

Poker Games Collection Rate Schedules and Fees

Texas Hold'em: GEGA-003304

Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
1	\$3 - \$6	4 or less	\$3	\$0	\$0
2	\$3 - \$6	5 or more	\$4	\$0	\$0
3	\$4 - \$8	4 or less	\$3	\$0	\$0
4	\$4 - \$8	5 or more	\$4	\$0	\$0
5	\$6 - \$12	4 or less	\$3	\$0	\$0
6	\$6 - \$12	5 or more	\$4	\$0	\$0
7	\$3 - \$6	4 or less	\$4	\$0	\$0
8	\$3 - \$6	5 or more	\$5	\$0	\$0
9	\$4 - \$8	4 or less	\$4	\$0	\$0
10	\$4 - \$8	5 or more	\$5	\$0	\$0
11	\$6 - \$12	4 or less	\$4	\$0	\$0
12	\$6 - \$12	5 or more	\$5	\$0	\$0
13	\$3 - \$6	4 or less	\$5	\$0	\$0
14	\$3 - \$6	5 or more	\$6	\$0	\$0
15	\$4 - \$8	4 or less	\$5	\$0	\$0
16	\$4 - \$8	5 or more	\$6	\$0	\$0
17	\$6 - \$12	4 or less	\$5	\$0	\$0
18	\$6 - \$12	5 or more	\$6	\$0	\$0

Spread Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
19	\$1 - \$3	4 or less	\$3	\$0	\$0
20	\$1 - \$3	5 or more	\$4	\$0	\$0
21	\$1 - \$3	4 or less	\$4	\$0	\$0
22	\$1 - \$3	5 or more	\$5	\$0	\$0
23	\$1 - \$3	4 or less	\$5	\$0	\$0
24	\$1 - \$3	5 or more	\$6	\$0	\$0

Omaha: GEGA-003305

Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
1	\$2 - \$4	4 or less	\$3	\$0	\$0
2	\$2 - \$4	5 or more	\$4	\$0	\$0
3	\$3 - \$6	4 or less	\$4	\$0	\$0
4	\$3 - \$6	5 or more	\$5	\$0	\$0
5	\$4 - \$8	4 or less	\$4	\$0	\$0
6	\$4 - \$8	5 or more	\$5	\$0	\$0

7	\$6 - \$12	4 or less	\$4	\$0	\$0
8	\$6 - \$12	5 or more	\$5	\$0	\$0
9	\$10 - \$20	4 or less	\$4	\$0	\$0
10	\$10 - \$20	5 or more	\$5	\$0	\$0
11	\$2 - \$4	4 or less	\$4	\$0	\$0
12	\$2 - \$4	5 or more	\$5	\$0	\$0
13	\$3 - \$6	4 or less	\$5	\$0	\$0
14	\$3 - \$6	5 or more	\$6	\$0	\$0
15	\$4 - \$8	4 or less	\$5	\$0	\$0
16	\$4 - \$8	5 or more	\$6	\$0	\$0
17	\$6 - \$12	4 or less	\$5	\$0	\$0
18	\$6 - \$12	5 or more	\$6	\$0	\$0
19	\$10 - \$20	4 or less	\$5	\$0	\$0
20	\$10 - \$20	5 or more	\$6	\$0	\$0
21	\$2 - \$4	4 or less	\$5	\$0	\$0
22	\$2 - \$4	5 or more	\$6	\$0	\$0
23	\$3 - \$6	4 or less	\$6	\$0	\$0
24	\$3 - \$6	5 or more	\$7	\$0	\$0
25	\$4 - \$8	4 or less	\$6	\$0	\$0
26	\$4 - \$8	5 or more	\$7	\$0	\$0
27	\$6 - \$12	4 or less	\$6	\$0	\$0
28	\$6 - \$12	5 or more	\$7	\$0	\$0
29	\$10 - \$20	4 or less	\$6	\$0	\$0
30	\$10 - \$20	5 or more	\$7	\$0	\$0

Omaha High/Low Split: GEGA-003306
Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
1	\$2 - \$4	4 or less	\$3	\$0	\$0
2	\$2 - \$4	5 or more	\$4	\$0	\$0
3	\$3 - \$6	4 or less	\$4	\$0	\$0
4	\$3 - \$6	5 or more	\$5	\$0	\$0
5	\$4 - \$8	4 or less	\$4	\$0	\$0
6	\$4 - \$8	5 or more	\$5	\$0	\$0
7	\$6 - \$12	4 or less	\$4	\$0	\$0
8	\$6 - \$12	5 or more	\$5	\$0	\$0
9	\$10 - \$20	4 or less	\$4	\$0	\$0
10	\$10 - \$20	5 or more	\$5	\$0	\$0
11	\$2 - \$4	4 or less	\$4	\$0	\$0
12	\$2 - \$4	5 or more	\$5	\$0	\$0
13	\$3 - \$6	4 or less	\$5	\$0	\$0
14	\$3 - \$6	5 or more	\$6	\$0	\$0
15	\$4 - \$8	4 or less	\$5	\$0	\$0
16	\$4 - \$8	5 or more	\$6	\$0	\$0

17	\$6 - \$12	4 or less	\$5	\$0	\$0
18	\$6 - \$12	5 or more	\$6	\$0	\$0
19	\$10 - \$20	4 or less	\$5	\$0	\$0
20	\$10 - \$20	5 or more	\$6	\$0	\$0
21	\$2 - \$4	4 or less	\$5	\$0	\$0
22	\$2 - \$4	5 or more	\$6	\$0	\$0
23	\$3 - \$6	4 or less	\$6	\$0	\$0
24	\$3 - \$6	5 or more	\$7	\$0	\$0
25	\$4 - \$8	4 or less	\$6	\$0	\$0
26	\$4 - \$8	5 or more	\$7	\$0	\$0
27	\$6 - \$12	4 or less	\$6	\$0	\$0
28	\$6 - \$12	5 or more	\$7	\$0	\$0
29	\$10 - \$20	4 or less	\$6	\$0	\$0
30	\$10 - \$20	5 or more	\$7	\$0	\$0

Collection Procedures

Poker Games

The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.

- **Texas Hold'em (GEGA-003304)** – for **schedule options 1 through 24**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as “No Flop No Drop.” The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.
- **Omaha (GEGA-003305)** – for **schedule options 1 through 30**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as “No Flop No Drop.” The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.
- **Omaha High/Low Split (GEGA-003306)** – for **schedule options 1 through 30**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as “No Flop No Drop.” The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.
- 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 established per table limit.

- The Merced Poker Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.

