



NORMANDIE

Casino

BLACKJACK

1.5 to 1 Pay-Out. Double Down/Surrender Option

GENERAL PLAY:

1. Highest possible card combination for Blackjack Jackpot is called a "Natural" Joker/Joker or Ace/Joker. A Joker with any card counts as 21.
2. If the player's hand totals twenty-two (22) or higher and the player-dealer's hand is twenty-two (22), twenty-three (23), twenty-four (24), twenty-five (25) or a non-3-card twenty-six (26), the player will lose. If the player's hand totals twenty-two (22) or higher, the player will "push" with the player-dealer when the player-dealer has a 3-card 26.
3. Player has the option to split any pair of equal value. (Ace/Ace, Jack/King, Queen/Ten, etc). They may also double down after the split. They may split up to 3 times giving them a total of 4 hands.
4. Players are allowed to play multiple hands.
5. A player may surrender any hand regardless of the number of cards they have received after the draw as long as the total number does not consist of 20 and above. Any player who chooses to surrender will receive half of their original wager back. All odd chips go to the Player. A Player may not surrender if the Banker has a Joker on initial card.

6. Joker-Joker (for the Player) pays 2 to 1 to the extent that money covers unless the Banker has a natural hand. (Joker-Joker, Joker-Ace), which then becomes a push.
7. Players will get paid 1.5 to 1 on all two card hands consisting of Ace/Joker, Ace/Face Card or Ace/10 unless the Banker's hand totals 21 in which case the hand is considered a "Push".
8. The Player with the most money in action determines the play of the hand. If all wagers are the same the Player that paid the collection determines the play of the hand. If all Players paid a collection then the seated Player determines the play of the hand. If one or more of the Players choose to surrender they may do so and the other Players may still play the hand.
9. Each spot in each seat is considered a separate bet with a separate collection, therefore if one Player plays two or more spots on that seat he/she may surrender some spots and play the others.
10. If the Player that determines the play of the hand chooses to split and the other Player/s decides not to, then the other Player/s will play only the first hand to act. If the Player that determines the play of the hand chooses to double down and the other player/s decides not to, then it will be treated like a double down for less. Players may not surrender after splitting the hand.
11. Players options:
 - o Players must hit or surrender on 11 or less.
 - o Must stand on hard 20 and higher.
 - o Options 12 through soft 20.
 - o Double down on any number of cards except for hands totaling hard 20 & 21 and any card containing a joker.
 - o Soft doubling is permitted.
 - o Players may surrender on any number of cards not containing a joker.
 - o Banker must stand on hard 17 or more, hit soft 17 or less.

DECISIONS:

1. A boxed card does not play. The boxed card is to be burned and the next card will be dealt.
2. Before the draw the following situations will result in a misdeal:
 - A. Two boxed cards appear during the initial deal.
 - B. Two or more positions with wagers received no cards.
 - C. Two or more positions without wagers received cards.
 - D. Dealer runs out of cards.

3. If during the initial deal, before any Player receives a second card, it is discovered that the cards are in the wrong position, the cards may be put in their correct position.
4. If during the initial deal, after the second card has been dealt, it is discovered that a position without a wager received a card; it will then be a dead card.
5. If during the initial deal, after the second card has been dealt, it is discovered that a wagered position received no cards that position receives no action and is given a free collection button.
6. After the second card has been dealt, or during the draw it is discovered that a wagered position received one card that position will receive their second card when it is their turn to draw.
7. A misdeal cannot be declared once the draw has started.
8. If during the draw two boxed cards appear, complete the hand then replace the shoe. If this happens on a table with a shuffler, finish the hand, put in a new shoe then reload the shuffler. (Shuffling machine comes into play after dealer is through dealing with the replacement shoe.)
9. If a player is skipped during the draw and the next player to act asked for and received a card, that card must play. The skipped player will have a chance to hit/act after the last position acts before the bank receives their second card.
10. If a player is missed during the draw and it is discovered after the Banker's hand received a second card, the skipped player has no action and will receive a free collection.
 - Exception: If the skipped player has 11 or less, the Banker's second card will be burned along with one card from the shoe/shuffler. The last player skipped must hit or surrender before the Banker gets a second card.
11. In the case there are no more cards in the shoe and it is discovered during the draw the dealer will take approximately one deck from the discard rack, shuffle, cut, burn and deal as normal. After finishing that hand the next shoe will be used. If the discovery is made during the initial deal the entire hand will be burned and the next shoe will be used.
12. During the draw any exposed card will be killed and the next card will be burned. The game will then go on as normal.
13. Any card hitting the Bankers hand after reaching hard 17 or above is a dead card. It is to be burned.

14. If two cards come off the shoe at the same time, the cards will be played in their proper order, considering the dealer knows the correct sequence. If the card sequence cannot be determined even after a camera review, both cards will be burned and the play will resume as normal.
15. If the Banker's up card is a Joker there is no draw for the Players. The Banker will take his second card to complete the deal.
16. If the Banker's second card is a Joker, double down and split wagers receive no action, only the original bet will lose, with the exception of a hand consisting of two Jokers which will be paid 2 to 1 unless the Banker's first card is an Ace or Joker.
17. If all Players surrender the Banker will take his second card to complete the deal.
18. If a Player indicates he/she does not want a hit card, he/she may change his/her mind and still hit as long as no card has been dealt off, and only one position after him/her has acted. A Player cannot change his action after two players have acted behind him/her no matter if a card has been dealt out or not.
19. If during the deal it is discovered that the dealer forgot to burn cards and no Player has received a second card, all hands are dead and the burn procedure will take place. If it is discovered after the second card has been dealt to the first player, play will resume and the burn procedure will be done at the completion of that hand.
20. Normandie Casino management reserves the right to make decisions, which are in the best interest of the game and in the fairness to all Players. Therefore, under special circumstances a decision may be rendered that is contrary to the strict and technical interpretation of the rules.

CASINO POLICY:

1. Normandie Casino house policy is that profanity, foul language and/or derogatory comments towards customers and employees will not be tolerated. A Player will risk the possibility of being barred or sent home for failure to comply with this policy.
2. Normandie Casino house policy is that no Player may speak a foreign language while a hand is in progress.
3. No player is allowed to touch any bets and/or cards after the deal has commenced.

4. The dealer or floor person will not be involved in any decision on the play of the hand.
5. Players are advised to play their own hand. In special circumstances, if a Player is not available to act on his/her hand, the hand will be played according to house banking rules. (Hit soft 17, Stand on hard 17 and above).
6. Only Players may occupy a seat at a live table.
7. Players must play at least 4 hands per round and pay their own collection to hold a seat.
8. A Player is only allowed to hold one seat.
9. Player must play at least one hand before qualifying for banking privileges.

21st Century Blackjack

NO BUST

21st

CENTURY

BLACKJACK

21st Century Blackjack

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

21st Century Blackjack

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft&Hard 20</u>		<u>14</u>
<u>Soft&Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

21st Century Blackjack

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a “Wild” card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

21st Century Blackjack

OBJECT OF THE GAME

The object of the 21st Century Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- **Achieve the best possible point total (Natural 22).**

GAME RULES

The following are game rules for 21st Century Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

21st Century Blackjack

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
 - a) Aces will receive one draw card for each Ace only.
 - b) Any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to 1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extend that player/dealer money covers.

Application for Gaming Activity Review

Normandie Casino Pure 21.5 Blackjack Bonus Bet

BONUS BET RULES

The Bonus Bet is an optional bet for players that placed a Pure 21.5 base game wager. The rules are as follows:

1. Bonus bets must be placed prior to the initial deal.
2. Bonus bets can be any amount between \$5-\$100 with a maximum payout of \$20,000 per seated player in any round.
3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. 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: Base Game Wager, Bonus Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
6. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.
7. Bonus Bets pay as follows:

Qualifying Hands		Option 1	Option 2	Option 3
Blackjack	Suited	10 to 1	10 to 1	10 to 1
	Same Color	5 to 1	5 to 1	5 to 1
	Unsuited	2 to 1	2 to 1	3 to 1
A-2-3-4	Suited	2000 to 1	2000 to 1	2000 to 1
	Same Color	200 to 1	200 to 1	200 to 1
	Unsuited	50 to 1	25 to 1	50 to 1
7-7-7	Suited	200 to 1	1000 to 1	200 to 1
	Same Color	100 to 1	200 to 1	100 to 1
	Unsuited	75 to 1	75 to 1	75 to 1
6-7-8	Suited	100 to 1	100 to 1	100 to 1
	Same Color	50 to 1	50 to 1	50 to 1
	Unsuited	25 to 1	25 to 1	10 to 1
6-Card No Bust		20 to 1	20 to 1	20 to 1

The Normandie Casino will provide ample notice to all patrons prior to the implementation of any changes to the Pure 21.5 Blackjack Bonus Bet payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

Normandie Casino

Blackjack & Variations (No Bust 21st Century Blackjack, Pure 21.5 Blackjack, etc.)

Limit	Player Collection Fee	Player/Dealer Collection Fee
<i>\$1 - \$25</i>	<i>\$0.50</i>	<i>\$1.00</i>
<i>\$5 - \$50</i>	<i>\$0.50</i>	<i>\$1.00</i>
<i>\$10 - \$100</i>	<i>\$1.00</i>	<i>\$2.00</i>
<i>\$25 - \$100</i>	<i>\$1.00</i>	<i>\$2.00</i>
<i>\$50 - \$300</i>	<i>\$2.00</i>	<i>\$4.00</i>
<i>\$100 - \$300</i>	<i>\$2.00</i>	<i>\$4.00</i>
<i>\$300 - \$500</i>	<i>\$3.00</i>	<i>\$5.00</i>

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 Bonus Card and an Ace on the initial two cards dealt. 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

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “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 “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.
- “BONUS” cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

*"BONUS" card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the dealer's left and proceeds in a clockwise fashion.
2. The game uses a 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"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. 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 three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seats. That money will be used to pay the winners and will set the amount that he/she can collect from 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 designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. 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 posted collection for the wager they placed in any betting circle where they have money or “action”.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the 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 casino 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 motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, 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 casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting from seat one, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting doubling down, and surrendering will be outlined later.)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
 1. 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.
 2. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, all wagers receiving no action will get a free collection button.

