

GAMES RULE BOOK

TEXASHOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best **high** hand **among** competing players using the traditional ranking of poker hands.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A **fifth** and final card is turned next *to* the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards **and** the five communal cards, the active player **with** the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorperson will retrieve a card at random and it will become the bum card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the bum card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

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If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, the next card is burned and the fifth card is put in the **fourth** card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the **fifth** card.

If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

TEXAS HOLD-EM HI-LO SPLIT POKER

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed **high** hand.

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OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in **Omaha** vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards **are** turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

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OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand **high** and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. **If** the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, facedown, one at a time, in rotation, in turn.

A round **of** betting ensues for players who wish to continue and contend for the pot.

Three cards **are** turned **face-up in the middle** of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial **three**.

-A round **of** betting ensues **for** players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

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LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds **and** are dealt five cards face down, one at a time, in rotation, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot.

Active players **may** elect to discard any number of their original **cards** if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

In Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

If you are asked how many cards you drew by another active player you are obligated to respond until there has been action after the draw.

Before the draw, exposed cards of five and under must be taken. **An** exposed card higher than five must be replaced after the deal has been completed.

After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed card will be replaced.

You may not check a seven or less to win the total pot. If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back **If** the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.

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DRAW POKER

Draw Poker is played using a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player with their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair

Joker used only for Aces, **Straights**, and Flushes.

No double Ace Flush, which includes an Ace and a Joker. The Joker would represent the highest card not in the hand.

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DRAW POKER HI-LO

Draw Poker Hi-Lo is played with a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.

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DRAW POKER-JACK'S BACK

Draw Poker, Jack's Back, is played using the rules for Draw Poker except that Jacks-Or-Better are required by the opener of the pot. If no player opens the pot the game then reverts to Low-Ball.

When playing Draw, all Draw rules apply.

When playing Low, all Low-Ball rules apply.

To qualify for High, you must have a pair of Jacks-or-Better to open the pot. If the pot is not opened for High, it must open for Low, **and** all Low-Ball rules apply.

If the pot is opened falsely and no one else calls, the opener will lose the opening bet, and the hand **will** be played over without **re-anteing**.

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PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hole-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in **Texas** Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A **fifth** and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

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CRAZY PINEAPPLE POKER

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

CENTURY 21 BLACKJACK

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

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

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

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

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

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

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

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

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

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

Century 21 Blackjack (Proposed Options)

Use four Jokers per deck.

Jokers count as 2 or 12 and are not wild.

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



CLOVIS 500 CLUB

500 Clovis Avenue • Clovis, CA 93612
(559) 299-9951

PAI GOW TILES COLLECTION RATES

THE COLLECTION RATE FOR TILES IS AS FOLLOWS

WAGER	COLLECTION
\$10.00-\$100.00-----	\$1.00
\$101.00-200.00-----	\$2.00

PLAYER/BANKER COLLECTION-----\$2.00

PAI GOW

GAME DESCRIPTION:

1) Pai Gow, which translates to mean "make nine", is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots have no real significance in the value of the tiles.

2) Object of the game: To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher ranking hands will be compared against each other and the lower ranking hands will be compared against each other.

To Win both players hands must rank higher than the bankers two hands, To Lose both players hands must rank lower than the bankers two hands, and To Push one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

3) Rank of Hands The 32 Pai Gow tiles consist of 16 pairs, of which 11 pairs are matching (identical), and 5 pairs are non-matching. Each tile has an individual rank, but when paired with its mate, the pair will have a higher ranking. The rankings can basically be divided into six groups, as follows:

- Gee Joon, (the Supreme pair)
- Matched pairs (identical)
- Unmatched pairs (not identical)
- Wong (a ?12' or ?2' tile, with any 9)
- Gong (a ?12' or ?2' tile, with any 8)
- Combinations

4) Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher ranking groups, combinations are formed by taking any two tiles,

totalling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totalling, only the last digit is used, as in Super Pan 9, (i.e. $8+7=15$, but it is counted as 5).

5) It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts)

6) The Play: Pai Gow is dealt counter-clockwise to a maximum of 8 player positions. All wagers are placed against a player/banker. All participants have the opportunity to be the player/banker, in turn, for two consecutive rounds of play. Any player may decline, or accept, to be the player/banker. The dealer controls the game but does not participate. A dice cup, containing 3 dice, is shaken by the player/banker, to determine which position will receive the first hand. Each position will receive a hand consisting of 4 tiles. The player/banker hand will be capped with a button, and set, after all players have set their hands.

Pai Gow General Rules

1) CLOVIS 500 CLUB provides dealers for all games, but does not participate in the actual play of the game, and has no interest in the outcome of play. No player ever plays against, or makes a wager against, CLOVIS 500 CLUB.

2) Collection is taken in advance for each bet. You must have a full minimum bet after paying collection.

3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.

4) You must bet at least the minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.

5) Any amount over the maximum table limit will not receive action.

6) There is no maximum on a bankers wager.

- 7) ?Kum-Kum? bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet ?Kum-Kum? must each wager at least the minimum bet permitted at the table.
- 9) Players who bet ?Kum-Kum? do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from 'Kum-Kum? bets.
- 10) All action goes counter-clockwise, starting with the action button.
- 11) All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- 12) The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- 13) A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.
- 14) All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.
- 15) In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.
- 16) The active banker may designate any person to shake the dice, except a CLOVIS 500 CLUB employee on duty.
- 17) Once the house dealer has released the dice and announced "No more bets, "no one may change their wager. Penalty: Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.
- 18) The bankers? hand will not be opened, until all players hands have been set.
- 19) All players must put their bet(s) in designated wagering areas (spots) before the dice are released by the house dealer. Only a

bet placed within a spot will play. Stating "money covers," or other call bets, are neither allowed nor acceptable.

20) Any active player is entitled to ask the dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.

21) No side bets and/or proposition bets are allowed.