OMAHA HIGH/LOW SPLIT

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “the board” cards, to make the highest and lowest ranking five-card poker hand, according to the rankings as shown below. When making a 5-card low poker hand and a 5-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

Five-Card High Card Values

The rank of each card used in Omaha High/Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. All suits shall be considered equal in rank.

Five-Card Low Card Values

The rank of each card used in Omaha High/Low Split when forming a five-card low poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then Ace. All suits shall be considered equal in rank.

In order to make a qualifying five-card low poker hand, a player must have an 8 high or better (lower), meaning that the two hole cards used from the player's hand and the three community cards used by the player cannot contain a card with a value of 9 or higher. Additionally, when determining if a player has a qualifying five-card low poker hand, straights and flushes do not disqualify the player's hand if all other requirements are met. However, if the player has a pair or higher in their low hand, the hand does not qualify, even if the cards have a value of 8 or lower. The lowest possible five-card poker hand is 5, 4, 3, 2, and an Ace. If multiple players have qualifying five-card low poker hands, the lowest hand is determined by comparing the highest card of each players' five-card poker hand, with the lowest high card being the winning low hand.

For example: A hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an Ace, even though the second hand has the lowest card.

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

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.

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Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second,

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third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their four hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call. However, when a raise or re-raise occurs, calling is not permitted;"
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn." The house

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dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other

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and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

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

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Collection Fee Schedule

Collection fees will be taken for all Omaha High/Low Split games after the flop and will be based by the number of players per hand. There is also a "No Flop, No Drop" rule.

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit.

Omaha: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
2-4	3	4	\$0.00
3-6	4	5	
4-8	4	5	
6-12	4	5	
10-20	4	5	

Omaha: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
2-4	4	5	\$0.00
3-6	5	6	
4-8	5	6	
6-12	5	6	
10-20	5	6	

Omaha: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
2-4	5	6	\$0.00
3-6	6	7	
4-8	6	7	
6-12	6	7	
10-20	6	7	

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Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

Card Values and Hand Rankings

The rank of each card used in Omaha, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank.

The ranking of hands for Omaha, in order from highest to lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
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.

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High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.
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Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." Once each player has received their four hole cards, the first round of betting will occur. Players are given the

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following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a “call.”
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as “the turn card.” This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

OMAHA

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

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

OMAHA

Collection Fee Schedule

Collection fees will be taken for all Omaha games after the flop and will be based by the number of players per hand. There is also a "No Flop, No Drop" rule.

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit.

Omaha: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
2-4	3	4	\$0.00
3-6	4	5	
4-8	4	5	
6-12	4	5	
10-20	4	5	

Omaha: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
2-4	4	5	\$0.00
3-6	5	6	
4-8	5	6	
6-12	5	6	
10-20	5	6	

Omaha: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
2-4	5	6	\$0.00
3-6	6	7	
4-8	6	7	
6-12	6	7	
10-20	6	7	

Merced Poker Room Texas Hold'em Hi-Low Split Poker

Rules of Play

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

Texas Hold'em High Low Split Poker is played using a single standard 52-card deck which does not contain a joker. Cards used to play this game shall be manually shuffled, cut, and dealt by the house dealer. The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Therefore, the table limit establishes what the lower and higher betting increments shall be for each round of betting. 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. Back-line betting is not permitted.

Dealer Button

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

Small Blind & Big Blind Buttons

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the small blind position and which player is in the big blind position. The small blind and the big blind wagers, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button when the position button is not present. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

**Merced Poker Room
Texas Hold'em Hi-Low Split Poker**

Card Values and Hand Rankings

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

. The ranking of hands, in order from highest to lowest, shall be:

Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Merced Poker Room Texas Hold'em Hi-Low Split Poker

Round of Play

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button and that placed the small blind shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down. Once each player has received their two hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile;
- Place a wager that is equal to the amount of the big blind, referred to as a "call;"
- Place a wager that is equal to the amount of the big blind as well as an additional amount within and according to the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within and according to the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be

Merced Poker Room Texas Hold'em Hi-Low Split Poker

given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

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How the Pot Is Won

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- The 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.

Collection Fee Schedules

For **schedule options 1 through 24**, a collection fee shall be taken per round of play from the pot, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as "No Flop No Drop." The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.

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 Texas Hold'em are as shown below:

Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop
1	\$3 - \$6	4 or less	\$3	\$0
2	\$3 - \$6	5 or more	\$4	\$0
3	\$4 - \$8	4 or less	\$3	\$0
4	\$4 - \$8	5 or more	\$4	\$0
5	\$6 - \$12	4 or less	\$3	\$0

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6	\$6 - \$12	5 or more	\$4	\$0
7	\$3 - \$6	4 or less	\$4	\$0
8	\$3 - \$6	5 or more	\$5	\$0
9	\$4 - \$8	4 or less	\$4	\$0
10	\$4 - \$8	5 or more	\$5	\$0
11	\$6 - \$12	4 or less	\$4	\$0
12	\$6 - \$12	5 or more	\$5	\$0
13	\$3 - \$6	4 or less	\$5	\$0
14	\$3 - \$6	5 or more	\$6	\$0
15	\$4 - \$8	4 or less	\$5	\$0
16	\$4 - \$8	5 or more	\$6	\$0
17	\$6 - \$12	4 or less	\$5	\$0
18	\$6 - \$12	5 or more	\$6	\$0

Spread Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop
19	\$1 - \$3	4 or less	\$3	\$0
20	\$1 - \$3	5 or more	\$4	\$0
21	\$1 - \$3	4 or less	\$4	\$0
22	\$1 - \$3	5 or more	\$5	\$0
23	\$1 - \$3	4 or less	\$5	\$0
24	\$1 - \$3	5 or more	\$6	\$0

Pure Spanish 21.5™
6 to 5

Masque Publishing, Inc.

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



Merced Poker Room PURE SPANISH 21.5

OBJECT OF THE GAME

The object of Pure Spanish 21.5 Blackjack 6 to 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 Blackjack 6 to 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.

