9 shall only be achieved when the first two cards dealt to a hand is valued at nine.
Natural 8	A two card hand that has a value of eight. A Natural 8 shall only be achieved when the first two cards dealt to a hand is valued at eight.
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, Dragon 7 Bonus Bet and the Panda 8 Bonus Bet.
- Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.
- Backline betting is not permitted on any wager.

EZ BACCARAT

Dealing Procedures and Round of Play

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

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. 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, that player 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, that player may place a wager on the Panda 8 Bonus Bet, which pays 25 to 1.
3. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
 - 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.
4. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed:
 - 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.
5. The following chart shows when the banker hits (H) or stands (S) according to the rules above:

EZ BACCARAT

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

How Winners are Determined and Paid

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The action on payouts will 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 player-dealer shall win the Tie Bet.

- 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 he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie 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 not permitted on the Tie Bet.
- The Tie Bet pays 8 to 1.

EZ BACCARAT

Dragon 7 Bonus Bet

The Dragon 7 Bonus Bet pays 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.
- 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 not 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 pays 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 not permitted on the Panda 8 Bonus Bet.
- All winning Panda 8 Bonus Bets shall be paid 25 to 1.

EZ BACCARAT

Table Layout



Equipment Used



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

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-001960).

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.

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

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

This game also features 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

1. **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
2. **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.

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

Ultimate Texas Hold'em

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 six places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em 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

All wagers for Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet; or
 - c. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet and a "Bad Beat" Bonus Bet.
4. Immediately before the start of each round of play and after all Ante and Blind wagers, Trips and Bad Beat Bonus Bets have been made, the house dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face down.
 - a. When a card shoe is used, the cards shall be dealt as follows:
 - i. One card to each wagering area containing an Ante and Blind wagers and then one card to the player-dealer; followed by
 - ii. A further card to each such wagering area and the player-dealer, so each player and the player-dealer have two cards each; followed by
 - iii. Five community cards in the center of the table dealt face down.
 - b. When an automatic shuffler is used, the cards shall be dealt as follows:
 - i. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
 - ii. Two cards to the player-dealer; followed by
 - iii. Five community cards in the center of the table dealt face down.
6. After the cards have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler or shoe and place them into the discard rack without exposing the cards.
 - a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.
7. After the dealing procedures above have been completed, each player shall examine his/her cards and decide whether to check (do nothing) or to make a Play wager three or four times the value of their Ante wager. Once a player bets, they cannot bet again and they cannot change their bet.
8. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.
9. Players who have not already made a Play wager may decide to either check again or to make a Play wager two times the value of their Ante wager. Once a player bets, they cannot bet again and they cannot change their bet.
10. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
11. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.

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12. A player who decides to fold shall place their cards face down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the Ante and Blind wagers, any Trips Bonus Bet (if the hand is not a three of a kind or better) and Bad Beat Bonus Bet on behalf of the player-dealer;
 - b. Take the player's cards and individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
14. Each player and the player-dealer's two cards will be combined with the five community cards to make the best five-card poker hand.
15. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
16. All wagers shall be settled from seat to seat in the following order: Ante wager, Play wager, Blind wager and then the Trips Bonus Bet.
17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

The player-dealer does not qualify when the player-dealer does not have a pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way (NOTE: Ultimate Texas Hold'em handles qualifying differently than other games when the player-dealer does not qualify, it is not an automatic win for the player):

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

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

1. Starting with the player to the left of the player-dealer, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet area and reveal the player's cards; and
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards); and
 - c. Compare the player's hand with the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than the player-dealer's hand per hand rank; or
 - b. Lose if it has a lower poker value than the player-dealer's hand per hand rank; or
 - c. Constitute a push if it has a poker value equal to the player-dealer's hand.
 - d. If a player wins with less than a straight, the Blind bet pushes.