22) If there was no wager, on a player's position, on the previous hand, no one may be the banker on that player's position, on the next hand.

23) A player may not surrender their hand.

24) Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. Penalty: Any such attempt, may subject the player to barrment and/or criminal prosecution.

25) Any player removing a losing wager may be barred and/or subject to prosecution.

26) Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.

27) Any player having the wrong number of tiles may have a fouled hand. The fouled hand may be used to pay off winning wagers (to the extent that money covers).

28) All players are forbidden to show or discuss their hands with any other player, before the action is completed.

29) A player may see only one hand, regardless of the number of hands, on which the player has wagered.

30) Once the first player's hand (the action hand) has been opened by the dealer, the banker's hand may not be re-set.

31) A hand that has been mis-read by the dealer, will play at true value, if it can be retrieved intact.

32) During the stacking of the tiles, if either a Teen (?12'-the Heaven tile), Dey (?2'- the Earth tile), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a re-shuffle. If two or more tiles are exposed, all the tiles must be reshuffled.

33) During the delivery of the bankers tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.

34) During delivery of a players hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that players hand is dead. All wagers and collections, for that player position, are returned.

35) Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.

36) When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.

37) The bankers hand is not set, until the banker has signified his final decision, in an obvious manner to the dealer.

38) The dealer is not allowed to have any influence on the outcome of a hand. Selection of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The dealer is allowed to set any hand the ?House Way,? when requested.

39) The banker chooses the style of tile delivery. The dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker.

Only styles of delivery approved by CLOVIS 500 CLUB are acceptable. Only the house dealer may stack, cut or arrange the tiles.

40) If a player makes a claim, protest or disputes an action, or the dealer makes a mistake, the floor supervisor will always be called.

41) No player is allowed look at or set more than one hand. If a player needs assistance, they may ask for the ?House way.?

42) English is the primary language for Pai Gow at the CLOVIS 500 CLUB, however, since Pai Gow is a multi-ethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.

43) At no time will un-used tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.

44) When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.

45) A players hand is dead if they allow any of their tiles to come into contact with another players tiles.

46) At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.

47) If the banker and a player, have an identical ranking hand, the banker wins that hand. If the banker and a player, have hands of the same numerical value, the hand with the highest ranking tile wins. If the banker and a player, each have a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher ranking tile.

48) Any rule that is being violated, will be enforced, if the violation is brought to the attention of the floor supervisor.

49) The floor managers decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.

50) For the customers protection, the house reserves the right to prohibit an intoxicated person from playing.

51) No player or banker, can win or lose, more chips than they wagered, on a round of play.

52) If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.

53) All tiles, must always remain clearly visible, to the dealer, banker and players. All tiles must remain, either on or above, the table surface.

54) After all players hands have been set, the dealer will open the bankers hand. The dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the bankers responsibility to make and announce the decision on the final setting of the bankers hand.

55) After setting the bankers hand, the dealer, starting with the action hand, will open and read all players hands. After the dealer compares a players hand to the bankers hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved towards the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back towards the player.

56) After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice total will be read and announced by the dealer. Beginning with the banker position, as position # 1, 9 & 17, the dealer will count counter-clockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.

大小比對表 RANKED PAIRS

BO 寶 (Precious)

1 至尊 Gee Joon (Supreme)		2 天 Teen (Heaven)		3 地 Dey (Earth)	
4 人 Yun (Man)		5 鵝 Gor (Goose)		6 梅 Mui (Flower)	
7 長 Cheung (Long)		8 板 Barn (Board)		9 斧 Poo (Hatchet)	
10 屏 Ping (Partition)		11 七 Chut (Long Leg 7)		12 六 Luk (Big Head 6)	
13 雜九 Jaap Gow (Mixed 9)		14 雜八 Jaap Bart (Mixed 8)		15 雜七 Jaap Chut (Mixed 7)	
16 雜五 Jaap Ng (Mixed 5)					

WONG 皇 (King)

17 天皇 Teen Gow Wong (King of Heaven)		18 地皇 Dey Gow Wong (King of Earth)	
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GONG 橫 (Treasure)

19 天橫 Teen Gong (Treasure of Heaven)		20 地橫 Dey Gong (Treasure of Earth)	
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大小比對表 RANKED SINGLES

1 天 Teen (Heaven)		2 地 Dey (Earth)	
3 人 Yun (Man)		4 鵝 Gor (Goose)	
5 梅 Mui (Flower)		6 長 Cheung (Long)	
7 板 Barn (Board)		8 斧 Poo (Hatchet)	
9 屏 Ping (Partition)		10 七 Chut (Long Leg 7)	
11 六 Luk (Big Head 6)		12 雜九 Jaap Gow (Mixed 9)	
13 雜八 Jaap Bart (Mixed 8)		14 雜七 Jaap Chut (Mixed 7)	
15 六 Luk (Low Six)		16 雜五 Jaap Ng (Mixed 5)	

* Caribbean Stud Poker is played like Stud Poker, however, all five cards are dealt face down.

Each player antes.

Each player makes his/her opening bet as in poker.

If player feels he/she has a hand which will beat the player/dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the player/dealer's hand, he/she may fold and surrender his/her original bet and ante.

The player/dealer must have an Ace/King or higher to continue. If the player/dealer cannot open with an Ace/King, the hand is over, and the player/dealer will collect the cards and pay ante only on players who stay in the hand. **

The value of hands is the same a Draw Poker.

* Played with standard 52 card deck.

** If player/dealer does qualify with Ace/King the winner of the hand will be determined by standard ranking of poker hands. A players winning or losing bets will be paid or taken accordingly.

PAN

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

Rank of Cards

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

The Draw

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

The Shuffle

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

The Deals

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

Going On Top

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

The Play

Starting with the player to the right of the dealer, each in turn draws one card, from the top of the deck or from the top of the discard pile. If he/she takes the top card of the deck, he/she must immediately use it in a meld or discard it. He/she may draw from the discard pile only if: 1) the top card of the discard pile was drawn from the deck and discarded by preceding player; and 2) he/she can immediately meld this card in a combination.