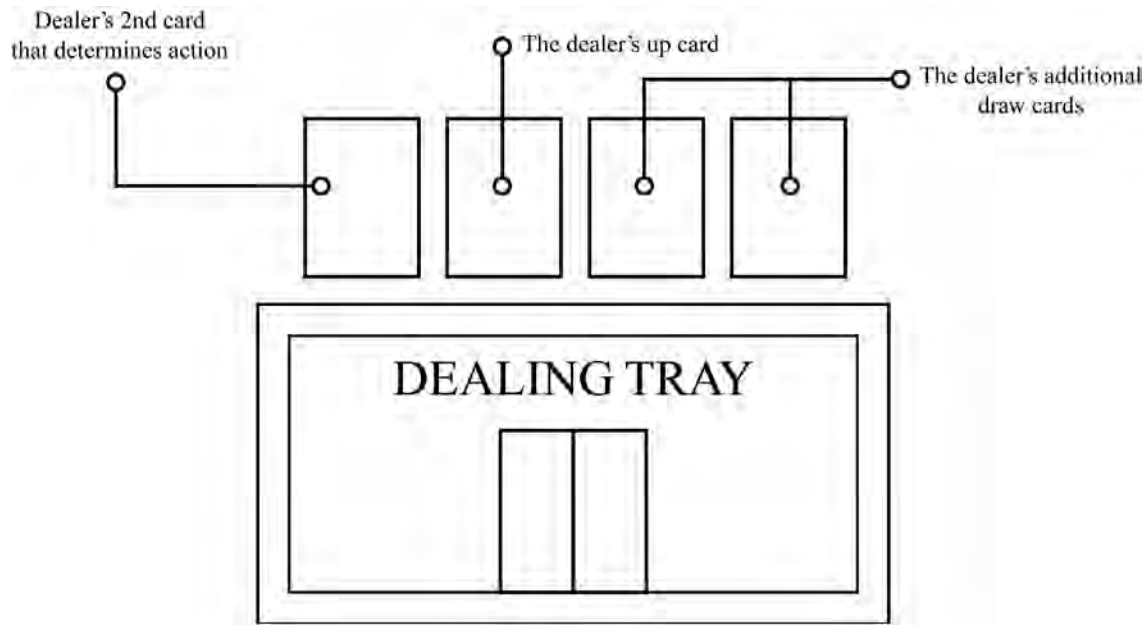
Merced Poker Room PURE SPANISH 21.5

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 the 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.

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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



Merced Poker Room PURE SPANISH 21.5

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:

Merced Poker Room PURE SPANISH 21.5

- 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 any wager.
 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, however, the double-double down wager amount would be capped at the maximum wager allowed. If the last double-double down wager made is capped, the "last doubled portion of the bet" would be the maximum wager allowed. If a player doubles for less, the last doubled portion of the bet would be that lesser amount.
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.

Merced Poker Room PURE SPANISH 21.5

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 following Match the Dealer Up-Card Bonus Pay Tables.

Match the Dealer Up-Card Bonus Pay Tables

Qualifying Hand	Payout
2 suited matches	18 to 1
1 suited + 1 non-suited match	13 to 1
1 suited match	9 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Merced Poker Room PURE SPANISH 21.5

Table Layout



Pure 21.5 Blackjack

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CA

Buster Blackjack



Pure 21.5 Blackjack

OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

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

Pure 21.5 Blackjack

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. Backline Betting is permitted for the base game wager and the Buster Blackjack Bonus Bet.
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. The game does not utilize an action button to determine which player receives first action on their wager.
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.

Pure 21.5 Blackjack

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

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

DIAGRAM #1

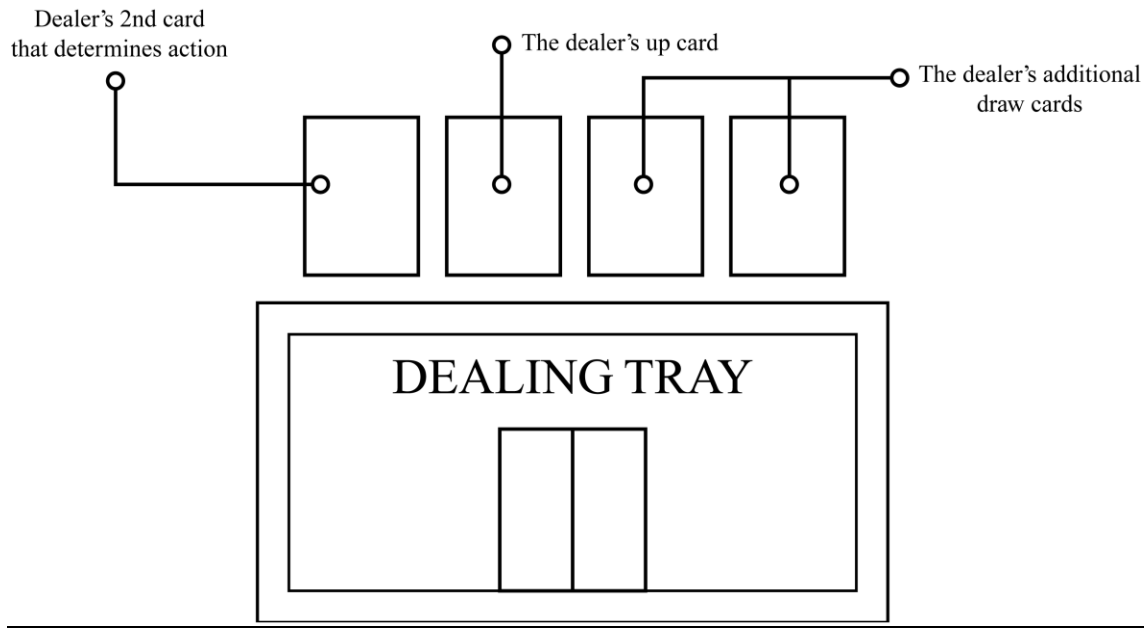


CHART 1A

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

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

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

CHART 1B

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

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

Pure 21.5 Blackjack

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

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.
2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure 21.5 Blackjack and the player-dealer's total is more than a Pure 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure 21.5 Blackjack and the player-dealer's total is less than a Pure 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure 21.5 Blackjack, the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
9. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
10. Backline betting is permitted on the base game wager and the Buster Blackjack Bonus Bet.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

Pure 21.5 Blackjack

2. Players can split any pair or two (King, Queen, Jack, or Ten) Bonus cards including aces. 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.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands, including hands with Aces. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.
6. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

BUSTER BLACKJACK BONUS BET

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Buster Blackjack Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Buster Blackjack Bonus Bet wager.
3. Buster Blackjack Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Buster Blackjack wager.
5. 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.
6. Once all players have made the decisions concerning their hands according to the rules for the 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.
7. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
8. In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

Pure 21.5 Blackjack

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	2 to 1
4	3 to 1
5	5 to 1
6	30 to 1
7	100 to 1
8 or more	250 to 1

Collection Fee Schedule

For table limits and collection rate schedules for the game of Pure 21.5 Buster Blackjack please refer to California Collection Rates (**GEGA-003310**).



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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 permitted on the base game wager, the Pair Plus Wager, and the 6 Card Bonus 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. Prior to the commencement of play, the house dealer will determine where the action will begin on the table, as noted below:

No Action Button Utilized – 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.