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3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers; and
 - b. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - c. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante and Play Bets on the hand on behalf of the player-dealer at 1 to 1;
 - b. Pay the Blind Bet, according to the Blind Bet Payout table below, if the hand is a straight or better on behalf of the player-dealer;
 - c. Determine whether the Trips Bonus Bet qualifies and pay according to the Trips Bonus Bet Payout Table, on behalf of the player-dealer;
 - d. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, see payable; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push or tie, the house dealer shall:
 - a. Push the Play, Blind and Ante bets; and
 - b. Collect all Bad Beat Bonus Bets; and
 - c. Pay any Trips Bonus Bet if the hand is a three-of-a-kind or better, or collect for the player-dealer if not;
 - d. Collect, count and place the player's cards in the discard holder.
6. Winning Ante wagers and Play wagers shall be paid 1 to 1.
7. Winning Blind wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table below).
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a three of a kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a three of a kind or higher, the Trips bonus payouts are made regardless of whether the hand wins, loses, or pushes. (**NOTE:** If the player has a three of a kind or better, the Trips Bonus Bet always wins – even if the player folds.)
10. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
11. Below is the Ultimate Texas Hold'em Bad Blind wager pay table:

Blind Wager Payout	
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 is an optional bet for the game of Ultimate Texas Hold'em. The object of the Trips Bonus Bet is to attain a hand with a three of a kind or better, using the player's two cards and the five community cards.

- The Trips Bonus Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.

Trips Bonus Payout Table

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

Bad Beat Bonus Bet

The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.

- The Bad Beat Bonus Bet must be placed prior to the initial deal.
- To participate in the Bad Beat Bonus Bet, players must make bets on the Ante and the Blind. Players place their Bad Beat Bonus Bet in the marked circle.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus Bet.
- Players win if the player and the player-dealer are involved in a bad beat. There are two ways to win:
 - The player has three of a kind or better and loses to the player-dealer.
 - The player beats the player-dealer's hand of three of a kind or better.
- If the player's hand qualifies for payouts, the player-dealer pays the player according to the posted payable. If the player's hand does not qualify, the player-dealer takes the player's wager and moves on to the next player.
- If the player-dealer and the player have a five card tie; then the Bad Beat Bonus Bet loses because neither the player-dealer nor the player suffered a bad beat.

Ultimate Texas Hold'em

Bad Beat Bonus Payout Table

Hand Beaten	Pays
Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Table Layout

The Casino will provide a copy of the table layout once available.

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-001960).

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, to complete any straight or to complete any 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.
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.

Fortune Pai Gow Poker

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. A table felt with the game name and segregated marked Fortune Bonus bet areas. The table seats a maximum of seven players including the player/dealer position for a total of eight seated positions. Backline betting is permitted on all wagers. There will be a circle or mark above where the cards are set for the backline bettors to place their bets.

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 permitted on all wagers.
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 are 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/spot without any wagers placed in the betting position, the action will start with the first active seat/spot clockwise from the original seat/spot.
- All positions will receive a seven-card hand, hand by 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/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
- 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.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put Pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	A ♣	7 ♥			
		J ♦	J ♠	8 ♣	8 ♥	4 ♠
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	K ♠	9 ♠			
		8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	Q ♥	8 ♣			
		5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	9 ♣	9 ♠			
		7 ♦	7 ♣	5 ♥	5 ♠	A ♣
Three of a Kind: Aces	Put an ace and highest single card in front.	A ♣	8 ♦			
		A ♦	A ♠	5 ♦	4 ♣	2 ♠
Three of a Kind: Kings and below	Put two highest single cards in front.	J ♥	10 ♣			
		K ♥	K ♦	K ♣	7 ♠	5 ♥
Two Three of a Kinds	Put highest Pair possible in front.	J ♣	J ♦			
		5 ♠	5 ♥	5 ♣	J ♠	A ♦

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

Fortune Pai Gow Poker

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

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. The Fortune Bonus considers the best hand possible among the player's seven cards.
7. If the player's hand qualifies for payouts, the player is paid according to the posted pay table by the player-dealer. The house dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The house dealer will not pick up Envy buttons until all wagers are reconciled.
8. 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.
9. 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.
10. The player-dealer collects losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
11. The Oceana Cardroom staff will verify all payouts of \$500 or more via surveillance system.
12. The cards are collected, shuffled, and a new round begins.

Fortune Pai Gow Poker

Bonus Bets

Fortune Bonus

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.
- In the event 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 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.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus.

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.

- Both seated players and backline bettors 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, other than for their own hand.
- If multiple Envy Bonus hands are achieved, only the highest-ranking hand is awarded the payout.

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

- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.

Fortune Pai Gow Poker

- 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 Bonus buttons will be paid according to the table, as shown below.
- Oceana Cardroom staff will verify all payouts of \$500 or more via surveillance system.