After drawing and before completing this turn by discarding one card face-up, the player may meld as many sets as he/she holds, or add to his/her existing melds.

The object of play is to meld eleven cards, the first player to do so wins the game.

Melds

Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called ropes) and sets.

Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

Conditions

Certain melds are called condition. On melding a condition, the player immediately collects chips from every player, as follows:

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

1. Any set of vale cards, not in the same suit, 1 chip.
2. Any set of vale cards, in the same suit, 4 chips in Spades, 2 chips in any other suit.
3. Any set of non-vale cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

Increasing

A player may add one or more cards to any of his/her melds, provided that the character of the meld is preserved. To a set of different suits he/she may add any card of the same rank, to a set of the same suits, another of the same rank and any suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half the value is paid for additional to a set of three vale cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

Borrowing

A player may take a card from one of his/her increased melds to make a new meld, provided he/she leaves a valid meld. For example: From Club 7, 6, 5, 4, he/she may borrow either 7 or 4, but not the 6 or 5.

Forcing Cards

If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he/she desires to, require the player to take that card. The purpose in forcing this draw on the player is to compel him/her to make a discard, thereby possibly breaking up a prospective combination.

Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

If a player's hand is found incorrect after he/she has made his/her first draw, he/she must discard his/her hand, retire from that deal and return all collections he/she has made for conditions. In addition, he/she must continue to make due payments to others for conditions and for winning.

Incorrect Meld

If a player lays down any spread not conforming to the rules, he/she must make it valid on demand. If he/she cannot do so, he/she must return any collections made in consequence of the improper spread and legally proceed with his/her turn. If he/she has already discarded, he/she must return all collections he/she had made on that hand, discard his/her hand, and retire from play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he/she has made the meld valid before attention is called to it, there is no penalty.

INTRODUCTION

Fast Action Hold'Em is played on a 21 or double hand poker type table. It is played with six (6) complete fifty-two (52) card decks delivered from a shoe. Each player receives four (4) cards in a clockwise rotation starting from the first player after the Designated Player/Dealer position. Each player and the Designated Player/Dealer keeps two (2) of their four (4) cards, discarding the two (2) cards they do not wish to play. The house dealer will then turn up five (5) common cards in the center of the table. All players and the Designated Player/Dealer will use their two (2) cards to make their best five (5) card poker hand.

THE PLAY

1. The Designated Player/Dealer button will be offered to the first player to approach the table. If multiple players approach at the same time, then it will be offered to the player seated in the #1 position.
2. All players must put their wager and per hand collections in the appropriate betting positions. Before the cards are dealt, all collections are dropped. Once the house dealer has announced "No More Bets", no player may change their wager. Only moneys in the betting position plays.
3. The house dealer will deliver four (4) cards, one (1) at a time, face down in a clockwise manner to each position where there is a bet, starting with the first wager after the Designated Player/Dealer position. The Designated Player/Dealer hand will be dealt in rotation with all other hands and will always be the last position to receive a card.
4. Once the house dealer completes the delivery of the four (4) cards, the Designated Player/Dealer hand will go into the center box of the flop position and cap it with the Banker Button.
5. If a player has four (4) of a kind in their original four (4) cards, this is a ("Natural Winner"), it is an automatic winner regardless of any other determinations past that point. Natural Winners are to remain face up, in front of that players wager and is to be paid to the extent that money covers.
6. After all players have discarded two (2) cards and tucked the two (2) cards they are playing under their bets the dealer will collect all discards and place them in the discard rack.

FAST ACTION HOLD'EM Continued

7. The dealer will now announce "Bank Open", place the bank button back in position in front of the Designated Player/Dealer bankroll and turn face up over the logo the Designated Player/Dealer's four (4) cards, and wait for instructions from the Designated Player/Dealer as to which two (2) cards they wish to play, The dealer will place the Designated Player/Dealer's discards into the discard rack.
8. If the Designated Player/Dealer has a natural winner then all play is stopped, a flop will be dealt face down and the first card turned face up to determine where action will start (see #14). All wagers will lose with the exceptions of player naturals to the extent that money covers.
9. In the case where both the Designated Player/Dealer and the player have a "Natural Winner" the player will win to the extent that money covers regardless of the "Natural Winner" card values.
10. The dealer will inform the players of the Designated Player/Dealer as to house way only upon request.
11. The house dealer will then burn one (1) card to the discard rack from the shoe and turn five (5) cards, one (1) at a time, face up in the designated "Flop" boxes on the layout. The first card will go in the box farthest to the right, the second card will go next to the first, etc., etc.
12. These five (5) cards are the community cards and will be incorporated with each players hand as well as the Designated Player/Dealer hand to determine the best five (5) card poker hand for both the Designated Player/Dealer and the players. The best five (5) cards may be the five (5) common community cards.
13. The first "Action" (The pay and take sequence) will be determined by the first common (flop) card dealt. The dealer will verbally announce "Action" when they turn that first card of the flop. Because there are only eight (8) betting positions, the nines (9's) and face cards will not apply. Therefore, the first flop card ace being one (1) through eight (8) that is dealt will designate where the action button will be placed. If all five (5) flop cards are nine (9) through king then the action button will be placed in the first active position clockwise from the Banker Button. All "action" moves clockwise, starting with the "Action" button..
14. After determining the Designated Player/Dealer hand value the dealer will then begin determining values and win/lose of the players hands in a clockwise fashion starting with the action button.