3. 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.
4. 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 does NOT qualify, the player-dealer will **automatically pay each Ante**, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
 - 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:

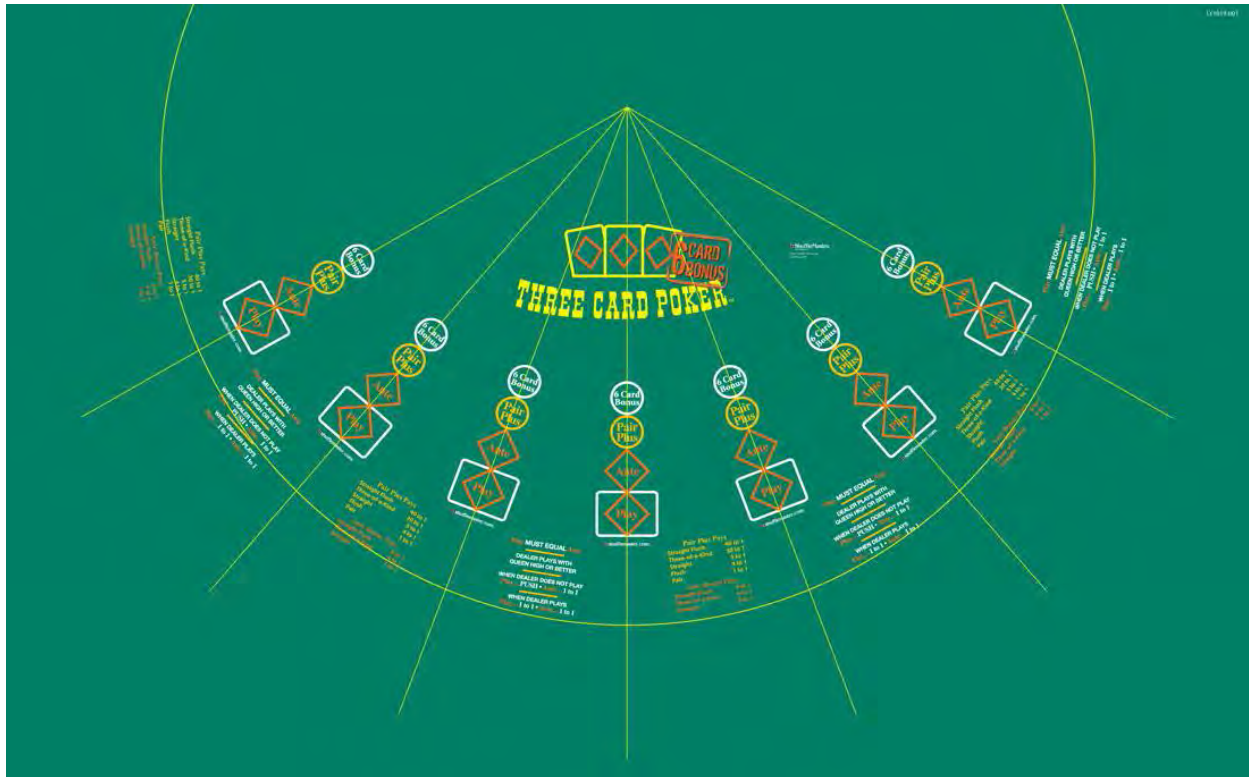
1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any 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:

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

TABLE LAYOUT



Collection Fee Schedule

For table limits and collection rate schedules for the game of Three Card Poker 6 Card Bonus please refer to California Collection Rates (**GEGA-003310**).

Texas Hold'em

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker.

Card Values and Hand Rankings

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

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

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an Ace, King, Queen, Jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pairs	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.

Texas Hold'em

One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and 7, 5, 4, 3 and 2 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand. The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards, and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card, by suit, shall receive the dealer button.

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down. These initial two cards are referred to as "hole cards." Once each player has received their two hole cards, the first round

Texas Hold'em

of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:

- Place their two hole cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
- Place a wager that is equal to the amount of the big blind, referred to as a "call."
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise." If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
- Place no additional wager at this time, referred to as a "check." This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises, or if a player raises the pot and all other players call the raise, in which case the player that originally raised the pot would be permitted to check.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is available to all players. Once the fourth community card has been placed face-up on the table, the third round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

Texas Hold'em

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a burn. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is available to all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

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

Texas Hold'em

Collection Fee Schedule

Collection fees will be taken for all Texas Hold'em games after the flop and will be based by the number of players per hand. There is also a "No Flop, No Drop" rule.

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit.

Texas Hold'em: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
3-6	3	4	\$0.00
4-8	3	4	
6-12	3	4	
1-3 Spread Limit	3	4	

Texas Hold'em: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
3-6	4	5	\$0.00
4-8	4	5	
6-12	4	5	
1-3 Spread Limit	4	5	

Texas Hold'em: Method: DROP			
Table Limit	4 or less players	5 or more players	Jackpot Fee
3-6	5	6	\$0.00
4-8	5	6	
6-12	5	6	
1-3 Spread Limit	5	6	

Poker Games Collection Rate Schedules and Fees

Texas Hold'em: GEGA-003304

Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
1	\$3 - \$6	4 or less	\$3	\$0	\$0
2	\$3 - \$6	5 or more	\$4	\$0	\$0
3	\$4 - \$8	4 or less	\$3	\$0	\$0
4	\$4 - \$8	5 or more	\$4	\$0	\$0
5	\$6 - \$12	4 or less	\$3	\$0	\$0
6	\$6 - \$12	5 or more	\$4	\$0	\$0
7	\$3 - \$6	4 or less	\$4	\$0	\$0
8	\$3 - \$6	5 or more	\$5	\$0	\$0
9	\$4 - \$8	4 or less	\$4	\$0	\$0
10	\$4 - \$8	5 or more	\$5	\$0	\$0
11	\$6 - \$12	4 or less	\$4	\$0	\$0
12	\$6 - \$12	5 or more	\$5	\$0	\$0
13	\$3 - \$6	4 or less	\$5	\$0	\$0
14	\$3 - \$6	5 or more	\$6	\$0	\$0
15	\$4 - \$8	4 or less	\$5	\$0	\$0
16	\$4 - \$8	5 or more	\$6	\$0	\$0
17	\$6 - \$12	4 or less	\$5	\$0	\$0
18	\$6 - \$12	5 or more	\$6	\$0	\$0

Spread Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
19	\$1 - \$3	4 or less	\$3	\$0	\$0
20	\$1 - \$3	5 or more	\$4	\$0	\$0
21	\$1 - \$3	4 or less	\$4	\$0	\$0
22	\$1 - \$3	5 or more	\$5	\$0	\$0
23	\$1 - \$3	4 or less	\$5	\$0	\$0
24	\$1 - \$3	5 or more	\$6	\$0	\$0