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.	1,000 to 1	\$500
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	500 to 1	\$100
Five Aces	A hand that consists of four aces and a joker.	400 to 1	\$50
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$10
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	40 to 1	\$5
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.	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	

Table Layout

The Casino will provide a copy of the table layout once available.

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-001960).

Big O High/Low Split

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Big O High/Low Split High Hand Rankings

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

Big O High/Low Split

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

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

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat disc/button with the word "dealer" on it 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 will have the right of last action.
 - c. The small blind and the big blind are used to initiate action and are positioned immediately clockwise of the dealer button and posted before the house dealer deals cards.
 - d. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player clockwise from the dealer button.
 - e. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
2. At the opening of 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. The player with the highest ranking card, by suit, will receive the dealer button.
 - a. The suit rankings will be, from highest to lowest, spades, hearts, diamonds and clubs.

Big O High/Low Split

3. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will post the required small blind amount. Additionally, the player to the immediate left of the player who received the small blind button will post the big blind amount.
 - a. Both blinds are predetermined based on the posted table limit, are mandatory and are used to initiate action.
 - b. Both blind wagers will be placed in the designated wagering area, directly in front of each player.
4. Once the blinds have been posted, the house dealer will deal one card face-down to each player, starting with the player clockwise of the dealer button, (small blind), and continue clockwise around the table until all players have five cards face-down.
 - a. These initial five cards are referred to as "hole cards."
5. Once each player has received their five hole cards, the first round of betting will occur. Starting with the player to the left of the player who posted the big blind and continuing clockwise around the table, players are given the following options:
 - a. Place a wager that is equal to the amount of the big blind. This is referred to as "calling" a wager, (or to "call") meaning to match the amount wagered by another player; or,
 - b. Place the five 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 who 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 within the posted table limit or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating in the hand at the beginning of a betting round. In this case, there is no limit to the number of raises; or,
 - e. If no player has yet raised on this round of betting, 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 within the posted table limit.
6. After all players have acted in turn and either called all bets or folded their hand, the house dealer will move all player's bets into the pot.
7. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn."
8. The house dealer will then 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.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. All active players 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, called a "check," with the option to call or raise a wager by another player.
11. If at least one player makes a wager on this betting round, then each player in turn from the player who made the wager (clockwise) will have the following options:
 - a. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - b. Fold their hand according to the rules and guidelines used in the previous round of play; or,

Big O High/Low Split

- c. 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 players' bets into the pot.
13. The house dealer will then burn the top card of the deck.
14. The house dealer will then take one card from the top of the deck and place it face-up on the table; 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 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 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 (check), with the option to call or raise a wager by another player.
17. If at least one player makes a wager on this betting round, then each player in turn from the player who made the wager (clockwise) will have the following options:
 - a. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - b. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - c. 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 or folded their hand, the house dealer will move all the players' wagers into the pot.
19. The house dealer will then burn the top card of the deck.
20. The house dealer will then take one card from the top of the deck and place it face-up on the table; 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, this is the final community card, the fourth and final round of betting will occur.
22. 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 (check), with the option to call or raise a wager by another player.
23. If at least one player makes a wager on this betting round, then each player in turn from the player who made the wager (clockwise) will have the following options:
 - a. Call a wager according to the rules and guidelines used in the previous round of play; or,
 - b. Fold their hand according to the rules and guidelines used in the previous round of play; or,
 - c. Raise the pot according to the rules and guidelines used in the previous round of play.
24. After the fourth and final round of betting has been completed, the house dealer will move all players' wagers into the pot.
25. All active players will then enter into a showdown with each other and compare their hands.

Big O High/Low Split

How Winners are Determined and Paid

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

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

Collection Rates Schedule

For table limits and collection rate schedules, for the game of Big O High/Low Split please refer to Bureau approved Poker Games Collection Rates (GEGR-001951).

Texas Hold'em

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Texas Hold'em Hand Rankings

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

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 shall be played on a standard poker table which 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 round of play, as specified by the table limits.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) 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 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 two cards face-down.
 - a. These initial two cards are referred to as hole cards.

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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 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 two hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play; 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 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; 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.
 - 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 wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
13. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
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; 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

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- 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, raised or folded their hand, the house dealer shall move all player wagers into the pot.
 18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
 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; 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 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 may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

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

Collection Rates Schedule

For table limits and collection rate schedules for the game of Texas Hold'em, please refer to Bureau approved Poker Games Collection Rates (GEGR-001951).

Omaha High/Low Split

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher 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 poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

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

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.