FAST ACTION HOLD-EM (Continued)

15. A hand that beats the Designated Player/Dealer hand will be placed face up in front of the betting position, and a hand that loses to the Designated Player/Dealer hand will be placed face down in front of that position with the wager stacked on top the cards. Pay and take sequence will not begin until all hand values have been determined.
16. If the Designated Player/Dealer and the player have the same value hands, this is a "Copy" and the Designated Player/Dealer wins all "Copy" hands to the extent that money covers.
17. All pay and take will be made clockwise from the "Action Button".
18. After all wagers in action are paid or taken and the non-action wagers returned to those respective players, the dealer will turn all player hands face down. Those hands will be stacked one hand on top of the next in a counterclockwise direction starting from third base (furthest player to the dealers right) and then put into the discard rack.
19. The house dealer will then pick up the Designated Player/Dealer two (2) card hand and scoop the flop cards with the (2) Designated Player/Dealer cards and place them into the discard rack. The procedures #19 and #20 will allow the supervisor to back the hand up if a dispute should occur. The next round of play may commence.

FAST ACTION HOLD-EM (Continued)

RULES

1. Players are not allowed to touch their cards once they have tucked their two (2) cards that they are playing under their bets.
2. Players are responsible for the final setting of their hands. When a player or the Designated Player/Dealer request assistance on the setting of their hand by the house dealer, the hand will be set "HOUSE WAY".
3. When an open spot is available and a player plays a second hand, that player may not look at or set that hand. That second player hand will be set "HOUSE WAY" by the dealer.
4. There will be no split or surrender options available as there is in the House Banked version of Fast Action Hold'Em.
5. On a new game, or on a game that has gone dead and is starting up again, the Designated Player/Dealer ("Dealer") button will always begin with the first player clockwise from the house dealer.
6. The Designated Player/Dealer will be allowed two (2) rounds of play as Designated Player/Dealer.
7. Any player wagering on a position and having played the previous hand has the option of being the Designated Player/Dealer on the next hand (in turn as position allows). If they did not wager on the previous betting round, they may not be the Designated Player/Dealer.
8. In both the player and Designated Player/Dealer positions, the seated player makes the final decision on the play of the hand if a disagreement should take place between multiple players/Designated Player/Dealers.
9. If the Designated Player/Dealer hand is accidentally exposed before all hands are set, the remaining hands will be set "HOUSE WAY."
10. The house dealer from time to time may deal a fifth card to one or more of the players. When this occurs, call the supervisor. If the dealer knows which of the five (5) cards is the extra card, that card(s) will be moved back to the shoe and the true order of the cards maintained. If the dealer does not know which is the extra card, the supervisor will pick one at random, and offer the player(s) the option of calling their hand dead as long as the player has not yet looked at their cards.
11. If the dealer exposes a flop card(s) before all players have discarded, the supervisor will instruct the dealer to burn the exposed card(s) and continue as normal.

GAMES RULE BOOK

12. This is a five (5) card game. Some players attempt to take the hand value to a sixth card. Please explain to them that the sixth card does not play.
13. Management and/or the house dealer will accept no responsibility for the outcome of any hand when the instruction of "HOUSE WAYS" is used by a player to set their hand.

HAND RANKINGS

1. Flush with five of a kind
2. Royal flush
3. Flush with four of a kind
4. Straight flush
5. Flush with full house
6. Five of a kind
7. Flush with three of a kind
8. Flush with two pair
9. Flush with one pair
10. Four of a kind
11. Full house
12. Flush
13. Straight
14. Three of a kind
15. Two pair
16. One pair
17. No pair (High card)

HOUSE WAYS

1. Suited pair
2. Highest pair
3. Ace with highest suited card 10 or better
4. Highest suited running cards 10, Jack or better
5. Ace with highest card 10 or better
6. Highest non-suited running cards jack, queen or better
7. Ace with highest suited card
8. Highest suited cards 10 or better
9. Two highest cards jack or better
10. Ace with highest card
11. Any suited running cards
12. Two highest suited cards not running
13. Any two running cards
14. Two highest cards

FAST ACTION HOLD-EM (Continued)

If the hand has tree of a kind in the original four cards:

1. If two of the cards are suited, these will be played as indicated by House Way number on e.
2. If none of the like cards are suited, discard the one that is suited with the off value card.

Example: 7 diamond, 7 spade, 7 heart, 2 heart: Discard 7 heart & the 2 heart

3. If all four cards are unsuited, keep the two cards that are the same color.

Aces are very strong cards in Fast Action Hold'Em and there are only two occasions in which the house will discard them;

1. When there is a pair.
2. When there is a K-Q, Q-J, or J-10 suited.

GAMES RULE BOOK

SEVEN CARD STUD LOW

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

GAMES RULE BOOK

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.
2. If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

SEVEN CARD STUD HI-LO

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. The low card initiates the action on the first round, with an Ace counting as a high card for this purpose. On subsequent rounds the high hand initiates the action. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

Crazy Pineapple W/ Joker (8 or better qualifier)

Played the same as crazy pineapple Hi – Low, however the joker is wild with Aces, straights, & Flushes for hi. The Joker is wild & can be used as any card for low.

Lazy Pineapple Hi-Low Split
(8 or better qualifer)

Played the same as Pineapple Hi – Low split however you do not discard any cards. You cannot play all 3 cards A player has the option to play 1,2, or 0 cards.

Crazy Pineapple Hi-Low Split (8 or better)

Played the same as Crazy Pineapple Hi however you can also play for low with an 8 or better qualifer.