Omaha: GEGA-003305

Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
1	\$2 - \$4	4 or less	\$3	\$0	\$0
2	\$2 - \$4	5 or more	\$4	\$0	\$0
3	\$3 - \$6	4 or less	\$4	\$0	\$0
4	\$3 - \$6	5 or more	\$5	\$0	\$0
5	\$4 - \$8	4 or less	\$4	\$0	\$0
6	\$4 - \$8	5 or more	\$5	\$0	\$0

7	\$6 - \$12	4 or less	\$4	\$0	\$0
8	\$6 - \$12	5 or more	\$5	\$0	\$0
9	\$10 - \$20	4 or less	\$4	\$0	\$0
10	\$10 - \$20	5 or more	\$5	\$0	\$0
11	\$2 - \$4	4 or less	\$4	\$0	\$0
12	\$2 - \$4	5 or more	\$5	\$0	\$0
13	\$3 - \$6	4 or less	\$5	\$0	\$0
14	\$3 - \$6	5 or more	\$6	\$0	\$0
15	\$4 - \$8	4 or less	\$5	\$0	\$0
16	\$4 - \$8	5 or more	\$6	\$0	\$0
17	\$6 - \$12	4 or less	\$5	\$0	\$0
18	\$6 - \$12	5 or more	\$6	\$0	\$0
19	\$10 - \$20	4 or less	\$5	\$0	\$0
20	\$10 - \$20	5 or more	\$6	\$0	\$0
21	\$2 - \$4	4 or less	\$5	\$0	\$0
22	\$2 - \$4	5 or more	\$6	\$0	\$0
23	\$3 - \$6	4 or less	\$6	\$0	\$0
24	\$3 - \$6	5 or more	\$7	\$0	\$0
25	\$4 - \$8	4 or less	\$6	\$0	\$0
26	\$4 - \$8	5 or more	\$7	\$0	\$0
27	\$6 - \$12	4 or less	\$6	\$0	\$0
28	\$6 - \$12	5 or more	\$7	\$0	\$0
29	\$10 - \$20	4 or less	\$6	\$0	\$0
30	\$10 - \$20	5 or more	\$7	\$0	\$0

Omaha High/Low Split: GEGA-003306
Limit Games

Schedule Option	Table Limit	Number of Players	Player Fee	No Flop No Drop	Jackpot Fee
1	\$2 - \$4	4 or less	\$3	\$0	\$0
2	\$2 - \$4	5 or more	\$4	\$0	\$0
3	\$3 - \$6	4 or less	\$4	\$0	\$0
4	\$3 - \$6	5 or more	\$5	\$0	\$0
5	\$4 - \$8	4 or less	\$4	\$0	\$0
6	\$4 - \$8	5 or more	\$5	\$0	\$0
7	\$6 - \$12	4 or less	\$4	\$0	\$0
8	\$6 - \$12	5 or more	\$5	\$0	\$0
9	\$10 - \$20	4 or less	\$4	\$0	\$0
10	\$10 - \$20	5 or more	\$5	\$0	\$0
11	\$2 - \$4	4 or less	\$4	\$0	\$0
12	\$2 - \$4	5 or more	\$5	\$0	\$0
13	\$3 - \$6	4 or less	\$5	\$0	\$0
14	\$3 - \$6	5 or more	\$6	\$0	\$0
15	\$4 - \$8	4 or less	\$5	\$0	\$0
16	\$4 - \$8	5 or more	\$6	\$0	\$0

17	\$6 - \$12	4 or less	\$5	\$0	\$0
18	\$6 - \$12	5 or more	\$6	\$0	\$0
19	\$10 - \$20	4 or less	\$5	\$0	\$0
20	\$10 - \$20	5 or more	\$6	\$0	\$0
21	\$2 - \$4	4 or less	\$5	\$0	\$0
22	\$2 - \$4	5 or more	\$6	\$0	\$0
23	\$3 - \$6	4 or less	\$6	\$0	\$0
24	\$3 - \$6	5 or more	\$7	\$0	\$0
25	\$4 - \$8	4 or less	\$6	\$0	\$0
26	\$4 - \$8	5 or more	\$7	\$0	\$0
27	\$6 - \$12	4 or less	\$6	\$0	\$0
28	\$6 - \$12	5 or more	\$7	\$0	\$0
29	\$10 - \$20	4 or less	\$6	\$0	\$0
30	\$10 - \$20	5 or more	\$7	\$0	\$0

Collection Procedures

Poker Games

The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.

- **Texas Hold'em (GEGA-003304)** – for **schedule options 1 through 24**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as “No Flop No Drop.” The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.
- **Omaha (GEGA-003305)** – for **schedule options 1 through 30**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as “No Flop No Drop.” The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.
- **Omaha High/Low Split (GEGA-003306)** – for **schedule options 1 through 30**, a collection fee shall be taken per round of play, which shall be based on the number of players seated and participating in the play of the game during that round of play. However, when a round of play does not proceed to the flop, there shall be no collection fee removed from the pot, referred to as “No Flop No Drop.” The house dealer shall collect the fees from the pot after the flop but prior to the second round of betting is conducted.
- 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 established per table limit.

- The Merced Poker Room shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.

Mexican Poker

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using a standard deck of cards stripped to 40 cards (the 8s, 9s, and 10s are removed and one joker is added for a total of 41 cards).

Card Values and Hand Rankings

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

A joker shall rank according to whether it is dealt face-up or face-down. If a player is dealt a joker face-up during any round, the joker may be used as an ace or to complete a straight or flush. If a player is dealt a joker face-down, the joker is wild and may be used as any card. If the player with the joker later turns it face-up, then it may only be used as an ace or to complete a straight or flush. The rank of suits, in order of highest to lowest rank shall be: spades, hearts, diamonds, and clubs. The highest ranked five card hand for Mexican Poker, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Five of a Kind (w/Joker)	A hand that consists of four cards of the same rank and a joker. Four aces and a joker is the highest ranked five of a kind and four 2's and a joker is the lowest ranked five of a kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 7 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 7 and 6 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush. Other acceptable straight flush hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K of the same suit.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 6 is the highest ranked flush and a 7, 5, 4, 3, 2 is the lowest ranked flush.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
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 7 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight. Other acceptable straight hands include: 4-5-6-7-J, 5-6-7-J-Q, and 6-7-J-Q-K.

Mexican Poker

Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 7 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. During all four rounds of betting, the amount that a player may wager and/or raise shall be restricted to the minimum and maximum wagering amounts for the table limit.