DIAGRAM #1

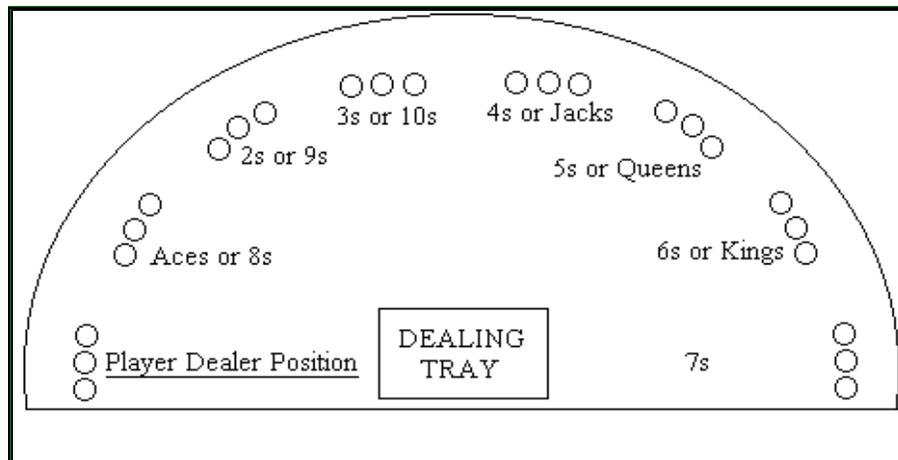
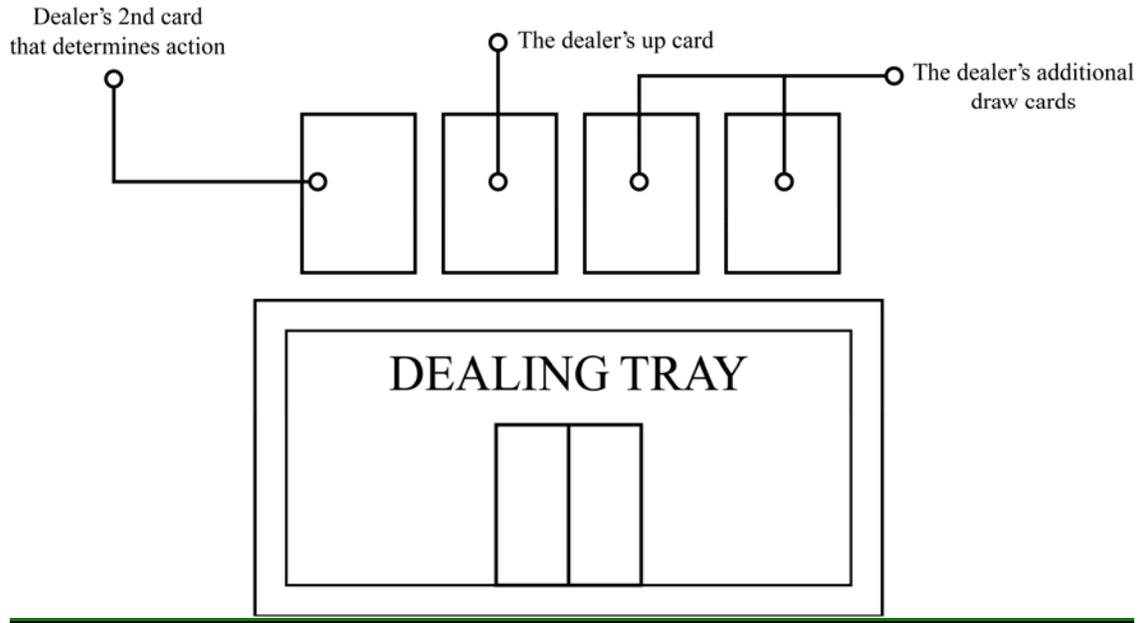


DIAGRAM #2



3. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**
4. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands the Player/Dealer position is rotated in a clockwise fashion around the table.
5. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Must Hit on

Have Option on

Hard 19 or more

Hard 11 or less

All other counts

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on

Hard 17 or more

Must Hit on

Soft 17 or less

Have Option on

None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a 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 down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers 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 the Player/Dealer has a suited three card bust (e.g., 5 of hearts, King of hearts, 10 of hearts) then all player hands whose total value is over 21.5 are considered a push

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. If the player/dealer's card up card is an ace, all players will have the option to place a separate insurance wager. The player is wagering that the player/dealer's under card is a bonus card, giving the player dealer a pure 21.5 blackjack. Winning insurance wager pay two to one (2 to 1).
14. In conjunction with offering insurance, when the player/dealer's up card is an ace, player that have a pure 21.5 Blackjack (a "bonus" card and an ace on the first two cards) may opt to take even money on their wagers before the player dealer's under card is checked for a "Bonus" card, making a Pure 21.5. The player is actually making an insurance wager equal to half of the original wager. If the player/dealer has a "Bonus" card as the under card, the player wins the insurance bet and pushes on the original wager. If the player/dealer does not have a "Bonus" card as the under card, the player will lose the insurance bet and is paid six to five (6to5) on the original wager. The result in each case is the same as the player winning an amount equal to the original wager (Even Money).
15. Third Party Providers of Proposition Players 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 split any pair (including Aces) or any two card combination of the same value (e.g., Jack and Queen). The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5.

2. When splitting two Aces, a player may only receive one additional card per Ace. Aces may be split up to three times giving a player up to four hands. If the draw card is a "BONUS" card after splitting two Aces, the player will be paid even money on their wager, not 6 to 5.
3. A maximum of 3 splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after having multiple numbers of hit cards dealt to them as long as their hand does not exceed 21.5. 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. 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.
6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
7. 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.

Pure 21.5 Blackjack Collection Fees

Table Limit	Player Fee	Player/Dealer Fee
\$1 - \$25	\$0.50	\$1.00
\$5 - \$25	\$0.50	\$1.00
\$10 - \$100	\$1.00	\$2.00
\$25 - \$100	\$1.00	\$2.00
\$50 - \$300	\$2.00	\$4.00
\$100 - \$300	\$2.00	\$4.00
\$300 - \$300	\$3.00	\$5.00

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of ***OLIVER V. COUNTY OF LOS ANGELES*** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added Section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

PURE 21.5 BLACKJACK (3 to 2)

OBJECT OF THE GAME

The object of Pure 21.5 Blackjack (3 to 2) 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 Bonus Card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen “Bonus” cards (four “King” bonus cards, four “Queen” bonus cards, four “Jack” bonus cards, and four “10” bonus cards) is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A “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 3 to 2.
- A “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.
- “BONUS” cards have a value of 10 unless dealt with an ace on the initial deal.

RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/ an ace
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

*"BONUS" card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the dealer's left and proceeds in a clockwise fashion.
2. The game uses a 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"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. 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 three collection rates is allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seats. That money will be used to pay the winners and will set the amount that he/she can collect from 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 designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. 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 posted collection for the wager they placed in any betting circle where they have money or “action”.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the 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 casino 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 motion, indicating the desire to stand. The casino dealer deals the first card starting from seat one, 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 casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting from seat one, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting doubling down, and surrendering will be outlined later.)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
 1. 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.
 2. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, all wagers receiving no action will get a free collection button.

DIAGRAM #1

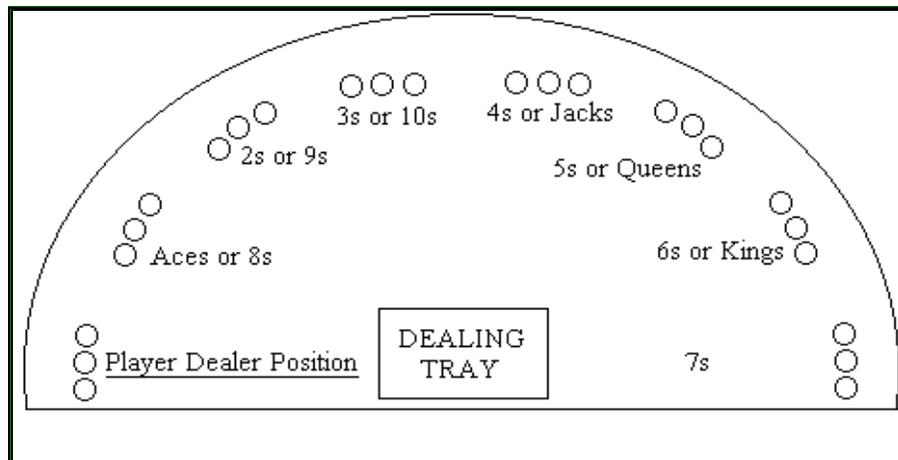
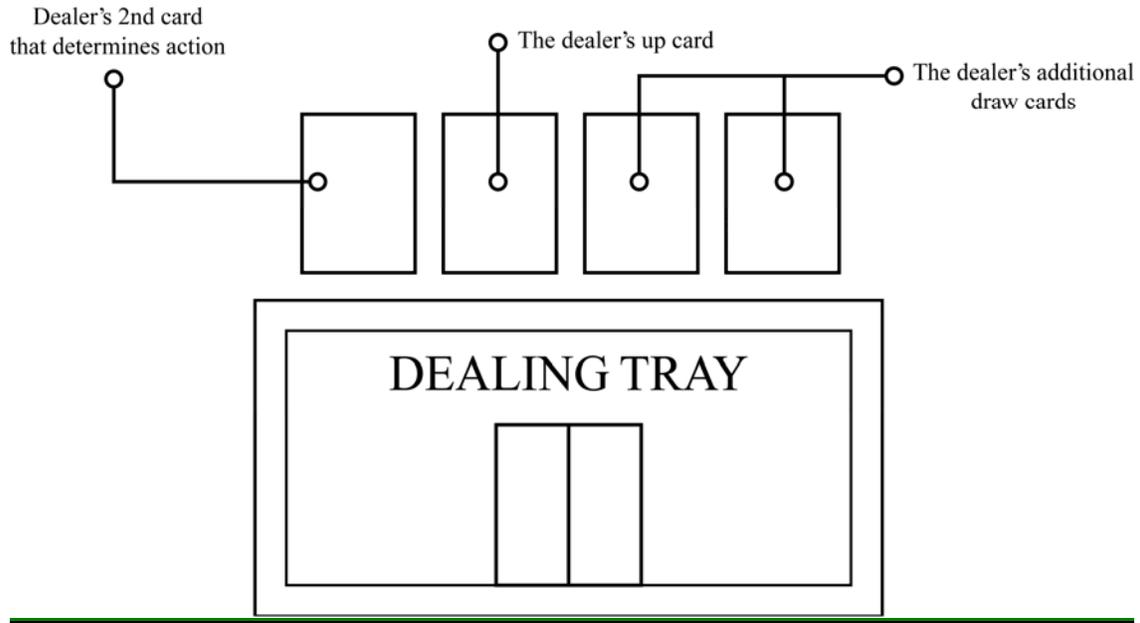


DIAGRAM #2



3. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See Diagram #2
4. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands the Player/Dealer position is rotated in a clockwise fashion around the table.
5. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

CHART 1A PLAYER OPTIONS

Must Stand on

Must Hit on

Have Option on

Hard 19 or more

Hard 11 or less

All other counts

CHART 1B PLAYER/DEALER OPTIONS

Must Stand on

Hard 17 or more

Must Hit on

Soft 17 or less

Have Option on

None

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a 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 down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers 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 the Player and Player/Dealer total is more than a "Pure 21.5 Blackjack", then the Player/Dealer wins except when the Player/Dealer's hand has three eights (8-8-8) which in this case will be a "push".