Clovis 500 Club
Collection Schedule
Poker Collection Rates

Current games approved: Crazy Pineapple Hi-Low, Crazy Pineapple Hi, Crazy Pineapple w/Joker, Draw Poker, Draw Poker Hi-Lo, Draw Poker – Jack’s Back, Lazy Pineapple Hi-Low, Low Ball Poker, Omaha Hi-Lo Split, Omaha Poker, Pineapple Hi-Low Split, Pineapple Hi Poker, Seven Card Stud, Seven Card Stud Hi-Lo, Texas Hold’em, Texas Hold’em Hi-Lo Split

All poker games except Texas Hold’em & Omaha

# of Players	Drop	Jackpot Collection
4 or less	\$2	\$1
5 – 6	\$3	
7 – 9	\$4	

Omaha Only

# of Players	Drop	Jackpot Collection
4 or less	\$3	\$1
5 – 6	\$4	
7 – 9	\$5	

Texas Hold’em Only

# of Players	Drop	Jackpot Collection
4 or less	\$2	\$1
5	\$4	
6 – 9	\$4	

***Drop Collection as follows:**

\$2 after the Flop plus \$1 Jackpot Collection

\$1 after the Turn Card

\$1 after the River Card

Clovis 500 Club

Collection Schedule

California Games Collection Rates

Current games approved: 21st Century Blackjack, No Bust 21st Century Blackjack, Double Hand Poker (Pai Gow), Pai Gow Tiles, Pan, Razz Poker, Fast Action Hold'em, Caribbean Stud Poker

21st Century Blackjack

Bet Amount	Collection Fee
\$5 - \$50	\$0.50
\$55 - \$100	\$1
\$105 - \$200	\$2
\$205 - \$500	\$5
\$505 - \$3500	\$8

Double Hand Poker (Pai Gow)

Bet Amount	Player Collection	Player/Dealer Collection
\$5 - \$50	\$0.50	\$1
\$55 - \$100	\$1	
\$105 - \$200	\$2	
\$205 - \$300	\$3	
\$305 - \$400	\$4	

NO BUST

21st

BLACKJACK

With Buster Blackjack Bonus Bet

No Bust 21st Century Blackjack

OBJECT OF THE GAME

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

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

Winning natural hands are paid even money.

VALUE OF CARDS

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

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

RANKING CHART

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

No Bust 21st Century Blackjack

ROUND OF PLAY

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

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

No Bust 21st Century Blackjack

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

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

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

GAME RULES

1. A natural is an initial two card hand containing an Ace and any card with a value of 10, or a Joker in conjunction with any number of cards, and are the best possible hands.
 - a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.

Winning" natural hands will be paid even money.
2. If the value of a Player's hand is less than a natural and the value of the Dealer's hand is more than a natural the Player wins the hand.
3. If the value of a Player's hand is less than a natural and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a natural wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Dealer's hands both have a value of more than a natural, the following rules apply:
 - a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
 - b. If the value of the Player's hand is closer to a natural, the hand is a push, and no action is taken on the wager.
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a natural and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
8. A natural beats all other hands.

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9. Double-Down:

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

10. Surrender:

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

11. Splits:

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

Buster Blackjack

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

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

Rules of Play

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

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

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

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

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

PLAYER-DEALER & DEAL

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

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

No Bust 21st Century Blackjack

TABLE LIMITS & COLLECTION RATES

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

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



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

Standards of play:

Ultimate Texas Hold'em Bad Beat Bonus features head-to-head play against the player/dealer and optional bonus bets.

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

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em Bad Beat Bonus lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features optional bonus bets, the Trips bonus and Bad Beat bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher and bad beat bonus if either the player or player/dealer is beaten by three of a kind or better. Odds will be printed on layout. Backline betting is not permitted on any wagers.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em Bad Beat Bonus shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player/Dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips";



4. For Bad Beat Bonus wagers on the words "Bad Beat" and

5. For play wagers on the word "Play."

Number of players in the game:

A maximum of seven players plus the player/dealer position for a total of eight seated positions.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.



- c. 3 of a Kind 3 cards of the same value.
- d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.
- e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em Bad Beat Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."
 - c. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager" and a "Bad Beat Bonus Wager."

An ante wager and a blind wager are required to play the round.

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips or bad beat bonus wagers have been made, the casino dealer shall:
 - a. Call "No more bets"; and then



- b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:
 - a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by
 - b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by
 - c. 5 community cards in the center of the table.
4. When an automatic shuffler is used the cards shall be dealt as follows:
 - a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by
 - b. 2 cards to the player/dealer; followed by
 - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check or to make a play wager three or four times the value of their ante wager.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards.
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:



- a. Collect the ante wager, blind wager, any trips bonus wager on behalf of the player/dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player/dealer does not qualify:

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the player/dealer's left, the casino dealer shall:
- a. Expose each player's cards, signal a push for the ante and return the ante wager to the player;
 - b. Pay the play, blind, and trips bonus wagers in accordance with the appropriate payouts; and
 - c. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em Bad Beat Bonus handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player/dealer qualifies:

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:
- a. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
 - c. Compare the player's hand with that of the player/dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:



- a. Win if it has a higher poker value than that of the player/dealer's hand;
 - b. Lose if it has a lower poker value than that of the player/dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.
12. If a player's hand loses, the casino dealer shall:
- a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;
 - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
- a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager;
 - c. Pay any trips bonus wager; and
 - d. Collect, count and place the payer's cards in the discard holder.
14. If a player's hand constitutes a push, the casino dealer shall:
- a. Pay any trips bonus wager;
 - b. Collect, count and place the player's cards in the discard holder.
15. Winning ante wagers and play wagers shall be paid 1 to 1.
16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
- NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.
19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer.



The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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



****Cardrooms must select only one table from the pay table options. Please designate on your cover letter which pay table you would like to utilize.****

Ultimate Texas Hold'em Paytables

UTH-02		
Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	



BAD BEAT BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em Bad Beat Bonus.
2. Players win if they 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.

3. Payouts below:

Hand Beaten	Pays
Straight Flush	10,000 to 1
Quads	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Trips	9 to 1

4. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
5. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted payable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.
6. If the player/dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.



Glossary of terms used in the controlled game:

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



Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker may be used as an Ace or to complete a straight, flush, or straight flush.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker may be used as an Ace or to complete a straight, flush, or straight flush. All suits shall be considered equal in rank.