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

Omaha 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. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand comprised of a three of a kind and a pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand comprised of five cards in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
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.

Omaha High/Low Split

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 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 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 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.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons 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.

Omaha High/Low Split

- a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) shall receive the flat white disk with the words “dealer button.”
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button 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 that received the small blind button will receive the big blind button and will be required to place the big blind.
 - a. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - 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 four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of 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,” 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.”
9. The house dealer will then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
 - a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of 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.

Omaha High/Low Split

12. 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.
13. The house dealer will then take the top card of the deck and place it in the discard pile without exposing it.
14. The house dealer will then take one card from the top of the deck and place it face-up on the table so 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 take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer will then take one card from the top of the deck and place it face-up on the table so that 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 will apply for determining which player wins the pot:

Omaha High/Low Split

- If there is no qualifying five-card low hand, as described above, the entire pot will be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players will lose.
- If there is one or more qualifying five-card low hands, as described above, the pot will be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the 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 do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot will be split equally among all players with the highest ranked five-card poker hand.
 - In the instance that there are an odd number of chips, the odd chips will be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low 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 table limits and collection rate schedules, for the game of Omaha High/Low Split please refer to Bureau approved Poker Games Collection Rates (GEGR-001951).

Omaha

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Omaha Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

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

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- d. Fold their hand according to the rules and guidelines used in the previous round of play; or
 - e. Raise the pot according to the rules and guidelines used in the previous round of play.
17. After all players have acted in turn and either called all wagers or folded their hand, the house dealer shall move all player wagers into the pot.
 18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
 19. The house dealer shall then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table.
 - a. This is referred to as “the river card.”
 - b. This card shall also become a community card and is shared by all players.
 20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur.
 21. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. 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 shall move all player wagers into the pot.
 23. All active players shall then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

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

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

Collection Rates Schedule

For table limits and collection rate schedules for the game of Omaha, please refer to Bureau approved Poker Games Collection Rates (GEGR-001951).

Poker Collection Rates

Texas Hold'em (GEGR-001958), Omaha (GEGR-001964), Omaha High/Low Split (GEGR-001963) - For **schedule option 1**, the Regular Table Fee will be taken from the pot after the flop. In hands that conclude prior to the flop, a collection fee will not be taken.

\$3-\$6 Minimum Table Limit
\$30-\$60 Maximum Table Limit

Schedule Options	Number of Players	Regular Table Fee
1	2-3	\$1
	4	\$1
	5	\$3
	6	\$4
	7+	\$5

For **schedule options 2 through 5**, a collection shall be taken by the house dealer from each player every 30 minutes.

\$40-\$80 Minimum Table Limit
\$500-\$1,000 Maximum Table Limit

Schedule Options	Collection Fee
2	\$10
3	\$12
4	\$13
5	\$15

Big O High/Low Split (GEGR-001954) - For **schedule options 1 through 2**, the Regular Table Fee will be taken from the pot after the flop. In hands that conclude prior to the flop, a collection fee will not be taken.

\$3-\$6 Minimum Table Limit
\$20-\$40 Maximum Table Limit

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

Poker Collection Rates

Collection Rates for Poker Games

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

California 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-001953), EZ Baccarat Panda 8 (GEGR-001957), Ultimate Texas Hold'em (GEGR-001955), Fortune Pai Gow Poker (GEGR-001956) - For **schedule options 1 through 42**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as Total Table Action. The Total Table Action does not include any additional wagers placed by players after cards are dealt, such as when players' double-down, split cards, surrender, or place an insurance wager. Bonus bets may be less than, equal to, or more than the game wager as long as they are within table limits. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. The collection shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be \$1-\$1,000

Maximum Wagering Limits shall be \$100-\$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
2	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
3	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
4	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
5	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	

California Collection Rates

6	\$1-\$24	\$1	\$0
	\$25-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
7	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
8	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
9	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
10	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
11	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
12	\$1-\$34	\$1	\$0
	\$35-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
13	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
14	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	

California Collection Rates

15	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
16	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
17	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
18	\$1-\$39	\$1	\$0
	\$40-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
19	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
20	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$5	
	\$300+	\$8	
21	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
22	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
23	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	