9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. If the player/dealer's card up card is an ace, all players will have the option to place a separate insurance wager. The player is wagering that the player/dealer's under card is a bonus card, giving the player dealer a pure 21.5 blackjack. Winning insurance wager pay two to one (2 to 1).
14. In conjunction with offering insurance, when the player/dealer's up card is an ace, player that have a pure 21.5 Blackjack (a "bonus" card and an ace on the first two cards) may opt to take even money on their wagers before the player dealer's under card is checked for a "Bonus" card, making a Pure 21.5. The player is actually making an insurance wager equal to half of the original wager. If the player/dealer has a "Bonus" card as the under card, the player wins the insurance bet and pushes on the original wager. If the player/dealer does not have a "Bonus" card as the under card, the player will lose the insurance bet and is paid three to two (3 to 2) on the original wager. The result in each case is the same as the player winning an amount equal to the original wager (Even Money).
15. Third Party Providers of Proposition Players 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 split any pair or any two card combination of the same value (e.g., Jack and Queen). The player must place a second wager equal to the original wager. Players cannot split for less. Players may then draw as many cards as desired per split card to achieve the best possible hand of 21.5.

2. Aces may only be split once. When splitting two Aces, a player may only receive one additional card per Ace. If the draw card is a "BONUS" card after splitting two Aces, the player will be paid even money on their wager, not 3 to 2.
3. A maximum of 3 splits is allowed per hand (except Aces), giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender on their initial two cards. 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. 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 (double down for less) than the player's original wager. The player will only receive one additional card, regardless of the total.
6. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
7. 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.

Pure 21.5 Blackjack (3 to 2) Collection Fees

Table Limit	Player Fee	Player/Dealer Fee
\$1 - \$25	\$0.50	\$1.00
\$5 - \$25	\$0.50	\$1.00
\$10 - \$100	\$1.00	\$2.00
\$25 - \$100	\$1.00	\$2.00
\$50 - \$300	\$2.00	\$4.00
\$100 - \$300	\$2.00	\$4.00
\$300 - \$300	\$3.00	\$5.00

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the “bank” hand within the meaning of **OLIVER V. COUNTY OF LOS ANGELES** (1988) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added Section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st CENTURY

BLACKJACK

5.1

With



And

Perfect Pairs

OBJECT OF THE GAME

The object of the 21st Century Blackjack 5.1 is for the Players and the Player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 22, referred to as a “Natural.” A “Natural” beats all other hands.
 Winning “Natural” hands are paid odds of 6 to 5
- Draw additional cards if needed to get as close to a “Natural” without going over (busting).

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. However, all four (4) or the Ace cards shall be removed from the deck and shall be replaced with four (4) specially marked Aces with the word “Bonus” on them. The game can be played with a minimum of two (2) and a maximum of eight (8) decks.

- Any two card hand consisting of a specially marked “Bonus” ace with any 10 or face card is a “Natural” and beats all other hands.
- A “Bonus” Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
 - 2 or 12 when the first two cards are both “Bonus” Aces.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
“Bonus” Ace	a) 12 when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards. d) 2 or 12 when the first two cards are both “Bonus” Aces.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. 21st Century Blackjack 5.1 is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with the four (4) aces replaced with four (4) special marked "Bonus" Aces. The "Bonus" Aces hold the following value:
 - a. 12 on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
 - d. 2 or 12 when the first two cards are both "Bonus" Aces.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-dealer.
4. A standard round of play begins when a Player-dealer is designated. The Player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-dealer and a designation whether it is the first or second turn for the Player-dealer in the banking position. The Player-dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the house dealer distributing the cards to the Players and the Player-dealer. All cards are dealt face up, with the exception of the Player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The house dealer deals the first card to the Player seated to the left of house dealer, in a clock-wise fashion around the table. Each Player will be dealt one card face up. After each player has received a card, the Player-dealer receives their card after all other players have received a card. The Player-dealer's first card will be placed in front of the house dealer face up.
8. The house dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the house dealer, in a clock-wise fashion. The Player-dealer will receive a face down card in front of the house dealer. The house dealer will deal a second face up card to the players, again starting with the Player to the left of the Player-dealer, in a clock-wise fashion around the table. After all players have received a second card, the Player-Dealer will receive their second card, which will be placed in front of the house dealer face down. The player-dealer's face-down card shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" Ace card. If the Player-dealer is dealt a "Bonus" Ace face-up, Players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an

“Insurance” wager, the house dealer will check the Player-dealer’s face-down card. If the player-dealer has a “Natural,” players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately.

9. If the player-dealer does not have a “Natural,” each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to “Hit” and be dealt additional cards to make the best possible hand. This shall also include “Doubling-down,” “Splitting,” “Surrendering,” or “Standing.” Each player shall be required to hit or stand according to the chart below:

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

A Soft hand is achieved when a hand contains an Ace with a combination of two or more cards that add up to 10.

A Hard hand is achieved when a hand contains an Ace with any combination of three or more cards adding up to 21. In the event that the hand includes an Ace, the Ace is counted as 1, not 11.

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

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

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

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an Ace counted as 1 or 11.

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

GAME RULES

1. A "Natural" is an initial two card hand containing a "Bonus" Ace and any card with a value of 10 and is the best possible hand.
 - a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.Winning "Natural" hands will be paid 6 to 5
2. If the value of a Player's hand is less than a "Natural" and the value of the Player-dealer's hand is more than a "Natural" the Player wins the hand.
3. If the value of a Player's hand is less than a "Natural" and the value of the Player-dealer's hand is less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
4. If a Player and the Player-dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player-dealer is closer to a "Natural," the Player-dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 23,24 & 25 and then the hand will "PUSH" and no action is taken on the wager.
6. The Player-dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a "Natural" and the Player-dealer hand has a value of less than a "natural," the Player-dealer wins.
8. A "Natural" beats all other hands.
9. Double-Down:
 - a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player-dealer.
 - c. Player may not double down for less than his original wager
10. Splits:
 - a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per

- split card to make the best hand. Players may double-down or surrender after each split.
- b. Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A “Natural” cannot be attained in any hand follow the split of a ten-value card.
 - c. Players can split any two “Bonus” Aces originally dealt to them but can only receive one extra card per “Bonus” Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. “Bonus” Aces may only be split once and cannot qualify for a “Natural” hand after the split.
11. Insurance:
- a. Players may make an optional insurance wager.
 - b. When the Player-dealer has a “Bonus” Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player-dealer has a “Natural” (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
12. Surrender
- a. Players may surrender any time prior to their hand “busting,” regardless of how many cards are in the player’s hand or the total value of the hand. If a player chooses to surrender, half of their wager shall be forfeited. The player must indicate their desire to surrender before the player-dealer’s down card is exposed and prior to playing the hand. Their play for the hand shall then cease.
13. Odds:
- a. A winning “Natural” hand pays 6 to 5.
14. There is no extra collection fee taken by the casino on any double-down, split, surrender, or insurance wager executed by a Player, nor is there any extra collection fee charged to the Player-dealer.
15. The game shall be played on a standard blackjack table which accommodates up to seven (7) players and a player-dealer for a total of eight (8) seated positions.
16. All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
17. Backline betting is allowed.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
19. All pay-offs are limited to the amount of the Player-Dealer’s wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

BUSTER BLACKJACK BONUS BET

Buster Blackjack features an optional wager (Buster Blackjack Bonus Bet) attached to 21st Century Blackjack 5.1. It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer’s busted hand, the higher the payoff.

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

Rules of Play

1. The Buster Blackjack Bonus Bet is an optional bet 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. Backline bettors are eligible to place a Buster Blackjack Bonus Bet wager.
5. The Buster Blackjack Bonus Bet may be less than or equal to, but may not exceed the game wager.
6. If the Player-Dealer does not or cannot have a “Natural” and the player has a “Natural”, 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 “Natural.”
7. Once all players have made the decisions concerning their hands according to the rules for game, the Player-Dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the Player-Dealer’s busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack Bonus Bet will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack Bonus Bet will be collected in rotation to the extent of the money in action.
8. Player-Dealer will pay all qualifying Buster Blackjack Bonus Bet and will collect all Buster Blackjack Bonus Bet that did not qualify.

Note: If there are no game wagers remaining simply because all players have received a “Natural”, as long as there is Buster Blackjack Bonus Bet, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer’s Busted Hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	25 to 1
7	100 to 1
8 or more	500 to 1

PERFECT PAIRS BONUS BET

21st Century Blackjack 5.1 features an optional Perfect Pairs Bonus Bet wager attached to 21st Century Blackjack 5.1. It features a wager that allows the player to bet that the first two cards dealt to them will be a pair.