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

<i>Hand Dealt</i>	<i>Hand Requirements</i>
7 Card Straight Flush	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a Joker. An Ace, King, Queen, Jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush hand and a 7, 6, 5, 4, 3, 2 and Ace is the lowest ranked 7 Card Straight Flush hand.
Royal Flush + Royal Match	A hand that consists of five cards of the same suit in consecutive ranking and a Queen and King card that are the same suit. Only a hand that consists of an Ace, King, Queen, Jack and 10 of the same suit is considered a Royal Flush. Only a hand that consists of a Queen and a King of the same suit is considered a Royal Match.
7 Card Straight Flush w/ Joker	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a Joker. An Ace, King, Queen, Jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush w/ Joker hand, with



Fortune Pai Gow Poker

	one of those cards being substituted with a Joker, and a 7, 6, 5, 4, 3, 2 and Ace is the lowest ranked 7 Card Straight Flush w/ Joker hand, with one of those cards being substituted with a Joker.
Five Aces	A hand that consists of five cards of the same rank. A Five of a Kind is only possible with four Aces and a Joker.
Royal Flush	A hand that consists of five cards of the same suit in consecutive ranking. Only a hand that consists of an Ace, King, Queen, Jack and 10 of the same suit is considered a Royal Flush.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four-of-a-kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 or a is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three-of-a-kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.



Fortune Pai Gow Poker

One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and a 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

Dealing procedures:

- ❖ The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
- ❖ Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
- ❖ To determine the placement of the "Action" button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action"



Fortune Pai Gow Poker

button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Type of gaming table utilized for this game:

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

Number of players in the game:

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats up to six players and the Player-dealer position for a total of seven seated positions.

How and when are house fees collected:

- a) All collection fees will be collected by the casino dealer, prior to the dice cup being opened.
- b) All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

Table Limit	Player Wager	Player Fee	Player-dealer Fee	Jackpot Fee
\$10 - \$200	\$10 - \$50	\$0.50	\$1.00	N/A
	\$51 - \$100	\$1.00		
	\$101 - \$200	\$2.00		
\$10 - \$200	\$10 - \$50	\$0.50	\$2.00	N/A
	\$51 - \$100	\$1.00		
	\$101 - \$200	\$2.00		

- The player is charged the Fee for the total of their cumulative wagers of both "bet and bonus bet". Ie: Player places regular bet of \$50 and also a bonus bet of \$10, the appropriate fee charged would be \$1.00.

Table Limit	Player Fee	Total Table Action	Player-dealer Fee	Jackpot Fee
\$10 - \$200	\$0.00	\$10 - \$50	\$1.00	N/A
		\$51 - \$200	\$2.00	
		\$201 - \$400	\$5.00	
		\$401 - \$600	\$8.00	



Fortune Pai Gow Poker

		\$601+	\$10.00	
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- Total Table Action includes ALL wagers, cumulative of all regular bets and bonus bets.
- ❖ Back-line betting is not permitted, per the local ordinance.
- ❖ The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Betting scheme:

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

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

Round of Play

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



Fortune Pai Gow Poker

- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown below.

HOUSE WAY CHART	
Hand Dealt	Set Hand Accordingly
No Pair	2nd & 3rd highest cards in front
One Pair	Pair in back & highest other cards in front.
High Pairs: A's, K's, Q's	Small pair in front.
High Pairs: J's, 10's, 9's	Two pairs in back with at least an Ace in front: otherwise split.
High Pairs: 8's, 7's, 6's	Two pairs behind if King or Higher in front: otherwise split.
Three Pair	Highest pair in front.
Three of a Kind—Aces	Ace + Highest card and pair Aces behind.
Three of a Kind—Kings and Below	Never split. Highest card in front. Trips in the back.
Two Sets	Highest Pair of the two sets in front. Lowest set behind.
Straight, Flush, Straight Flush/ No Pair	Two highest cards in front that will leave any complete hand in back.
Straight, Flush, Straight Flush/ One Pair	Highest possible two cards (pair or no pair) in front that will leave any complete hand in back.
Straight, Flush, Straight Flush/ Two Pair	Use Two Pair Strategies.



Fortune Pai Gow Poker

Straight, Flush, Straight Flush/ Three of a Kind	Complete hand in back and pair in front.
Full House	Highest Allowable pair in front.
Four of a Kind: A's, K's, Q's	Always Split.
Four of a Kind: J's, 10's, 9's	Four of a Kind in back if you can put at least a King up front: otherwise split.
Four of a Kind: 8's, 7's, 6's	Four of a Kind in back if you can put at least a Queen up front: otherwise split.
Four of a Kind: 5's and Below	Never Split.
Five Aces	Put a pair of Aces in front.

- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
 - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
 - b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.
 - c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the player's other hand ranks lower than the Player-dealer's corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a "push" and is returned to the player.
 - d. If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy hands."



Fortune Pai Gow Poker

- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ The Player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
 - In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own hand or for the Player-dealer's hand.
- ❖ The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.
- ❖ The Player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the Player-dealer for more than two consecutive hands. The Player-dealer position rotates clockwise around the table.



Fortune Pai Gow Poker

Fortune Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Only seated players are eligible to place a Fortune Bonus Bet wager. Backline betting is not permitted per the local ordinance.
- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- ❖ The Joker may be used as an Ace or complete a straight, flush, or straight flush, when trying to complete a qualifying hand below.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.



Fortune Pai Gow Poker

Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an “Envy” button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) “Envy” button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Only seated players are eligible to receive an “Envy” button. Backline betting is not permitted, per the local ordinance.
- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an “Envy” button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.
- ❖ The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- ❖ **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.



Fortune Pai Gow Poker

Fortune Bonus Bet and Envy Bonus Paytable

Hand Dealt	Fortune Bonus Bet	Envy Bonus
7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match	1,000 to 1	\$750
7 Card Straight Flush with Joker	750 to 1	\$250
Five Aces	250 to 1	\$100
Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20
Four of a Kind	25 to 1	\$5
Full House	5 to 1	N/A
Flush	4 to 1	N/A
Three of a Kind	3 to 1	N/A
Straight	2 to 1	N/A

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- “Action” button** A token used to designate where the settling of bets will begin (the action).
- Action Copy** The player position where the settling of bets begins. When a players hand is ranked equally to the Player-dealers hand.
- Envy Bonus** A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the paytable.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Push** When a player wins either the high or the low hand and the Player-dealer wins the other.