California Collection Rates

24	\$1-\$49	\$1	\$0
	\$50-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
25	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300+	\$6	
26	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$6	
	\$300+	\$10	
27	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$7	
	\$300+	\$10	
28	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$3	
	\$200-\$299	\$8	
	\$300+	\$12	
29	\$1-\$74	\$1	\$0
	\$75-\$99	\$2	
	\$100-\$199	\$4	
	\$200-\$299	\$6	
	\$300+	\$8	
30	\$1-\$74	\$1	\$0
	\$75-\$199	\$2	
	\$200-\$399	\$5	
	\$400-\$699	\$8	
	\$700+	\$12	
31	\$1-\$99	\$1	\$0
	\$100-\$199	\$3	
	\$200-\$299	\$4	
	\$300-\$399	\$5	
	\$400+	\$7	
32	\$1-\$99	\$1	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$8	
	\$800+	\$12	

California Collection Rates

33	\$1-\$99	\$1	\$0
	\$100-\$199	\$4	
	\$200-\$299	\$5	
	\$300-\$399	\$6	
	\$400+	\$8	
34	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$5	
	\$500-\$799	\$12	
	\$800+	\$20	
35	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$8	
	\$800+	\$12	
36	\$1-\$99	\$2	\$0
	\$100-\$299	\$3	
	\$300-\$499	\$6	
	\$500-\$799	\$10	
	\$800+	\$15	
37	\$1-\$199	\$3	\$0
	\$200-\$499	\$6	
	\$500-\$799	\$10	
	\$800-\$1,499	\$20	
	\$1,500+	\$35	
38	\$1-\$499	\$5	\$0
	\$500-\$699	\$10	
	\$700-\$899	\$15	
	\$900-\$1,099	\$20	
	\$1,100+	\$25	
39	\$1-\$999	\$5	\$0
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$25	
	\$3,000-\$3,999	\$35	
	\$4,000+	\$45	
40	\$1-\$999	\$10	\$0
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$30	
	\$3,000-\$3,999	\$35	
	\$4,000+	\$50	
41	\$1-\$999	\$15	\$0
	\$1,000-\$1,999	\$20	
	\$2,000-\$2,999	\$30	
	\$3,000-\$3,999	\$40	
	\$4,000+	\$55	

California Collection Rates

42	\$1-\$999	\$15	\$0
	\$1,000-\$1,999	\$25	
	\$2,000-\$2,999	\$35	
	\$3,000-\$3,999	\$50	
	\$4,000+	\$70	

For **schedule options 43 through 111**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as Total Table Action. A collection fee shall also be taken from each player for each base game wager they place. The Total Table Action does not include any additional wagers placed by players after cards are dealt, such as when players' double-down, split cards, surrender, or place an insurance wager. There shall be no additional collection fee taken from players for placing any bonus bet. All bonus bets may be less than, equal too, or more than the game wager as long as it is within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be \$1-\$1,000

Maximum Wagering Limits shall be \$100-\$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
43	\$1-\$49	\$1	\$1
	\$50-\$99	\$2	
	\$100-\$299	\$3	
	\$300+	\$4	
44	\$1-\$99	\$1	\$1
	\$100-\$199	\$3	
	\$200-\$499	\$5	
	\$500+	\$7	
45	\$1-\$99	\$1	\$1
	\$100-\$199	\$4	
	\$200-\$499	\$7	
	\$500+	\$10	
46	\$1-\$99	\$1	\$1
	\$100-\$199	\$5	
	\$200-\$499	\$9	
	\$500+	\$15	
47	\$1-\$99	\$2	\$1
	\$100-\$199	\$3	
	\$200-\$499	\$4	
	\$500+	\$5	
48	\$1-\$99	\$2	\$1
	\$100-\$199	\$4	
	\$200-\$499	\$6	
	\$500+	\$8	
49	\$1-\$99	\$3	\$1
	\$100-\$199	\$4	
	\$200-\$499	\$5	
	\$500+	\$6	