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

Rules of Play

1. The Perfect Pairs Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a Perfect Pairs Bonus Bet wager for each game wager placed.
2. A player must participate in the game in order to make the Perfect Pairs Bonus Bet wager.
3. Perfect Pairs Bonus Bet wagers must be placed prior to the initial deal.
4. Backline bettors are eligible to place a Perfect Pairs Bonus Bet wager.
5. The Perfect Pairs Bonus Bet may be less than or equal to, but may not exceed the game wager.
6. Players who have been dealt a pair and have placed a Perfect Pairs Bonus Bet wager, will be paid according to the posted Perfect Pairs Bonus Bet pay table. Players who have not been dealt a pair and have placed a Perfect Pairs Bonus Bet wager, will lose and have their wager collected.
7. The Player-Dealer shall pay all qualifying Perfect Pairs Bonus Bet wagers and will collect all Perfect Pairs Bonus Bet wagers that did not qualify.

Perfect Pairs Bonus Bet Pay Table

Type of Pair	Payout
Perfect Pair – an identical pair	25 to 1
Colored Pair – a pair that is made up of two different suits of the same color	12 to 1
Mixed Pair – a pair that is made up of one red card and one black card	6 to 1

Wagering Limits and Collection Fees

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of 21st Century Blackjack 5.1; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of 21st Century Blackjack 5.1 to be unlawful; (3) require gambling establishments to cease and desist offering the game of 21st Century Blackjack 5.1 if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each game wager that they place. There shall be no additional collection fee taken from players for placing any Bonus Bet. All Bonus Bets may be less than, equal too, or more than the game wager as long as it is within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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. The collection fees and schedules for 21st Century Blackjack 5.1 are as shown below:

Schedule Option	Table Limit	Player Collection	Player Dealer Fee
1	\$5-\$25	\$0.50	\$1.00
2	\$10-\$100	\$1.00	\$2.00
3	\$25-\$100	\$1.00	\$2.00
4	\$50-\$300	\$2.00	\$4.00
5	\$100-\$500	\$3.00	\$5.00
6	\$300-\$2000	\$3.00	\$6.00

For **schedule options 7 through 12** - 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 and bonus bet wagers. A collection fee shall also be taken from each player for each game wager that they place. There shall be no collection fee taken from any players for placing any bonus wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Normandie Casino
21st Century Blackjack 5.1

Schedule Option	Table Limit	Player Collection	Total Table Action	Player Dealer Fee
7	\$5-\$25	\$0.25	\$5-\$300	\$2.00
			\$305-\$500	\$4.00
			\$505-\$700	\$7.00
			\$705+	\$9.00
8	\$10-\$100	\$0.25	\$10-\$300	\$2.00
			\$305-\$500	\$4.00
			\$505-\$700	\$7.00
			\$705+	\$9.00
9	\$25-\$100	\$0.25	\$25-\$300	\$2.00
			\$305-\$500	\$4.00
			\$505-\$700	\$7.00
			\$705+	\$9.00
10	\$50-\$300	\$1.00	\$50-\$300	\$2.00
			\$305-\$500	\$4.00
			\$505-\$700	\$7.00
			\$705+	\$9.00
11	\$100-\$300	\$1.00	\$100-\$800	\$5.00
			\$805-\$1200	\$10.00
			\$1205-\$1800	\$15.00
			\$1805+	\$25.00
12	\$300-\$2000	\$1.00	\$300-\$800	\$7.00
			\$805-\$1200	\$10.00
			\$1205-\$1800	\$15.00
			\$1805+	\$25.00

For **schedule options 13 through 18** - 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 and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted

Schedule Option	Table Limit	Player Collection	Total Table Action	Player Dealer Fee
13	\$5-\$25	\$0.00	\$5-\$100	\$1.00
		\$0.00	\$105-\$300	\$2.00
		\$0.00	\$305-\$500	\$4.00
		\$0.00	\$505-\$700	\$7.00
		\$0.00	\$705 and over	\$9.00

14	\$10-\$100	\$0.00	\$10-\$100	\$1.00
		\$0.00	\$105-\$300	\$2.00
		\$0.00	\$305-\$500	\$4.00
		\$0.00	\$505-\$700	\$7.00
		\$0.00	\$705 and over	\$9.00
15	\$25-\$100	\$0.00	\$25-\$100	\$1.00
		\$0.00	\$105-\$300	\$2.00
		\$0.00	\$305-\$500	\$4.00
		\$0.00	\$505-\$700	\$7.00
		\$0.00	\$705 and over	\$9.00
16	\$50-\$300	\$0.00	\$50-\$100	\$1.00
		\$0.00	\$105-\$300	\$2.00
		\$0.00	\$305-\$500	\$4.00
		\$0.00	\$505-\$700	\$7.00
		\$0.00	\$705 and over	\$9.00
17	\$100-\$500	\$0.00	\$100-\$300	\$3.00
		\$0.00	\$305-\$800	\$7.00
		\$0.00	\$805-\$1200	\$10.00
		\$0.00	\$1205-\$1800	\$15.00
		\$0.00	\$1805 and over	\$25.00
18	\$300-\$2000	\$0.00	\$300-\$800	\$7.00
		\$0.00	\$805-\$1200	\$10.00
		\$0.00	\$1205-\$1800	\$15.00
		\$0.00	\$1805 and over	\$25.00

PLAYER-DEALER & DEAL

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

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

Short Deck Hold'em

Type of Game

The game of Short Deck Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, 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 "board" cards. They may play the board by using no hole cards and using the five community cards to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game will be played using a 36-card deck with no joker. The 36-card deck is created by removing the 2s, 3s, 4s, and 5s (16 total cards removed) from a standard 52-card deck; the 6 through ace of each suit are the play cards. The 36-card deck will be shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

Short Deck Hold'em utilizes a different variation of hand rankings than the standard hand rankings. The rank of each card used in Short Deck Hold'em when forming a five-card high poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7 and 6. All suits will be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush; i.e. ace, 6, 7, 8 and 9.

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

Short Deck Hold'em Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised of five cards of the same suit in consecutive ranking. King, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 9, 8, 7, 6 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand comprised of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 6s is the lowest ranked Four of a Kind.
Flush	A hand comprised of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a jack, 9, 8, 7 and 6 is the lowest ranked Flush.
Full House	A hand comprised of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 6s and two 7s is the lowest ranked Full House.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 6s is the lowest ranked Three of a Kind.

Short Deck Hold'em

Straight	A hand comprised 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 9, 8, 7, 6 and ace is the lowest ranked Straight.
Two Pairs	A hand comprised of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 7s and two 6s is the lowest ranked Two Pairs.
One Pair	A hand comprised of two cards of the same rank. Two aces is the highest ranked Pair and two 6s is the lowest ranked Pair.
High Card	A hand comprised of five cards not comprised of any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and a jack, 9, 8, 7 and 6 the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game will utilize a flat white disc/button with the word "dealer" on it (referred to as the dealer button) to visually designate the player in the dealer position (in theory) for the hand.
 - a. The dealer button will rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the big blind position will have the right of last action.
2. The small blind and the big blind positions (each position is represented by a flat white disc/button with the phrase "small blind" and a flat white disc/button with the phrase "big blind") are used to initiate action and are positioned immediately to the left of the dealer button and their blind wagers posted before the house dealer distributes the cards.
 - a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - b. The small blind and big blind buttons will rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, the house dealer shall spread the entire deck (minus the top and bottom card) across the poker table so the players can draw one card each. The player with the highest ranked card shall receive a flat white disk with the word "dealer" on it. The house dealer will collect the cards from the players and will then shuffle back into the deck.
 - a. The player with the highest ranked card with traditional suit rankings (spades, hearts, diamonds, and clubs) will receive the dealer button.
 - b. There is no turn or rotation order in which the players draw the card for the dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button will receive the small blind button and the player to the immediate left of the player who received the small blind button will receive the big blind button.
 - a. Blind wagers are pre-determined and mandatory and are used to initiate action.
 - b. Blind wagers will be placed in the designated wagering area, the pot.

Short Deck Hold'em

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

Short Deck Hold'em

- d. Call a wager according to the rules used in the previous round of play; or
- e. Check according to the rules used in the previous round of play.
17. After all players have acted in turn, the house dealer will move all wagers into the pot.
18. The house dealer will then take the top card of the deck and burn it.
19. The house dealer will then take one card from the top of the deck and place it face-up on the table so there are now a total of five community cards face-up on the table; referred to as "the river card."
 - a. This card is also a community card and is shared by all players.
20. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of wagering will occur.
21. All active players will be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits; or
 - b. Fold their hand according to the rules used in the previous round of play; or
 - c. Raise the pot according to the rules used in the previous round of play; or
 - d. Call a wager according to the rules used in the previous round of play; or
 - e. Check according to the rules used in the previous round of play.
22. After the fourth and final round of wagering has been completed, the house dealer will move all wagers into the pot.
23. All active players will then enter into a showdown with each other and compare their hands.

How Winners are Determined and Paid

Players may use any combination of the two hole cards initially dealt to them at the beginning of the game and the five community cards turned over throughout the course of the game, or they may use the five community cards and no hole cards to make the highest ranking five-card poker hand. The following will apply for determining which player wins the pot:

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

Short Deck Hold'em

Collection Rates Schedule

For **schedule options 1 through 14**, Collection Fee #1 will be taken by the house dealer from the small bling position before cards are dealt. Collection Fee #2 shall be taken by the house dealer from the pot after the flop, based on the number of players. Collection Fee #3 will be taken by the house dealer from the pot after the turn. The Collection Fee #1 and #3 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, Collection Fee #2 and Collection Fee #3 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Collection Fee #3 will not be taken.

\$50-\$100 Minimum Buy-In

\$500-\$2,500 Maximum Buy-In

No Limit and Pot Limit

Schedule Options	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
1	6 or more	\$1	\$3	\$0
2	6 or more	\$1	\$3	\$1
3	6 or more	\$1	\$4	\$0
4	6 or more	\$1	\$4	\$1
5	5	\$1	\$2	\$0
6	5	\$1	\$2	\$1
7	5	\$1	\$3	\$0
8	5	\$1	\$3	\$1
9	4	\$1	\$1	\$0
10	4	\$1	\$1	\$1
11	4	\$1	\$2	\$0
12	4	\$1	\$2	\$1
13	3 or less	\$1	\$1	\$0
14	3 or less	\$1	\$1	\$1

For **schedule options 15 through 32**, Collection Fee #1 will be taken by the house dealer from the small bling position before cards are dealt. Collection Fee #2 shall be taken by the house dealer from the pot after the flop, based on the number of players. Collection Fee #3 will be taken by the house dealer from the pot after the turn. The Collection Fee #1 and #3 are not based on the number of players. If the round does not progress to the flop due to the pot having been awarded, Collection Fee #2 and Collection Fee #3 will not be taken. If the round does not progress to the turn due to the pot having been awarded, Collection Fee #3 will not be taken.