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

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



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-

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

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the card room. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.

8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up.

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

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

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

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

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

CHART 1A

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

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

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

CHART 1B

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

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

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.

2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.

3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure 21.5 Blackjack and the player-dealer's total is more than a Pure 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure 21.5 Blackjack and the player-dealer's total is less than a Pure 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure 21.5 Blackjack, the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
10. Backline betting is not permitted.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten) Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

5. The card room will take no extra collection fee on double downs or splits from the player or player-dealer.

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

RED FLEX BET

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

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

Rules of Play

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

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

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

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

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

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

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

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

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

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

BUSTER BLACKJACK BONUS BET

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

Rules of Play

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

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

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

TABLE LIMITS & COLLECTION RATES

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no additional collection fee required from a player when placing a game wager, Buster Blackjack Bonus Bet, doubling-down or, splitting cards. The Buster Blackjack Bonus Bet must be made in an amount of at least \$5 and a maximum of \$200 and may be less than, equal to, or more than the game wager. Per, the City of Clovis's local ordinance Pure 21.5 Blackjack shall have a **wagering maximum of \$200 per bet**. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$800	\$5 - \$99	\$.50	\$0
		\$100 - \$199	\$1	
		\$200 - \$399	\$2	
		\$400 - \$599	\$5	
		\$600 +	\$8	

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



*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

The player-dealer will only “bank” the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

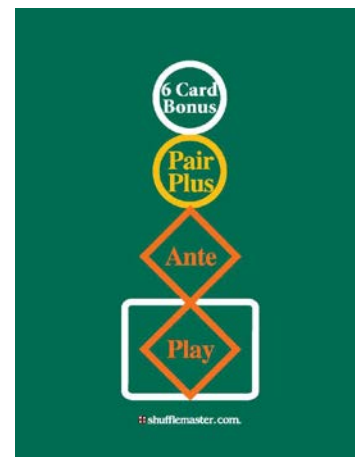
Type of gaming table utilized for this game:

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

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

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



Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device ('shuffler').
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.



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

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.



4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.
5. Backline betting is not permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.



4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand did NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-



dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

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

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

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.



5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

10. Winning 6 Card Bonus wagers pay as follows:

	TCP-6B3
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
House Advantage	6.74%
Hit frequency	7.2798%



Glossary of terms used in the controlled game:

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



Wagering Limits and Collection Fees

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer based on the total aggregate value of all players' wagers on the table, including the Ante, Pair Plus and 6 Card Bonus Bet wagers. The total table action does not count the Play wager, which is placed by players after cards have been dealt, nor will an additional fee be assessed to the player-dealer once those wagers are placed. There will be no collection fee required from a player when placing the Ante wager, the Play wager, the Pair Plus, or the 6 Card Bonus wager. The Pair Plus wager may be less than, equal to, or greater than the Ante wager. However, the Pair Plus wager must be within the minimum and maximum table limits. The 6 Card Bonus wager may be less than, equal to, or greater than the Ante wager. However, the Pair Plus wager must be within the minimum and maximum table limits. Per, the City of Clovis's local ordinance Three Card Poker 6 Card Bonus shall have a **wagering maximum of \$200 per bet**.

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

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$200	\$5 - \$34	\$1	\$0
		\$35 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$299	\$4	
		\$300 +	\$5	
2	\$5 - \$200	\$5 - \$49	\$1	\$0
		\$50 - \$100	\$2	
		\$101 - \$300	\$3	
		\$301 - \$500	\$5	
		\$501 +	\$8	



3	\$10 - \$200	\$10 - \$49	\$1	\$0
		\$50 - \$200	\$2	
		\$201 - \$400	\$5	
		\$401 - \$800	\$8	
		\$801 +	\$10	

EZ BACCARAT™ PANDA 8



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EZ BACCARAT PANDA 8

Type of Game

The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The value of each card used in EZ Baccarat Panda 8, shall be as follows: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted.

Method used to Determine Action and Distribution of Cards

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

EZ BACCARAT PANDA 8

Dealing Procedures and Round of Play

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

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

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

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

- The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
 - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
 - If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
 - If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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

EZ BACCARAT PANDA 8

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

EZ BACCARAT PANDA 8

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is not permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.
- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Equipment Used