California Collection Rates

50	\$1-\$99	\$3	\$1
	\$100-\$199	\$5	
	\$200-\$499	\$7	
	\$500+	\$9	
51	\$1-\$99	\$4	\$1
	\$100-\$199	\$5	
	\$200-\$499	\$6	
	\$500+	\$7	
52	\$1-\$99	\$5	\$1
	\$100-\$199	\$6	
	\$200-\$499	\$7	
	\$500+	\$8	
53	\$1-\$99	\$5	\$1
	\$100-\$199	\$10	
	\$200-\$499	\$20	
	\$500+	\$40	
54	\$1-\$99	\$6	\$1
	\$100-\$199	\$7	
	\$200-\$499	\$8	
	\$500+	\$9	
55	\$1-\$99	\$8	\$1
	\$100-\$199	\$9	
	\$200-\$499	\$10	
	\$500+	\$11	
56	\$1-\$99	\$9	\$1
	\$100-\$199	\$10	
	\$200-\$499	\$11	
	\$500+	\$12	
57	\$1-\$99	\$10	\$1
	\$100-\$199	\$11	
	\$200-\$499	\$12	
	\$500+	\$15	
58	\$1-\$99	\$10	\$1
	\$100-\$199	\$20	
	\$200-\$499	\$40	
	\$500+	\$70	
59	\$1-\$499	\$5	\$1
	\$500-\$1,499	\$10	
	\$1,500-\$2,499	\$15	
	\$2,500+	\$20	
60	\$1-\$499	\$10	\$1
	\$500-\$1,499	\$15	
	\$1,500-\$2,499	\$20	
	\$2,500+	\$25	
61	\$1-\$499	\$15	\$1
	\$500-\$1,499	\$30	
	\$1,500-\$2,499	\$50	
	\$2,500+	\$70	

California Collection Rates

62	\$1-\$999	\$5	\$1
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$25	
	\$3,000+	\$35	
63	\$1-\$999	\$10	\$1
	\$1,000-\$1,999	\$30	
	\$2,000-\$2,999	\$40	
	\$3,000+	\$50	
64	\$1-\$999	\$15	\$1
	\$1,000-\$1,999	\$30	
	\$2,000-\$2,999	\$45	
	\$3,000+	\$60	
65	\$1-\$999	\$20	\$1
	\$1,000-\$1,999	\$40	
	\$2,000-\$2,999	\$60	
	\$3,000+	\$70	
66	\$1-\$49	\$1	\$2
	\$50-\$99	\$2	
	\$100-\$299	\$3	
	\$300+	\$4	
67	\$1-\$99	\$1	\$2
	\$100-\$199	\$3	
	\$200-\$499	\$5	
	\$500+	\$7	
68	\$1-\$99	\$1	\$2
	\$100-\$199	\$4	
	\$200-\$499	\$7	
	\$500+	\$10	
69	\$1-\$99	\$1	\$2
	\$100-\$199	\$5	
	\$200-\$499	\$9	
	\$500+	\$15	
70	\$1-\$99	\$2	\$2
	\$100-\$199	\$3	
	\$200-\$499	\$4	
	\$500+	\$5	
71	\$1-\$99	\$2	\$2
	\$100-\$199	\$4	
	\$200-\$499	\$6	
	\$500+	\$8	
72	\$1-\$99	\$3	\$2
	\$100-\$199	\$4	
	\$200-\$499	\$5	
	\$500+	\$6	
73	\$1-\$99	\$3	\$2
	\$100-\$199	\$5	
	\$200-\$499	\$7	
	\$500+	\$9	

California Collection Rates

74	\$1-\$99	\$4	\$2
	\$100-\$199	\$5	
	\$200-\$499	\$6	
	\$500+	\$7	
75	\$1-\$99	\$5	\$2
	\$100-\$199	\$6	
	\$200-\$499	\$7	
	\$500+	\$8	
76	\$1-\$99	\$5	\$2
	\$100-\$199	\$10	
	\$200-\$499	\$20	
	\$500+	\$40	
77	\$1-\$99	\$6	\$2
	\$100-\$199	\$7	
	\$200-\$499	\$8	
	\$500+	\$9	
78	\$1-\$99	\$8	\$2
	\$100-\$199	\$9	
	\$200-\$499	\$10	
	\$500+	\$11	
79	\$1-\$99	\$9	\$2
	\$100-\$199	\$10	
	\$200-\$499	\$11	
	\$500+	\$12	
80	\$1-\$99	\$10	\$2
	\$100-\$199	\$11	
	\$200-\$499	\$12	
	\$500+	\$15	
81	\$1-\$99	\$10	\$2
	\$100-\$199	\$20	
	\$200-\$499	\$40	
	\$500+	\$70	
82	\$1-\$499	\$5	\$2
	\$500-\$1,499	\$10	
	\$1,500-\$2,499	\$15	
	\$2,500+	\$20	
83	\$1-\$499	\$10	\$2
	\$500-\$1,499	\$15	
	\$1,500-\$2,499	\$20	
	\$2,500+	\$25	
84	\$1-\$499	\$15	\$2
	\$500-\$1,499	\$30	
	\$1,500-\$2,499	\$50	
	\$2,500+	\$70	
85	\$1-\$999	\$5	\$2
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$25	
	\$3,000+	\$35	