\$2-\$4 Minimum Limit Game

\$50-\$100 Maximum Limit Game

Schedule Options	Number of Players	Collection Fee #1	Collection Fee #2	Collection Fee #3
15	6 or more	\$1	\$2	\$0
16	6 or more	\$1	\$2	\$1
17	6 or more	\$1	\$3	\$0
18	6 or more	\$1	\$3	\$1
19	6 or more	\$1	\$4	\$0
20	6 or more	\$1	\$4	\$1
21	5	\$1	\$1	\$0
22	5	\$1	\$1	\$1
23	5	\$1	\$2	\$0

Short Deck Hold'em

24	5	\$1	\$2	\$1
25	5	\$1	\$3	\$0
26	5	\$1	\$3	\$1
27	4	\$1	\$1	\$0
28	4	\$1	\$1	\$1
29	4	\$1	\$2	\$0
30	4	\$1	\$2	\$1
31	3 or less	\$1	\$1	\$0
32	3 or less	\$1	\$1	\$1

For **schedule options 33 through 40**, the Collection Fee shall be collected in advance of every half hour from each player by the house dealer. The Collection Fee is collected on the hour and the half hour. If a game starts in the middle of these times, the first hour or half hour shall not have a Collection Fee taken, but all subsequent half hours shall be collected. The appropriate table collection fees are dependent on the number of seated players.

\$60-\$120 Minimum Limit Game

\$4,000-\$8,000 Maximum Limit Game

Schedule Options	Number of Players	Collection Fee
33	5 or more	\$10
34	5 or more	\$12
35	5 or more	\$15
36	5 or more	\$20
37	4 or less	\$5
38	4 or less	\$6
39	4 or less	\$7
40	4 or less	\$10

Collection Rates for Poker Games

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

Poker Games Collection Rates

Texas Hold'em (GEGR-001815)

Limit - For **schedule options 1 through 13**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the blinds are posted. The regular table collection fee is based on the number of players and shall be taken from the pot by the house dealer after the flop.

Designated Table Fee # 2 will be taken from the pot by the house dealer and is taken after the turn. The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Table Limit	7 - 9 players	6 players	5 players or less	Designated Table Fee # 1	Designated Table Fee # 2
1	\$1-2	\$2.50	\$2.00	\$1.50	\$1.00	\$1.00
2	\$2-4	\$3.00	\$2.00	\$1.00	\$1.00	\$1.00
3	\$3-6	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
4	\$4-8	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
5	\$6-12	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
6	\$8-16	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
7	\$9-18	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
8	\$10-20	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
9	\$15-30	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
10	\$20-40	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
11	\$25-50	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
12	\$30-60	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
13	\$40-80	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

Limit Time Collection - For **schedule options 14 through 22**, the collection fees shall be collected by the house dealer at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the next collection will not be taken. Subsequent collections on the hour and the half hour shall be collected. The appropriate table collection fees are dependent on the amount of seated players.

Schedule Options	Table Limit	6 - 9 players	5 players	4 players	3 players or less
14	\$50-100	\$11.00	\$5.00	\$5.00	\$5.00
15	\$60-120	\$12.00	\$6.00	\$6.00	\$6.00
16	\$75-150	\$12.00	\$6.00	\$6.00	\$6.00
17	\$80-160	\$13.00	\$6.00	\$6.00	\$6.00
18	\$100-200	\$13.00	\$6.00	\$6.00	\$6.00
19	\$150-300	\$14.00	\$7.00	\$7.00	\$7.00
20	\$200-400	\$15.00	\$7.00	\$7.00	\$7.00
21	\$300-600	\$16.00	\$8.00	\$8.00	\$8.00
22	\$500-1,000	\$17.00	\$8.00	\$8.00	\$8.00

Poker Games Collection Rates

No Limit - For **schedule options 23 through 37**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the blinds are posted. The regular table collection fee is based on the number of players and shall be taken from the pot by the house dealer after the flop. Designated Table Fee # 2 will be taken from the pot by the house dealer and is taken after the turn. The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Buy-In	7 - 9 players	6 players	5 players or less	Designated Table Fee # 1	Designated Table Fee # 2
23	\$20	\$3.00	\$2.00	\$1.50	\$1.00	\$1.00
24	\$40	\$3.00	\$2.00	\$1.50	\$1.00	\$1.00
25	\$40-100	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
26	\$80-200	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
27	\$100	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
28	\$100-300	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
29	\$200	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
30	\$300-500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
31	\$300	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
32	\$300-500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
33	\$500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
34	\$500-1,500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
35	\$600	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
36	\$1,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
37	\$2,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

No Limit Time Collection - For **schedule options 38 through 41**, the collection fees shall be collected by the house dealer at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the next collection will not be taken. Subsequent collections on the hour and the half hour shall be collected. The appropriate fees are dependent on the amount of seated players.

Schedule Options	Buy-In	6 - 9 players	5 players	4 players or less
38	\$3,000	\$11.00	\$5.00	\$5.00
39	\$5,000	\$13.00	\$6.00	\$6.00
40	\$10,000	\$15.00	\$7.00	\$7.00
41	\$15,000	\$17.00	\$8.00	\$8.00

Pot Limit - For **schedule options 42 through 56**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the blinds are posted. The regular table collection fee is based on the number of players and shall be taken from the pot by the house dealer after the flop. Designated Table Fee # 2 will be taken from the pot by the house dealer and is taken after the turn. The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Buy-In	7 - 9 players	6 players	5 players or less	Designated Table Fee # 1	Designated Table Fee # 2
42	\$20	\$3.00	\$2.00	\$1.50	\$1.00	\$1.00
43	\$40	\$3.00	\$2.00	\$1.50	\$1.00	\$1.00
44	\$40-100	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00

Poker Games Collection Rates

45	\$80-200	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
46	\$100	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
47	\$100-300	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
48	\$200	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
49	\$300-500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
50	\$300	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
51	\$300-500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
52	\$500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
53	\$500-1,500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
54	\$600	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
55	\$1,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
56	\$2,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

Pot Limit Time Collection - For **schedule options 57 through 59**, the collection fees shall be collected by the house dealer at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the first half hour shall be collection free, but all subsequent half hours shall be collected. The appropriate fees are dependent on the amount of seated players.

Schedule Options	Buy-In	6 - 9 players	5 players	4 players or less
57	\$3,000	\$11.00	\$5.00	\$5.00
58	\$5,000	\$13.00	\$6.00	\$6.00
59	\$10,000	\$15.00	\$7.00	\$7.00

Omaha (GEGR-001817), Omaha Hi-Lo Split (GEGR-001816)

Limit - For **schedule options 1 through 9**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the blinds are posted. The regular table collection fee is based on the number of players and shall be taken from the pot by the house dealer after the flop.

Designated Table Fee # 2 will be taken from the pot by the house dealer and is taken after the turn. The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Table Limit	7 - 9 players	6 players	5 players or less	Designated Table Fee # 1	Designated Table Fee # 2
1	\$1-2	\$2.00	\$1.50	\$1.00	\$1.00	\$1.00
2	\$2-4	\$3.00	\$2.00	\$1.00	\$1.00	\$1.00
3	\$3-6	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
4	\$4-8	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
5	\$6-12	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
6	\$8-16	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
7	\$9-18	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
8	\$15-30	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
9	\$20-40	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

Poker Games Collection Rates

Limit Time Collection - For **schedule options 10 through 20**, the collection fees shall be collected by the house dealer at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the next collection will not be taken. Subsequent collections on the hour and the half hour shall be collected. The appropriate fees are dependent on the amount of seated players.

Schedule Options	Table Limit	6 - 9 players	5 players or less
10	\$30-60	\$10.00	\$5.00
11	\$40-80	\$11.00	\$5.00
12	\$50-100	\$11.00	\$5.00
13	\$60-120	\$12.00	\$6.00
14	\$75-150	\$12.00	\$6.00
15	\$80-160	\$13.00	\$6.00
16	\$100-200	\$13.00	\$6.00
17	\$150-300	\$14.00	\$7.00
18	\$200-400	\$15.00	\$7.00
19	\$300-600	\$16.00	\$8.00
20	\$500-1,000	\$17.00	\$8.00

Pot Limit - for **schedule options 21 through 28**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the blinds are posted. The regular table collection fee is based on the number of players and shall be taken from the pot by the house dealer after the flop. Designated Table Fee # 2 will be taken from the pot by the house dealer and is taken after the turn. The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Table Limit	7 - 9 players	6 players	5 players or less	Designated Table Fee # 1	Designated Table Fee # 2
21	\$40-100	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
22	\$100	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
23	\$80-200	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
24	\$300	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
25	\$200-500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
26	\$500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
27	\$300-1,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
28	\$1,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

No Limit Omaha - For **schedule options 29 through 36**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the blinds are posted. The regular table collection fee is based on the number of players and shall be taken from the pot by the house dealer after the flop. Designated Table Fee # 2 will be taken from the pot by the house dealer and is taken after the turn. The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Table Limit	7 - 9 players	6 players	5 players or less	Designated Table Fee # 1	Designated Table Fee # 2
29	\$40-100	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
30	\$100	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
31	\$80-200	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

Poker Games Collection Rates

32	\$300	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
33	\$200-500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
34	\$500	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
35	\$300-1000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00
36	\$1,000	\$5.00	\$4.00	\$3.00	\$1.00	\$1.00

Seven Card Stud (GEGR-001819), Seven Card Stud High-Low Split (GEGR-001818)

Limit - For **schedule options 1 through 10**, Designated Table Fee # 1 will be taken from the pot by the house dealer after the antes are posted. The regular table collection fees shall be taken from the pot by the house dealer after the first three cards are dealt, based on the number of players. Designated Table Fee # 2 will be taken from the pot by the house dealer after the fifth street (the third up card). The Designated Table Fee # 1 and # 2 are not based on the number of players.