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

Key Features

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

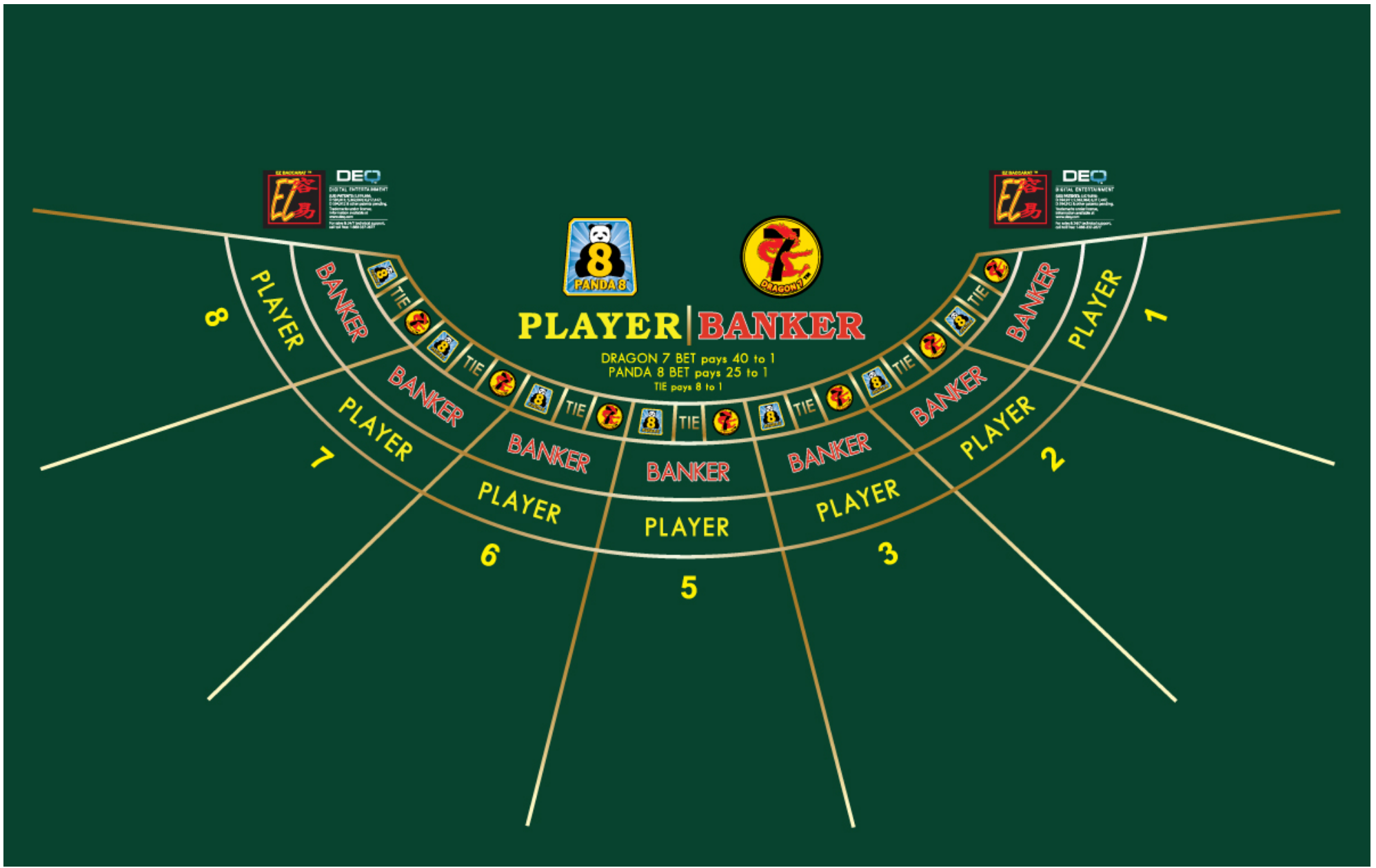
EZ BACCARAT PANDA 8

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, Dragon 7, and Panda 8 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, Dragon 7, or the Panda 8. The Tie, Dragon 7, and Panda 8 wagers may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. Per, the City of Clovis's local ordinance EZ Baccarat Panda 8 shall have a **wagering maximum of \$200 per bet**.

The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$200	\$5 - \$100	\$.50	\$0
		\$101 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$600	\$5	
		\$601 +	\$8	
2	\$5 - \$200	\$5 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$400	\$5	
		\$401 +	\$8	
3	\$10 - \$200	\$10 - \$49	\$.50	\$0
		\$50 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$800	\$5	
		\$801 +	\$8	



Pure Spanish 21.5™

Masque Publishing, Inc.

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OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

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



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

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



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

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

DIAGRAM #1

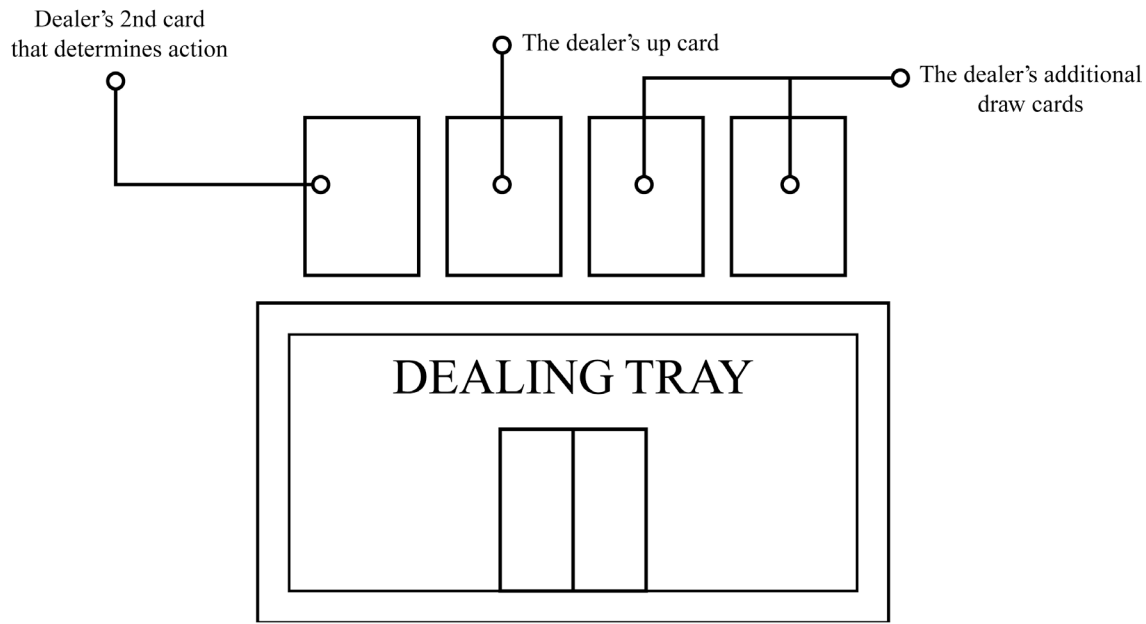


CHART 1A

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

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

CHART 1B

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



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

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

GAME RULES

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



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

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



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

Match the Dealer Up Card Bonus Bet

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

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

Match the Dealer Card Bonus Bet Pay Tables

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



Collection Rates

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

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

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



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

Lighted Sign

Table Layout