California Collection Rates

86	\$1-\$999	\$10	\$2
	\$1,000-\$1,999	\$30	
	\$2,000-\$2,999	\$40	
	\$3,000+	\$50	
87	\$1-\$999	\$15	\$2
	\$1,000-\$1,999	\$30	
	\$2,000-\$2,999	\$45	
	\$3,000+	\$60	
88	\$1-\$999	\$20	\$2
	\$1,000-\$1,999	\$40	
	\$2,000-\$2,999	\$60	
	\$3,000+	\$70	
89	\$1-\$49	\$1	\$3
	\$50-\$99	\$2	
	\$100-\$299	\$3	
	\$300+	\$4	
90	\$1-\$99	\$1	\$3
	\$100-\$199	\$3	
	\$200-\$499	\$5	
	\$500+	\$7	
91	\$1-\$99	\$1	\$3
	\$100-\$199	\$4	
	\$200-\$499	\$7	
	\$500+	\$10	
92	\$1-\$99	\$1	\$3
	\$100-\$199	\$5	
	\$200-\$499	\$9	
	\$500+	\$15	
93	\$1-\$99	\$2	\$3
	\$100-\$199	\$3	
	\$200-\$499	\$4	
	\$500+	\$5	
94	\$1-\$99	\$2	\$3
	\$100-\$199	\$4	
	\$200-\$499	\$6	
	\$500+	\$8	
95	\$1-\$99	\$3	\$3
	\$100-\$199	\$4	
	\$200-\$499	\$5	
	\$500+	\$6	
96	\$1-\$99	\$3	\$3
	\$100-\$199	\$5	
	\$200-\$499	\$7	
	\$500+	\$9	
97	\$1-\$99	\$4	\$3
	\$100-\$199	\$5	
	\$200-\$499	\$6	
	\$500+	\$7	

California Collection Rates

98	\$1-\$99	\$5	\$3
	\$100-\$199	\$6	
	\$200-\$499	\$7	
	\$500+	\$8	
99	\$1-\$99	\$5	\$3
	\$100-\$199	\$10	
	\$200-\$499	\$20	
	\$500+	\$40	
100	\$1-\$99	\$6	\$3
	\$100-\$199	\$7	
	\$200-\$499	\$8	
	\$500+	\$9	
101	\$1-\$99	\$8	\$3
	\$100-\$199	\$9	
	\$200-\$499	\$10	
	\$500+	\$11	
102	\$1-\$99	\$9	\$3
	\$100-\$199	\$10	
	\$200-\$499	\$11	
	\$500+	\$12	
103	\$1-\$99	\$10	\$3
	\$100-\$199	\$11	
	\$200-\$499	\$12	
	\$500+	\$15	
104	\$1-\$99	\$10	\$3
	\$100-\$199	\$20	
	\$200-\$499	\$40	
	\$500+	\$70	
105	\$1-\$499	\$5	\$3
	\$500-\$1,499	\$10	
	\$1,500-\$2,499	\$15	
	\$2,500+	\$20	
106	\$1-\$499	\$10	\$3
	\$500-\$1,499	\$15	
	\$1,500-\$2,499	\$20	
	\$2,500+	\$25	
107	\$1-\$499	\$15	\$3
	\$500-\$1,499	\$30	
	\$1,500-\$2,499	\$50	
	\$2,500+	\$70	
108	\$1-\$999	\$5	\$3
	\$1,000-\$1,999	\$15	
	\$2,000-\$2,999	\$25	
	\$3,000+	\$35	
109	\$1-\$999	\$10	\$3
	\$1,000-\$1,999	\$30	
	\$2,000-\$2,999	\$40	
	\$3,000+	\$50	

California Collection Rates

110	\$1-\$999	\$15	\$3
	\$1,000-\$1,999	\$30	
	\$2,000-\$2,999	\$45	
	\$3,000+	\$60	
111	\$1-\$999	\$20	\$3
	\$1,000-\$1,999	\$40	
	\$2,000-\$2,999	\$60	
	\$3,000+	\$70	

Collection Rates for California Games

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