Schedule Options	Table Limit	Ante	6 - 8 players	5 players	4 players or less	Designated Table Fee # 1	Designated Table Fee # 2
1	\$1-2	\$0.50	\$2.50	\$2.00	\$1.00	\$1.00	\$1.00
2	\$2-4	\$0.50	\$3.00	\$2.00	\$2.00	\$1.00	\$1.00
3	\$3-6	\$0.50	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
4	\$4-8	\$0.50	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
5	\$3-4-7	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
6	\$5-10	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
7	\$6-12	\$1.00	\$4.00	\$3.00	\$2.00	\$1.00	\$1.00
8	\$10-20	\$2.00	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00
9	\$15-30	\$3.00	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00
10	\$20-40	\$3.00	\$5.00	\$3.00	\$2.00	\$1.00	\$1.00

Limit Time Collection - For **schedule options 11 through 20**, the collection fees shall be collected at the end of each half hour from each player. Fees are collected on the hour and the half hour. If a game starts in the middle of these times, the next collection will not be taken. Subsequent collections on the hour and the half hour shall be collected. The appropriate fees are dependent on the amount of seated players.

Schedule Options	Table Limit	Ante	5 - 8 players	4 players or less
11	\$30-60	\$5	\$10.00	\$5.00
12	\$40-80	\$5	\$11.00	\$5.00
13	\$50-100	\$10	\$11.00	\$5.00
14	\$60-120	\$10	\$12.00	\$6.00
15	\$75-150	\$15	\$12.00	\$6.00
16	\$100-200	\$25	\$13.00	\$6.00
17	\$150-300	\$50	\$14.00	\$7.00
18	\$200-400	\$75	\$15.00	\$7.00
19	\$300-600	\$100	\$16.00	\$8.00
20	\$500-1,000	\$200	\$17.00	\$8.00

Poker Games Collection Rates

Poker Collection Rate Procedures

- The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- The collection rates and fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round and will be provided ample notice on the procedures for collecting them.
- Only one collection schedule, 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.

Omaha

Type of Game

The game of Omaha is a poker game where the patrons play against each other for “the pot” of money on the table. The game does not utilize a player-dealer position, 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 “board” cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Omaha Card Hand Rankings

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

Omaha

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Backline betting is not permitted.

Dealing Procedures and Round of Play

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

Omaha

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

Omaha

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

How Winners are Determined and Paid

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

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

For wagering limits and collection rates for the game of Omaha, please refer to the Poker Games Collection Rates (GEGR-001813).

Omaha High/Low Split

Type of Game

The game of Omaha High/Low Split is a poker game where the patrons play against each other for “the pot” of money. The game does not utilize a player-dealer position, 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 or lower than the other player’s five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards to make their hand. When making a five-card low hand and a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

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

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 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.

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

Omaha High Hand Rankings

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

Omaha High/Low Split

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

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

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

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Backline betting is not permitted.

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate the player in the "small blind" position and the player in the "big blind" position.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Omaha High/Low Split

3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card shall receive the flat white disk with the words “dealer button.”
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind.
 - a. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, referred to as “the pot.”
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are referred to as “hole cards.”
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind button and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind or “call” a wager, meaning to match the amount wagered by another player;
 - b. Place the four hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - c. Place a wager equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.”
 - d. Call the raise, re-raise or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises.
 - e. The player in the big blind position may “check,” meaning they do not wish to place an additional wager, or they may also raise, by placing an additional wager.
7. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.”
9. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, referred to as “the flop.”
 - a. These are community cards and are shared by all players.
10. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
11. All active players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the established table limits;
 - b. Do not make a wager, referred to as a “check,” with the option to call or raise a wager by another player;
 - c. Call a wager according to the rules and guidelines used in the previous round of play;

Omaha High/Low Split

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

Omaha High/Low Split

How Winners are Determined and Paid

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

- If there is no qualifying five-card low hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low 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 hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
 - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot 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 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 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.

Omaha High/Low Split

Collection Rates Schedule

For wagering limits and collection rates for the game of Omaha High/Low Split, please refer to the Poker Games Collection Rates (GEGR-001813).

Seven Card Stud

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of each card used in Seven Card Stud when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. All suits shall be considered equal in rank except when dealing out the dealer button and the “bring in (described later).” In regards to the dealer button and the “bring in,” the suit rankings shall be spade, hearts, diamonds, and then clubs.

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

Seven Card Stud Hand Rankings

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

Seven Card Stud

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

Seven Card Stud

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

Seven Card Stud

- a. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand;
 - b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - c. Call a wager according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;
17. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
18. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
19. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
20. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.
21. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
- e. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand;
 - f. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - g. Call a wager according to the rules and guidelines used in the previous round of play;
 - h. Fold their hand according to the rules and guidelines used in the previous round of play;
22. After all players have acted in turn and either checked, called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
23. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
24. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of seven cards; three face-down cards and four face-up cards.
25. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
26. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:

Seven Card Stud

- i. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand;
 - j. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - k. Call a wager according to the rules and guidelines used in the previous round of play;
 - l. Fold their hand according to the rules and guidelines used in the previous round of play;
27. After the final round of betting has been completed, the house dealer shall move all player bets into “the pot.”
28. All active players shall then enter into a showdown with each other and compare their hands.
29. If, during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a “community card” and shall be available to play in everyone’s hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player’s have seven cards at the end of the game.

How Winners are Determined and Paid

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

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

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

Seven Card Stud

Collection Rates Schedule

For wagering limits and collection rates for the game of Seven Card Stud, please refer to the Poker Games Collection Rates (GEGR-001813).

Seven Card Stud High-Low Split

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of each card used in Seven Card Stud High-Low Split when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. All suits shall be considered equal in rank.

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

Seven Card Stud High-Low Split Hand Rankings

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

Seven Card Stud High-Low Split

One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 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.

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

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

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

Seven Card Stud High-Low Split

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

Seven Card Stud High-Low Split

12. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of five cards; two face-down cards and three face-up cards.
13. Once each player has been dealt their fifth card, the third round of betting will occur. Betting during this round will be at the higher table limit.
14. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand;
 - b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - c. Call a wager according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;
15. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
16. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
17. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of six cards; two face-down cards and four face-up cards.
18. Once each player has been dealt their sixth card, the fourth round of betting will occur. Betting during this round will be at the higher table limit.
19. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand;
 - b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - c. Call a wager according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;
20. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
21. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.

Seven Card Stud High-Low Split

22. The house dealer shall then deal one card face-down to each player, starting with the player to the left of the house dealer and continuing clockwise around the table until all players have a total of seven cards; three face-down cards and four face-up cards.
23. Once each player has been dealt their seventh card, the fifth and final round of betting will occur. Betting during this round will be at the higher table limit.
24. All active players shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. Do not make a wager, referred to as a “check”, with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand;
 - b. Raise the pot by placing a wager equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted;
 - c. Call a wager according to the rules and guidelines used in the previous round of play;
 - d. Fold their hand according to the rules and guidelines used in the previous round of play;
25. After the final round of betting has been completed, the house dealer shall move all player bets into “the pot.”
26. All active players shall then enter into a showdown with each other and compare their hands.
27. If, during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a “community card” and shall be available to play in everyone’s hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player’s have seven cards at the end of the game.

How Winners are Determined and Paid

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

- If there is no qualifying five-card low hand, as described above, the entire pot 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.

Seven Card Stud High-Low Split

- If there is one or more qualifying five-card low 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 hand.
 - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player with the high hand.
- Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.
 - They do not have to use the same cards to win both pots.
- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot 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 with the highest ranked hand by suit. The ranking of suits, from highest to lowest shall be, Spades, Hearts, Diamonds, and then Clubs.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low 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 hand.
 - In the instance that there are an odd number of chips, the odd chips shall be awarded to the player with the lowest ranked hand by suit. The ranking of suits, from highest to lowest shall be, Spades, Hearts, Diamonds, and then Clubs.

Seven Card Stud High-Low Split

Collection Rates Schedule

For wagering limits and collection rates for the game of Seven Card Stud High-Low Split, please refer to the Poker Games Collection Rates (GEGR-001813).

Texas Hold'em

Type of Game

The game of Texas Hold'em is a poker game where the patrons play against each other for "the pot" of money on the table. The game does not utilize a player-dealer position, 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 "board" cards. They may play the board by using no hole cards and using the five community cards, to make the highest ranking five-card poker hand, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Texas Hold'em Card Hand Rankings

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

Texas Hold'em

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to ten seated positions for patrons. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits. Backline wagering is not permitted.

Dealing Procedures and Round of Play

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

Texas Hold'em

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

Texas Hold'em

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

How Winners are Determined and Paid

Players 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 Rates Schedule

For wagering limits and collection rates for the game of Texas Hold'em, please refer to the Poker Games Collection Rates (GEGR-001813).

Big O High-Low Split

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game will be played using one standard 52-card deck and no joker. The cards will be machine shuffled, cut, and then dealt by the house dealer. If the automatic shuffling machine malfunctions, the cards shall be shuffled manually, cut, and dealt by the house dealer.

Card Values and Hand Rankings

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

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

Big O High-Low Split High Hand Rankings

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

Big O High-Low Split

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

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

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

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the word "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards 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.
 - c. 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 shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit (spades, hearts, diamonds, and clubs) shall receive the dealer button.
 - d. The cards shall then be collected by the house dealer and reshuffled.
2. 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.
 - a. The dealer, small blind, and big blind position shall rotate from player to player around the table clockwise after each round of play.

Big O High-Low Split

3. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind.
 - a. Both blinds are predetermined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action.
 - b. Both blind bets shall be placed in the center of the table, which is referred to as “the pot.”
4. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as “hole cards.”
5. Once each player has received their five hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that is in the big blind position and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind, referred to as a “call”; or
 - b. 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; or
 - c. 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
 - d. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
6. 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.
7. The house dealer shall then take the top card off the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
8. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - a. These are community cards and are available to all players.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. All active players, 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:
 - a. Place a wager according to the rules used in the previous round of betting; or
 - b. Call a bet or raise according to the rules used in the previous round of betting; or
 - c. Raise the pot according to the rules used in the previous round of betting; or
 - d. Check, with the option to call or raise a wager by another player; or
 - e. Fold their hand according to the rules used in the previous round of betting.
11. 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.