Dealing Procedures and Round of Play

The game also utilizes a flat disk called a "dealer button" to visually designate which player is in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The dealer button is the last to receive cards on the initial deal, but does not determine where action begins. During the first round, action begins with the player that has the highest face-up card clockwise of the dealer button. On all other rounds, action starts with the player that has the highest hand and is closest to the left of the dealer button.

When first opening a game, all players are dealt one card. The player with the highest ranked card, by suit, shall receive the dealer button. Once the dealer button has been established, the cards are collected and each player shall be required to place an "ante." Antes are used to initiate action and are posted before players receive any cards. All antes shall be placed in the center of the table, which is known as "the pot." Once the antes have been posted, the house dealer shall deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have one face-up card. The house dealer shall then deal one face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of two cards; one face-up and one face-down. Once the initial two cards have been distributed to each player, the first round of betting will occur. The player that that has been dealt the highest face-up card, clockwise of the dealer button, according to card rank and suit, shall be required to place a bet equal to the amount of the lower table limit, referred to as the "bring in." Players are then given the following options, starting with the player to the left of the player that placed the bring in, and then continuing clockwise around the table:

- Call the bring in by placing a wager equal to the bring in;

Mexican Poker

- Raise the pot by placing a wager equal to the bring in as well as an amount equal to the lower table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occur, checking is not permitted;
- Fold their hand, which shall be collected by the house dealer;
- Check their hand and place no additional bet at this time. In the first round, this is only permitted for the player that placed the bring in.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of three cards; two face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their third card, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up card:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand, meaning not to place a bet or fold;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; three face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fourth card, the third round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

Mexican Poker

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Players are now given the opportunity to expose their down card. If a player chooses to expose their down card, the next card will be dealt face-down. If they do not choose to expose their down card, the next card will be dealt face-up. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then deal one card face-up or face-down, depending on the player's decision to expose their already dealt face-down card, to each player, starting with the player to the left of the "dealer button" and continuing clockwise around the table until all players have a total of five cards; four face-up cards and one face-down card. The face-up cards are not community cards and are only available to the player whose hand they belong. Once each player has been dealt their fifth card, which is the final card dealt to each active player, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:

- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;
- Call a raise according to the rules and guidelines used in the previous betting round.

How Winners are Determined and Paid

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

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

Mexican Poker

Collection Rates Schedule

For **schedule options 1 through 6**, the Regular Table Fee shall be taken from the pot when the first up card has been dealt to each player. The Designated Fee-Late shall be taken from the pot when the third face-up card has been dealt to each player. 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. Fees may not be calculated as a fraction or percentage of wagers made or winnings earned. The amount of fees charged for all wagers shall be determined prior to the start of play of any hand or round. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of collection fees. Flat fees on wagers may be assessed at different collection rates, but no more than five collection rates may be established per table.”

Minimum of a \$1-\$2 Limit game to a maximum of a No Limit game

Schedule Option	Regular Table Fee	Designated Fee-Late
1	\$1	\$0
2	\$1	\$1
3	\$2	\$1
4	\$3	\$1
5	\$4	\$1
6	\$5	\$1

California Games Collection Rates

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

Three Card Poker 6 Card Bonus (GEGA-003307) - for **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers and all Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." The total table action does not count the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Play wager, a Pair Plus Bonus wager, or a 6 Card Bonus wager. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-dealer Fee	Player Fee
1	\$5 - \$10,000	\$5 - \$25	\$1	\$0
		\$26 - \$75	\$5	
		\$76 - \$125	\$15	
		\$126 - \$200	\$20	
		\$201 +	\$25	
2	\$5 - \$10,000	\$5 - \$35	\$1	\$0
		\$36 - \$99	\$5	
		\$100 - \$199	\$8	
		\$200 - \$299	\$10	
		\$300 +	\$20	
3	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$399	\$5	
		\$400 +	\$10	
4	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$499	\$10	
		\$500 +	\$20	
5	\$5 - \$10,000	\$5 - \$50	\$1	\$0
		\$51 - \$200	\$5	
		\$201 - \$500	\$10	
		\$501 +	\$20	

California Games Collection Rates

6	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$199	\$3	
		\$200 - \$399	\$6	
		\$400 - \$599	\$12	
		\$600 +	\$20	
7	\$5 - \$10,000	\$5 - \$99	\$1	\$0
		\$100 - \$199	\$4	
		\$200 - \$499	\$10	
		\$500 - \$799	\$16	
		\$800 +	\$20	

Pure 21.5 Buster Blackjack (GEGA-003308) - for **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all base game wagers and Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” The total table action does not count any additional wagers placed by players after cards are dealt, such as when player’s double-down or split cards, or when players surrender their hand. There will be no collection fee required from a player when placing the base game wager, the Buster Blackjack Bonus Bet, doubling-down, splitting cards, or surrendering their hand. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-dealer Fee	Player Fee
1	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$299	\$4	
		\$300 - \$499	\$8	
		\$500 +	\$12	
2	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$599	\$8	
		\$600 +	\$15	
3	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$399	\$5	
		\$400 - \$699	\$10	
		\$700 +	\$20	
4	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$399	\$3	
		\$400 - \$750	\$10	
		\$750 +	\$15	
5	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$499	\$5	
		\$500 +	\$8	

California Games Collection Rates

6	\$5 - \$10,000	\$50 - \$99	\$2	\$0
		\$100 - \$199	\$5	
		\$200 - \$599	\$8	
		\$600 +	\$15	

Pure Spanish 21.5 (GEGA-003896) - for **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all base game wagers and Match the Dealer Up Card Bonus Bets that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” The total table action does not count any additional wagers placed by players after cards are dealt, such as when player’s double-down or split cards, or when players surrender their hand. There will be no collection fee required from a player when placing the base game wager, the Match the Dealer Up Card Bonus Bet, doubling-down, splitting cards, or surrendering their hand. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-dealer Fee	Player Fee
1	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$499	\$5	
		\$500 +	\$8	
2	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$3	
		\$200 - \$599	\$8	
		\$600 +	\$15	
3	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$399	\$5	
		\$400 - \$699	\$10	
		\$700 +	\$20	
4	\$1 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$399	\$3	
		\$400 - \$750	\$10	
		\$750 +	\$15	
5	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$3	
		\$100 - \$299	\$5	
		\$300 - \$499	\$7	
		\$500 +	\$15	
6	\$5 - \$10,000	\$5 - \$49	\$1	\$0
		\$50 - \$99	\$2	
		\$100 - \$199	\$5	
		\$200 - \$599	\$8	
		\$600 +	\$15	

