


COLLECTION RATES FOR LA FUERZA July 21, 2003

TOTAL CARD TABLES: 2
PLAYERS PER TABLE: 2-7

PAN	Buy-In	Individual Collections (per half hour)
\$0.50 - No Limit Per Point	\$10.00	\$1.00

PACO	Buy-In	Individual Collections (per half hour)
\$0.50 - No Limit Per Point	\$10.00	\$1.00



LONGHAND	Buy-In	Individual Collections (per hour)
\$1.00 - No Limit	\$10.00	\$0.50

MEXICAN STUD	Buy-In	Individual Collections (per half hour)
\$.50 - No Limit	\$10.00	\$2.00

ROB POKER	Buy-In	Individual Collections (per half hour)
\$1.00 - No Limit	\$10.00	\$2.00

-
- In Long Hand no points are paid. The winner of the pot is the first player to set down 11 cards. Or if the players decide, they can put in an additional \$2.00 in the pot and continue playing until all the cards are used. In this case the player with the most cards set down in ladders and sets is the winner.

LONG HAND lasts 15 to 45 minutes a game. To start the game each player puts in \$1.00 in chips to get 10 cards to play with. 320 cards are used in this game. (Eight standard 52 card decks...there are no eights, nines, tens or Jokers, only Aces, twos, threes, fours, fives, sixes, sevens, Jacks, Queens, & Kings are used.) When the first player uses 11 cards making sets or ladders, the players decide if they wish to stop or play the game until all the cards are gone. If they choose not to play all the cards, the first player with the 11 cards set down is the winner and gets the chips in the pot and the game is over. If the players decide to continue the game until all the cards are gone, they put in an additional \$2.00 in chips. The winner in this case is the player with the most cards set down in ladders or sets. There are no set limits to the amount the players can put in to start the game. The players decide before the game how much to put in to get their 10 cards. Each player pays the dealer .50 cents each hour for the house. This game is only to entertain the customer and pass the time as no big monies are waged.

The following is a list of rules for making ladders or sets in LONG HAND:

- 1) 3 cards of the same suit and same number (A, 2, 4, 6, J, Q, & K only)
- 2) 3 of a kind in the same suit and number of Diamonds, Clubs or Hearts (3's, 5's, & 7's only)
- 3) 3 of a kind in the same suit of Spades (3's, 5's, & 7's only)
- 4) A ladder in the same suit of Diamonds, Clubs, or Hearts (Ace, 2, 3 or Jack, Queen, King only)
- 5) A ladder in the same suit of Spades (Ace, 2, 3 or Jack, Queen, King only)
- 6) 3 cards same number different suit (A, 2, 4, 6, J, Q, & K only)

MEXICAN STUD is a game that is played with one standard deck of 52 cards. (4 sets of Aces, twos, threes, fours, fives, sixes, sevens, eights, nines, tens, Jacks, Queens, Kings, and no Joker.) Each player starts with at least \$10.00 worth of chips and 2-7 players can play. Each player takes a turn opening the game and starts the game with a bet of .50 cents in chips or more. Each player then matches the opening amount to get his first two cards. Then the player with the highest card (one card is put down face up for everyone to see) puts in an amount the other players must match in order to stay in the game and get another card. The game continues until all the players in the game have five cards. The player with the best hand is the winner. For example: one player has a pair (2 cards the same rank), another player has 2 pairs (2 cards the same rank and 2 cards another rank), a third player has 3 of a kind (3 cards of the same rank), a fourth player has 4 of a kind (4 cards of the same rank), and a fifth player has a flush (5 cards of the same suit) and a sixth has a Royal Flush (Ace, King, Queen, Jack & 10 in the same suit), then the player with the Royal Flush is the winner and keeps all the chips bet in that game. This game usually lasts anywhere from 3 to 10 minutes. Other terms used in this game are: Full House (3 of a kind plus any pair); Straight (5 cards in sequence but not the same suit) and Straight Flush (5 cards of the same suit and in sequence of rank). There are no set limits to the amount the player can bet in this game. The dealer collects \$2.00 every half hour from each player for the house.

The following is a list of the winning hands in MEXICAN STUD from highest to lowest:

- 1) Royal Flush
- 2) 4 of a kind
- 3) Full House
- 4) Flush
- 5) Straight
- 6) 3 of a kind
- 7) 2 Pairs
- 8) 1 Pair
- 9) Ace

CARD GAMES

PAN is played with 320 cards (8 standard 52 card decks...there are no eights, nines, tens or Jokers used in this game, only Aces, twos, threes, fours, fives, sixes, sevens, Jacks, Queens, and Kings are used) and 2-7 players (only 7 players fit at the table). To begin the game, each player puts in .50 cents of chips (only chips are used for the different games at the tables) to get 10 cards from the person who is dealing the cards. If the player thinks his cards are a good hand to play, the player continues in the game or else he turns his cards over and he is out of the game. After all the players have their cards, the rest of the cards are placed in the center of the table so the players can pick a card when their turn comes around. When it is his turn the player chooses a card from the pile on the table, if he can use the card to make ladders or sets he puts them on the table to make points and the game continues with the next player. The first player to get and use 11 cards in sets or ladders is the winner and the game is over. When any player gets three cards of a kind or a ladder with an Ace or a King the player puts the cards down on the table and he is paid .50 cents for each point he made by each of the players in the game. Everyone can collect chips by making points. The game continues until one of the players is the first to play 11 cards. The player also makes one point for being the first to use 11 cards in the game. And he also wins the .50 cents that were put in by each of the players to get the cards. One game can last from one to five minutes. The amount the player wins is also determined by the amount the players set for each point before the game. The players can decide to play for \$.50, \$1.00, \$2.00, \$5.00 or even \$10.00 a point. There is no set limit to the amount set for each point. In this game the dealer collects \$1.00 from each player every half hour for the house.