Big O High-Low Split

12. The house dealer shall then burn a card.
13. 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, which is referred to as the "turn."
 - a. This card shall also become a community card and is available to all players.
14. Once the fourth community card has been placed face-up on the table, the third round of betting will occur.
15. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the rules used in the previous round of betting; or
 - b. Call a bet or raise according to the rules used in the previous round of betting; or
 - c. Raise the pot according to the rules used in the previous round of betting; or
 - d. Check, with the option to call or raise a wager by another player; or
 - e. Fold their hand according to the rules used in the previous round of betting.
16. 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.
17. The house dealer shall then burn a card.
18. 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."
 - a. This card shall also become a community card and is available to all players.
19. 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.
20. All active players shall be given the following options, starting with the first active player to the left of the dealer button:
 - a. Place a wager according to the rules used in the previous round of betting; or
 - b. Call a bet or raise according to the rules used in the previous round of betting; or
 - c. Raise the pot according to the rules used in the previous round of betting; or
 - d. Check, with the option to call or raise a wager by another player; or
 - e. Fold their hand according to the rules used in the previous round of betting.
21. After the fourth round of betting is complete, the house dealer shall move all player bets into the pot.
22. All active players will then enter into a showdown with one another and compare their hands.
 - a. If there is only one active player left in the game, the pot will be awarded to the active player and a new round will begin.

How Winners are Determined and Paid

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

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

Big O High-Low Split

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

Big O High-Low Split

Collection Rates Schedule

For **schedule options 1 through 20**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot after the flop based on the number of players. Collection Fee #3 shall be taken from the pot after the turn based on the number of players. If the round of play does not reach the flop, Collection Fee #2 shall not be taken. If the round of play does not reach the turn, Collection Fee #3 shall not be taken.

No Limit/Pot Limit Games

Minimum buy-in shall be \$40

Maximum buy-in shall be \$2,500

Schedule Option	Collection Fee #1	Number of Players	Collection Fee #2	Collection Fee #3
1	\$1	6-8	\$1	\$0
2	\$1	6-8	\$1	\$1
3	\$1	6-8	\$2	\$0
4	\$1	6-8	\$2	\$1
5	\$1	6-8	\$3	\$0
6	\$1	6-8	\$3	\$1
7	\$1	6-8	\$4	\$0
8	\$1	6-8	\$4	\$1
9	\$1	5	\$1	\$0
10	\$1	5	\$1	\$1
11	\$1	5	\$2	\$0
12	\$1	5	\$2	\$1
13	\$1	5	\$3	\$0
14	\$1	5	\$3	\$1
15	\$1	4	\$1	\$0
16	\$1	4	\$1	\$1
17	\$1	4	\$2	\$0
18	\$1	4	\$2	\$1
19	\$1	3 or less	\$1	\$0
20	\$1	3 or less	\$1	\$1

For **schedule options 21 through 38**, Collection Fee #1 shall be taken from the small blind position by the house dealer before any cards are dealt. Collection Fee #2 shall be taken from the pot after the flop based on the number of players. Collection Fee #3 shall be taken from the pot after the turn based on the number of players. If the round of play does not reach the flop, Collection Fee #2 shall not be taken. If the round of play does not reach the turn, Collection Fee #3 shall not be taken.

Limit Games

Minimum wagering limits shall be between \$2 and \$4

Maximum wagering limits shall be between \$50 and \$100

Schedule Option	Collection Fee #1	Number of Players	Collection Fee #2	Collection Fee #3
21	\$1	6-8	\$2	\$0
22	\$1	6-8	\$2	\$1
23	\$1	6-8	\$3	\$0
24	\$1	6-8	\$3	\$1

Big O High-Low Split

25	\$1	6-8	\$4	\$0
26	\$1	6-8	\$4	\$1
27	\$1	5	\$1	\$0
28	\$1	5	\$1	\$1
29	\$1	5	\$2	\$0
30	\$1	5	\$2	\$1
31	\$1	5	\$3	\$0
32	\$1	5	\$3	\$1
33	\$1	4	\$1	\$0
34	\$1	4	\$1	\$1
35	\$1	4	\$2	\$0
36	\$1	4	\$2	\$1
37	\$1	3 or less	\$1	\$0
38	\$1	3 or less	\$1	\$1

Timed Collections

For **schedule options 39 through 42**, the collection fee is taken from each active player, in advance, every half hour of play based on number of active players.

Minimum Limit Game \$60-\$120

Maximum Limit Game \$4,000-\$8,000

Schedule Option	Regular Table Fee (Number of Active Players)	
	5 to 7	4 or less
39	\$10	\$5
40	\$12	\$6
41	\$15	\$7
42	\$20	\$10

Collection Rates for Poker Games

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

ZooBac

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. Eight decks shall be used during the play of the game. The cards can be shuffled by hand or with an automatic card shuffling device (shuffler).

Card Values and Hand Rankings

The value of each card used in ZooBac, shall be as follows: aces have a value of one, picture cards have a value of zero, 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 ZooBac, in order from highest to lowest rank, shall be:

ZooBac Hand Ranking

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard sized 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 seven separate betting spaces specifically designated for seven separate wagers; the Player line, the Banker line, the Tie Bet, Rabbit Bonus Bet, Tiger Bonus Bet, Monkey Bonus Bet, and the Zoo 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 allowed on the base game wager, the Tie Bet, the Rabbit Bonus Bet, the Tiger Bonus Bet, the Monkey Bonus Bet, and the Zoo Bonus Bet. The wagers are placed side by side in the same designated betting spaces as the seated placers. Each seated player and backline bettor is responsible for his/her wager.

ZooBac

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 9 to 1;
 - d. The Rabbit Bonus Bet, which pays 25 to 1, with a chance to pay 75 to 1;
 - e. The Tiger Bonus Bet, which pays 25 to 1, with a chance to pay 75 to 1;
 - f. The Monkey Bonus Bet, which pays 150 to 1;
 - g. The Zoo Bonus Bet, which pays between 10 to 1 and 30 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 Baccarat 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, then the dealer 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:

ZooBac

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

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

How Winners are Determined and Paid

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

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

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

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 he/she has 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.

- 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.

ZooBac

- 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.
- Backline betting is permitted on the Tie Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- All winning Tie Bets shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Rabbit Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Rabbit Bonus Bet. A player may place a Rabbit Bonus Bet even if they have not placed a wager on either the Player line or on the Banker line prior to the initial deal. If the player hand has a point value of seven using three cards, the bet shall win. If a Rabbit Bonus Bet wins and the banker hand totals zero, the payout shall be tripled. The Rabbit Bonus Bet shall lose on all other outcomes.

- Backline betting is permitted on the Rabbit Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Rabbit Bonus Bet and any collection fees that may be taken.
- All winning Rabbit Bonus Bets shall be paid 25 to 1.
- If a Rabbit Bonus Bet win and the banker hand totals zero, the payout shall be 75 to 1.
- The player-dealer shall pay all winning Rabbit Bonus Bets and shall collect all losing Rabbit Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Tiger Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger Bonus Bet. A player may place a Tiger Bonus Bet even if they have not placed a wager on either the Player line or on the Banker line prior to the initial deal. If the banker hand has a point value of eight using three cards, the bet shall win. If a Tiger Bonus Bet wins and the player hand totals zero, the payout shall be tripled. The Tiger Bonus Bet shall lose on all other outcomes.

- Backline betting is permitted on the Tiger Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tiger Bonus Bet and any collection fees that may be taken.
- All winning Tiger Bonus Bets shall be paid 25 to 1.
- If a Tiger Bonus Bet win and the player hand totals zero, the payout shall be 75 to 1.
- The player-dealer shall pay all winning Panda 8 Bonus Bets and shall collect all losing Tiger Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

ZooBac

Monkey Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Monkey Bonus Bet. A player may place a Monkey Bonus Bet even if they have not placed a wager on either the Player line or on the Banker line prior to the initial deal. If both the banker hand and player hand have a point value of zero, the bet shall win. The Monkey Bonus Bet shall lose on all other outcomes.

- Backline betting is permitted on the Tiger Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Monkey Bonus Bet and any collection fees that may be taken.
- All winning Monkey Bonus Bets shall be paid 150 to 1.
- The player-dealer shall pay all winning Monkey Bonus Bets and shall collect all losing Monkey Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Zoo Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Zoo Bonus Bet. A player may place a Zoo Bonus Bet even if they have not placed a wager on either the Player line or on the Banker line prior to the initial deal. A Zoo Bonus Bet is a combination wager that wins if any one of the Rabbit Bonus Bets, Tiger Bonus Bets, or Monkey Bonus Bets wins. The payout varies depending on which bonus bets wins.

- If the Rabbit Bonus Bet wins, the Zoo Bonus Bet payout is 10 to 1. If the Rabbit Bonus Bet wins and the banker hand totals zero, the Zoo Bonus Bet payout is tripled to 30 to 1.
- If the Tiger Bonus Bet wins, the Zoo Bonus Bet payout is 10 to 1. If the Tiger Bonus Bet wins and the player hand totals zero, the Zoo Bonus Bet payout is tripled to 30 to 1.
- If the Monkey Bonus Bet wins, the Zoo Bonus Bet payout is 30 to 1.
- The player-dealer shall pay all winning Zoo Bonus Bets and shall collect all losing Monkey Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

ZooBac

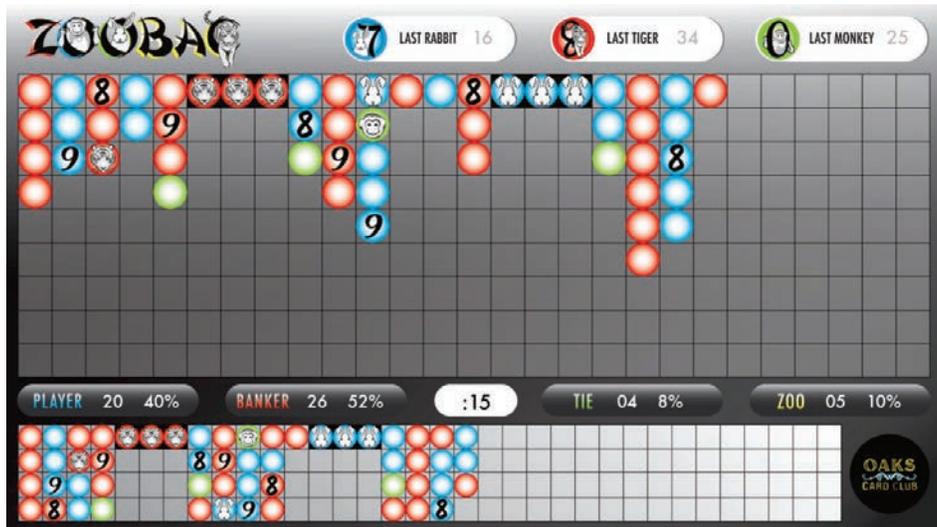
Table Layout



Equipment Used

ZooBac may also have one or more of the following additional pieces of equipment:

- a) An electronic scoreboard which will show the results of previous hands from a given shoe. It may also have a game clock which will give players a set amount of time to place their wagers. It may also display statistical results based on previous hands. A graphic representation of a potential scoreboard is shown below.