California Games Collection Rates

Collection Procedures

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

Ultimate Texas Hold'em

Collection Rates Schedule

For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the total monetary value of all Ante wagers, Blind wagers, and all bonus bet wagers that are initially placed on the table by players prior to cards being dealt, referred to as "total table action." The total table action does not count the Play wager, which is placed by players after cards have been dealt. There will be no collection fee required from a player when placing the Ante wager, the Blind wager, the Play wager, or a Trips Bonus Bet. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee
1	\$1 - \$10,000	\$0	\$5 - \$49	\$1
			\$50 - \$199	\$3
			\$200 - \$399	\$6
			\$400 - \$599	\$12
			\$600 +	\$20
2	\$1 - \$10,000	\$0	\$5 - \$49	\$1
			\$50 - \$99	\$2
			\$100 - \$199	\$3
			\$200 - \$499	\$10
			\$500 +	\$20
3	\$1 - \$10,000	\$0	\$5 - \$99	\$1
			\$100 - \$199	\$4
			\$200 - \$499	\$10
			\$500 - \$799	\$16
			\$800 +	\$20
4	\$1 - \$10,000	\$0	\$5 - \$49	\$1
			\$50 - \$199	\$5
			\$200 - \$499	\$15
			\$500 - \$799	\$25
			\$800 +	\$35
5	\$1 - \$10,000	\$0	\$5 - \$35	\$1
			\$36 - \$99	\$5
			\$100 - \$199	\$8
			\$200 - \$299	\$10
			\$300 +	\$20
6	\$1 - \$10,000	\$0	\$5 - \$25	\$1
			\$26 - \$75	\$5
			\$76 - \$125	\$15
			\$126 - \$200	\$20
			\$201 +	\$25
7	\$1 - \$10,000	\$0	\$5 - \$50	\$1
			\$51 - \$200	\$5
			\$201 - \$500	\$10
			\$501 +	\$20

Ultimate Texas Hold'em

Collection Rates for California Games

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

EZ Baccarat Panda 8

Collection Rates Schedule

For **schedule options 1 through 7**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game wagers and bonus bets. There will be no collection fee required from a player when placing the game wager, Tie Bet, Dragon 7 Bonus Bet, or the Panda 8 Bet. The collection fees shall be collected from the player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Fee	Total Table Action	Player-dealer Fee
1	\$1 - \$10,000	\$0	\$5 - \$49	\$1
			\$50 - \$199	\$3
			\$200 - \$399	\$6
			\$400 - \$599	\$12
			\$600 +	\$20
2	\$1 - \$10,000	\$0	\$5 - \$49	\$1
			\$50 - \$99	\$2
			\$100 - \$199	\$3
			\$200 - \$499	\$10
			\$500 +	\$20
3	\$1 - \$10,000	\$0	\$5 - \$99	\$1
			\$100 - \$199	\$4
			\$200 - \$499	\$10
			\$500 - \$799	\$16
			\$800 +	\$20
4	\$1 - \$10,000	\$0	\$5 - \$49	\$1
			\$50 - \$199	\$5
			\$200 - \$499	\$15
			\$500 - \$799	\$25
			\$800 +	\$35
5	\$1 - \$10,000	\$0	\$5 - \$35	\$1
			\$36 - \$99	\$5
			\$100 - \$199	\$8
			\$200 - \$299	\$10
			\$300 +	\$20
6	\$1 - \$10,000	\$0	\$5 - \$25	\$1
			\$26 - \$75	\$5
			\$76 - \$125	\$15
			\$126 - \$200	\$20
			\$201 +	\$25
7	\$1 - \$10,000	\$0	\$5 - \$50	\$1
			\$51 - \$200	\$5
			\$201 - \$500	\$10
			\$501 +	\$20

EZ Baccarat Panda 8

Collection Rates for California Games

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

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game. Cards will be shuffled using an automatic shuffler before being placed into the multiple deck shoe.

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:

EZ Baccarat Panda 8 Hand Ranking Chart

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 a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight 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 Bet, 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. Backline betting is not permitted.

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 the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Each player has the following options when placing their wager(s):
 - a. The Player line which pays 1 to 1;
 - b. The Banker line which pays 1 to 1;
 - c. The Tie Bet, which pays 8 to 1;
 - d. If a player placed a wager on either the Player line or the Banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
 - e. If a player placed a wager on either the Player line or the Banker line, that player may place a wager on the Panda 8 Bonus Bet, which pays 25 to 1.
3. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line.
 - d. The player's hand is resolved first and then the banker's hand is resolved.
 - e. The hand that is closest to nine wins.
4. After the house dealer delivers the first two cards to both the Player line and Banker line, the following rules are followed:
 - a. 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.
 - b. If the player's hand stands, the banker's hand hits on a total of 5 or less.
 - c. If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - i. 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.
 - ii. 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.
 - iii. 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.
 - iv. 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.
5. The following chart shows when the banker hits (H) or stands (S) according to the rules above:

EZ Baccarat Panda 8

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

How Winners are Determined and Paid

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

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

The 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.

Bonus Bets

Tie Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. 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 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.

- Backline betting is not permitted on the Tie Bet.
- The player-dealer shall pay all winning Tie Bets 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 Bets when the total of the player's hand and the total of the banker's hand are not equal.
- All winning Tie Bets shall be paid 8 to 1.

EZ Baccarat Panda 8

- Bonus bets may be less than, equal to, or greater than the base game wager, but must be between \$1 and \$100.
- 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 place a Dragon 7 Bonus Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. 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.

- Backline betting is not permitted on the Dragon 7 Bonus Bet.
- All winning Dragon 7 Bonus Bet wagers shall be paid 40 to 1.
- Bonus bets may be less than, equal to, or greater than the base game wager, but must be between \$1 and \$100.
- 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.

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 place a Panda 8 Bet even if they have not also placed either a Player line wager or a Banker line wager prior to the initial deal. 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.

- Backline betting is not permitted on the Panda 8 Bet.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- Bonus bets may be less than, equal to, or greater than the base game wager, but must be between \$1 and \$100.
- 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.

EZ Baccarat Panda 8

Table Layout



Equipment Used



EZTRAK™: Baccarat Edition will enhance your players' Baccarat gaming experience while providing them with the important information they want, to make the bets they want.

EZ Baccarat table with EZ TRAK Baccarat Edition system.



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™.

EZ Baccarat Panda 8

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.

Collection Rates Schedule

For wagering limits and collection rates for the game of EZ Baccarat Panda 8, please refer to the California Games Collection Rates (GEGA-003310).