The following is a list of the rules for making points in PAN:

- 1) 3 cards of the same suit and same number (A, 2, 4, 6, J, Q, & K only) = 1 point
- 2) 3 of a kind in the same suit and number of Diamonds, Clubs or Hearts (3's, 5's, & 7's only) = 2 points
- 3) 3 of a kind in the same suit of Spades (3's, 5's, & 7's only) = 4 points
- 4) A ladder in the same suit of Diamonds, Clubs, or Hearts (Ace, 2, 3 or Jack, Queen, King only) = 1 point
- 5) A ladder in the same suit of Spades (Ace, 2, 3 or Jack, Queen, King only) = 2 points
- 6) 3 cards same number different suit (A, 2, 4, 6, J, Q, & K only) = 1 point

PACO is also played with 320 cards (8 standard 52 card decks...there are no eights, nines, tens or Jokers used in this game, only Aces, twos, threes, fours, fives, sixes, sevens, Jacks, Queens, and Kings are used) and 2-7 players (only 7 players fit at the table). To begin the game, each player puts in .50 cents of chips to get 10 cards from the person dealing the cards. After all the players have their cards, the rest of the cards are placed in the center of the table so the players can pick a card when their turn comes around. When it is his turn the player chooses a card from the pile on the table, if he can use the card to make ladders or sets he puts them on the table to make points and the game continues with the next player. But no points are paid in this game, until the first player to get and use 11 cards making sets or ladders wins. Then the winner is paid .50 cents for each point he made by each of the players in the game. One game can last from one to five minutes. The amount the player wins is also determined by the amount the players set for each point before the game. The players can decide to play for \$.50, \$1.00, \$2.00, \$5.00 or even \$10.00 a point. There is no set limit to the amount set for each point. The dealer collects \$1.00 from each player every half hour for the house.

The following is a list of the rules for making points in PACO:

- 1) 3 cards of the same suit and same number (A, 2, 4, 6, J, Q, & K only) = 1 point
- 2) 3 of a kind in the same suit and number of Diamonds or Hearts (3's, 5's, & 7's only) = 2 points
- 3) 3 of a kind in the same suit of Spades or Clubs (3's, 5's, & 7's only) = 4 points
- 4) A ladder in the same suit of Diamonds or Hearts (Ace, 2, 3 or Jack, Queen, King only) = 1 point
- 5) A ladder in the same suit of Spades or Clubs (Ace, 2, 3 or Jack, Queen, King only) = 2 points
- 6) 3 cards same number different suit (A, 2, 4, 6, J, Q, & K only) = 1 point

ROB POKER is also played with one standard deck of 52 cards. (4 sets of Aces, twos, threes, fours, fives, sixes, sevens, eights, nines, tens, Jacks, Queens, Kings, and no Joker.) Two to seven players can play and each player starts with at least \$10.00 worth of chips. The first player to open the game puts in \$1.00 in chips or more and gets five cards to play with. Each player in the game must match his amount to play in the game and get his cards. Then the player to his left can "pass" or "raise" the amount. The other players must match that amount or raise it to keep playing or they can turn their cards over and they are out of the game. After each raise is matched by the players still in the game, the players can choose to get new cards to replace any card that they do not want. Each person to the left of the player who started the previous round takes his turn setting the new amount of the bet. Each player has his turn to pass or raise the amount until it comes back to the player who started the round. Everyone shows their hand. The person with the best hand is the winner and keeps all the chips that were bet in the game. There are no set limits to the amount the player can bet in this game. The rank and terms are the same as the Mexican Stud Game. Each player in this game also must pay the dealer \$2.00 every half hour for the house.

GLOSSERY OF TERMS

3 of a Kind: Three cards of the same number or rank.

4 of a Kind: Four cards of the same number or rank.

Flush: Five cards of the same suit.

Full House: Three of a kind plus any pair.

Ladders: Three or more cards in sequence of number or rank.

Pair: Two cards of the same number or rank.

Rank: Same number, order, status, or position.

Royal Flush: Ace, King, Queen, Jack, & 10 in the same suit.

Sets: Three or more cards with the same number or rank.

Straight: Five cards in sequence but not the same suit.

Straight Flush: Five cards of the same suit and in sequence.

Suit: One of the four sets in a deck of playing cards. (Diamonds, Clubs, Hearts, and Spades.)

(Revised 06/20/03)