Ultimate Texas Hold'em

Type of Game

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

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

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

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

This game also features an optional Trips Bonus Bet and an optional Bad Beat Bonus Bet. The Trips Bonus Bet shall win if the player's five-card hand is a Three of a Kind or better. The Bad Beat Bonus Bet shall win if either the player or player-dealer is beaten by a Three of a Kind or better.

Description of the Deck and Number of Decks Used

- **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
- **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
 - The backs of the cards of the two decks are of different color;
 - One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - The cards from only one deck shall be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

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

Ultimate Texas Hold'em

Ultimate Texas Hold'em Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table having seven places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

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



Ultimate Texas Hold'em

Dealing Procedures and Round of Play

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

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

Ultimate Texas Hold'em

- b. If a player placed a Trips Bonus Bet, they are still eligible if the five community cards contains a Three of a Kind or better. If there is a Three of a Kind or better on the board, the Trips Bonus Bet wins. Otherwise, that wager is collected as well; and
 - c. Take the player's cards and individually spread out the cards, face down, and count them; and
 - d. Place the cards in the discard rack.
13. For all remaining players, the house dealer will turn over the player-dealer's two cards.
 14. Each player and the player-dealer's two cards will be combined with three of the five community cards to make the best five-card poker hand.
 15. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager.
 16. All wagers shall be settled from seat to seat in the following order: Bad Beat Bonus Bet, Trips Bonus Bet, Ante wager, Play wager, and Blind wager. Backline bettors are paid immediately after the seated players are paid per each seat.
 17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

The player-dealer does not qualify when the player-dealer does **not** have a pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

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

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

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

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

Ultimate Texas Hold'em

- b. Lose if it has a lower poker value than the player-dealer's hand;
- c. Constitute a push if it has a poker value equal to the player-dealer's hand.
- d. If a player wins with less than a straight, the Blind bet pushes.
3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below);
 - c. Determine whether the Bad Beat Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below); and
 - d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante and Play wagers on the hand on behalf of the player-dealer shall be paid 1 to 1;
 - b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer, **see Blind Wager Payout Table**;
 - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, **see Trips Bonus Bet Payout Table**;
 - d. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, **See Bad Beat Bonus Bet Payout Table**; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better or collect for the player-dealer if the hand is not a Three of a Kind;
 - b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante and Play wagers shall be paid 1 to 1.
7. Winning Blind wagers, Trips Bonus Bets, and Bad Beat Bonus Bets shall be paid in accordance with the paytables below.
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a three of a kind or higher, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins – even if the player folds.)

Blind Wager Payout Table

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

Ultimate Texas Hold'em

Bonus Bets

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- Backline betting is permitted.
- Players do not need to place an Ante and a Blind wager prior to the initial deal in order to place a wager on the Trips Bonus Bet.
- The object of the Trips Bonus Bet is to attain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the initial deal.
- Bonus bets may be less than or equal to the base game wager, but must be between \$1 and \$100.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Bet Payout Table

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

Bad Beat Bonus Bet

- The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- Backline betting is permitted.
- Players do not need to place an Ante and a Blind wager prior to the initial deal in order to place a wager on the Bad Beat Bonus Bet.
- The Bad Beat Bonus Bet shall win if the player has a Three of a Kind or better and loses to the player-dealer, or if the player-dealer has a Three of a Kind and the player has a higher ranked hand.
- The Bad Beat Bonus Bet shall lose if the player or the player-dealer has a lower ranked hand than a Three of a Kind.
- If neither the player nor the player-dealer has a Three of a Kind or better, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bets shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.
- The Bad Beat Bonus Bet must be placed prior to the initial deal.
- Bonus bets may be less than or equal to the base game wager, but must be between \$1 and \$100.

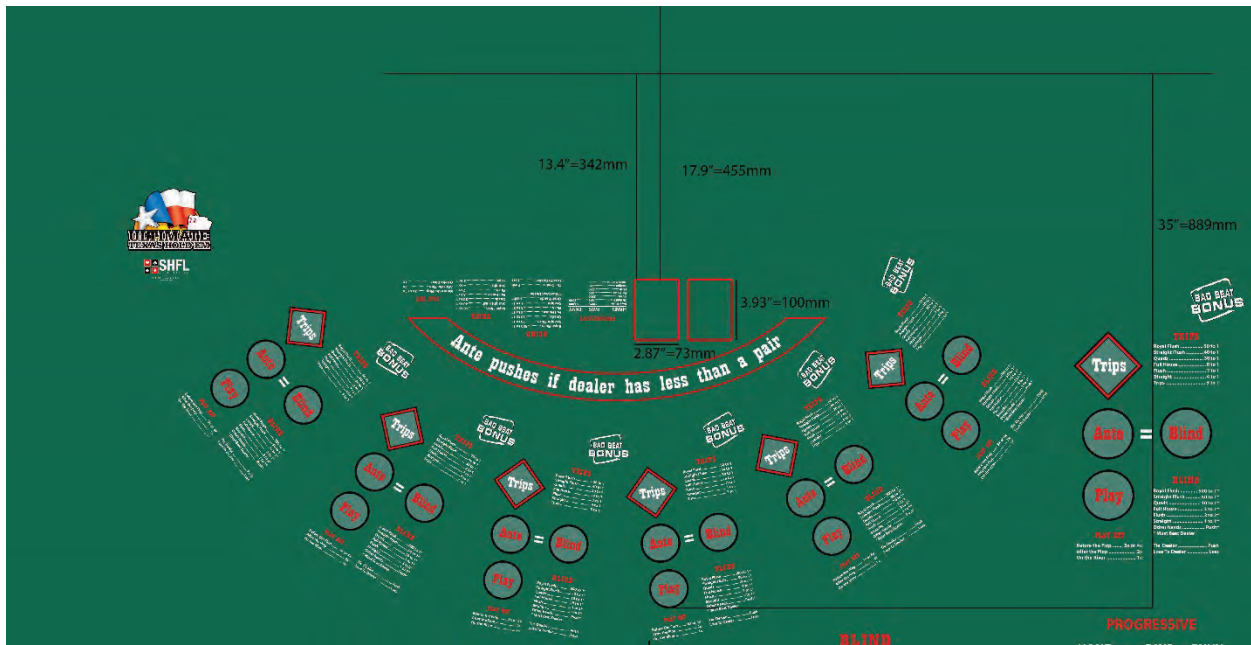
Ultimate Texas Hold'em

- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the payable below. The payout shall be based on the lowest hand that is beaten, regardless of whether it is the player or the player-dealer's hand.
- If the player's hand does not qualify for a Bad Beat Bonus Bet payout, the player-dealer collects the Bad Beat Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Bad Beat Bonus Bet Paytable

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

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Ultimate Texas Hold'em, please refer to the California Games Collection Rates (GEGA-003310).