- b) An entry pad which the House Dealer will use to enter the result of a given hand, which will then be displayed on the electronic scoreboard.

ZooBac

- c) A payout screen which will be a fixed display showing the various payouts for the different possible wager results. A graphic representation of a potential payout screen is shown below.

RABBIT PAYS		Winning Three-Card Player Seven	25-1
		Three-Card Player Seven vs. Banker Zero	75-1
TIGER PAYS		Winning Three-Card Banker Eight	25-1
		Three-Card Banker Eight vs. Player Zero	75-1
MONKEY PAYS		Zero to Zero tie	150-1
ZOO PAYS		Winning Three-Card Player Seven	10-1
		Three-Card Player Seven vs. Banker Zero	30-1
		Winning Three-Card Banker Eight	10-1
		Three-Card Banker Eight vs. Player Zero	30-1
		Zero to Zero tie	30-1

- d) A CPU unit which will be affixed under the table. It will enable the scoreboard and keypad to work together properly, and for the scoreboard and payout screen to display properly.

Collection Rate Schedule

For wagering limits and collection rates for the game of ZooBac, please refer to the California Games Collection Rates (GEGR-001814).

CA Games Collection Rates

EZ Baccarat (GEGR-001800); ZooBac (GEGR-001905) - For schedule options 1 through 8, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within the table limits. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	CA/Asian Promotional Chips
1	\$10 - No Limit	\$10-\$50	\$1	\$0	\$1
		\$51-\$300	\$2		
		\$301-\$500	\$3		
		\$501+	\$7		
2	\$10 - No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$500	\$3		
		\$501+	\$7		
3	\$10 - No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$1000	\$5		
		\$1001+	\$10		
4	\$10 - No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$300	\$3		
		\$301-\$1000	\$6		
		\$1001+	\$10		
5	\$10 - No Limit	\$10-\$300	\$2	\$0	\$1
		\$301-\$500	\$4		
		\$501-\$1000	\$7		
		\$1001+	\$11		
6	\$25 - No Limit	\$25-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$1000	\$6		
		\$1001+	\$12		
7	\$25 - No Limit	\$25-\$100	\$2	\$0	\$1
		\$101-\$300	\$4		
		\$301-\$1100	\$10		
		\$1101+	\$20		
8	\$25 - No Limit	\$25-\$300	\$2	\$0	\$1
		\$301-\$700	\$4		
		\$701-\$3000	\$10		
		\$3001+	\$20		

CA Games Collection Rates

For **schedule options 9 through 40**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets may be less than, equal to, or greater than the base game wager as long as it is within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$25 - No Limit	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$700	\$4	
		\$701-\$1000	\$8	
		\$1001+	\$12	
10	\$25 - No Limit	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$1100	\$7	
		\$1101+	\$15	
11	\$25 - No Limit	\$25-\$300	\$2	\$0
		\$301-\$700	\$4	
		\$701-\$1000	\$8	
		\$1001-\$3000	\$12	
		\$3001+	\$20	
12	\$25 - No Limit	\$25-\$300	\$2	\$0
		\$301-\$800	\$6	
		\$801-\$1500	\$10	
		\$1501-\$3000	\$12	
		\$3001+	\$30	
13	\$25 - No Limit	\$25-\$300	\$2	\$0
		\$301-\$700	\$5	
		\$701-\$1000	\$8	
		\$1001-\$3000	\$15	
		\$3001+	\$25	
14	\$50 - No Limit	\$100-\$300	\$2	\$0
		\$301-\$800	\$5	
		\$801-\$1200	\$10	
		\$1201-\$1800	\$15	
		\$1801+	\$25	
15	\$50 - No Limit	\$50-\$200	\$2	\$0
		\$201-\$600	\$5	
		\$601-\$1500	\$10	
		\$1501-\$3000	\$25	
		\$3001+	\$40	

CA Games Collection Rates

16	\$50 - No Limit	\$50-\$200	\$2	\$0
		\$201-\$600	\$5	
		\$601-\$2000	\$12	
		\$2001-\$3500	\$30	
		\$3501+	\$50	
17	\$50 - No Limit	\$50-\$200	\$1	\$0
		\$201-\$800	\$5	
		\$801-\$1500	\$10	
		\$1501-\$4000	\$25	
		\$4001+	\$40	
18	\$50 - No Limit	\$50-\$300	\$2	\$0
		\$301-\$800	\$5	
		\$801-\$1500	\$10	
		\$1501-\$4000	\$25	
		\$4001+	\$40	
19	\$50 - No Limit	\$50-\$300	\$2	\$0
		\$301-\$1000	\$7	
		\$1001-\$2000	\$15	
		\$2001-\$4000	\$25	
		\$4001+	\$50	
20	\$50 - No Limit	\$50-\$300	\$1	\$0
		\$301-\$1000	\$5	
		\$1001-\$2000	\$15	
		\$2001-\$5000	\$25	
		\$5001+	\$50	
21	\$50 - No Limit	\$50-\$500	\$2	\$0
		\$501-\$1000	\$7	
		\$1001-\$2000	\$15	
		\$2001-\$5000	\$25	
		\$5001+	\$50	
22	\$100 - No Limit	\$100-\$300	\$2	\$0
		\$301-\$800	\$5	
		\$801-\$1200	\$10	
		\$1201-\$1800	\$15	
		\$1801+	\$25	
23	\$100 - No Limit	\$100-\$799	\$1	\$0
		\$800-\$3999	\$20	
		\$4000-\$5999	\$40	
		\$6000-\$8999	\$60	
		\$9000+	\$75	
24	\$100 - No Limit	\$100-\$500	\$3	\$0
		\$501-\$2000	\$15	
		\$2001-\$6000	\$30	
		\$6001-\$10000	\$70	
		\$10001+	\$100	

CA Games Collection Rates

25	\$100 - No Limit	\$100-\$1000	\$5	\$0
		\$1001-\$3000	\$12	
		\$3001-\$10000	\$25	
		\$10001-\$15000	\$75	
		\$15001+	\$125	
26	\$100 - No Limit	\$100-\$1000	\$3	\$0
		\$1001-\$5000	\$15	
		\$5001-\$10000	\$50	
		\$10001-\$15000	\$100	
		\$15001+	\$150	
27	\$300 - No Limit	\$300-\$1200	\$3	\$0
		\$1201-\$4000	\$12	
		\$4001-\$6000	\$40	
		\$6001-\$10000	\$60	
		\$10001+	\$80	
28	\$300 - No Limit	\$300-\$1000	\$5	\$0
		\$1001-\$2000	\$15	
		\$2001-\$6000	\$30	
		\$6001-\$10000	\$70	
		\$10001+	\$100	
29	\$300 - No Limit	\$300-\$1000	\$5	\$0
		\$1001-\$3000	\$15	
		\$3001-\$6000	\$40	
		\$6001-\$12000	\$80	
		\$12001+	\$125	
30	\$300 - No Limit	\$300-\$1200	\$3	\$0
		\$1201-\$4000	\$15	
		\$4001-\$8000	\$25	
		\$8001-\$20000	\$50	
		\$20001+	\$80	
31	\$300 - No Limit	\$300-\$1000	\$3	\$0
		\$1001-\$4000	\$15	
		\$4001-\$8000	\$30	
		\$8001-\$20000	\$50	
		\$20001+	\$100	
32	\$300 - No Limit	\$300-\$1000	\$5	\$0
		\$1001-\$2000	\$25	
		\$2001-\$8000	\$50	
		\$8001-\$20000	\$90	
		\$20001+	\$150	
33	\$500 - No Limit	\$500-\$1200	\$3	\$0
		\$1201-\$4000	\$12	
		\$4001-\$6000	\$40	
		\$6001-\$10000	\$60	
		\$10001+	\$80	

CA Games Collection Rates

34	\$500 - No Limit	\$500-\$1500	\$5	\$0
		\$1501-\$2500	\$15	
		\$2501-\$5000	\$25	
		\$5001-\$15000	\$45	
		\$15001+	\$65	
35	\$500 - No Limit	\$500-\$1500	\$7	\$0
		\$1501-\$3500	\$20	
		\$3501-\$7000	\$50	
		\$7001-\$15000	\$90	
		\$15001+	\$150	
36	\$500 - No Limit	\$500-\$5000	\$7	\$0
		\$5001-\$10000	\$30	
		\$10001-\$15000	\$75	
		\$15001-\$20000	\$100	
		\$20001+	\$150	
37	\$500 - No Limit	\$500-\$10000	\$7	\$0
		\$10001-\$20000	\$50	
		\$20001-\$30000	\$100	
		\$30001-\$40000	\$150	
		\$40001+	\$200	
38	\$1000 - No Limit	\$1000-\$10000	\$10	\$0
		\$10001-\$15000	\$50	
		\$15001-\$20000	\$100	
		\$20001-\$30000	\$150	
		\$30001+	\$200	
39	\$1000 - No Limit	\$1000-\$10000	\$10	\$0
		\$10001-\$15000	\$100	
		\$15001-\$20000	\$150	
		\$20001-\$30000	\$200	
		\$30001+	\$300	
40	\$1000 - No Limit	\$1000-\$10000	\$10	\$0
		\$10001-\$20000	\$50	
		\$20001-\$30000	\$100	
		\$30001-\$40000	\$150	
		\$40001+	\$200	

Pure 21.5 Blackjack (GEGA-000015); Pure 21.5 Blackjack 3 to 2 (GEGA-002739) - For schedule options 1 through 10, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each base game wager they place based on the schedule option below. There shall be no additional collection fee taken from players for placing any bonus bet, double-down, split, insurance, or even money. All bonus bets may be less than, equal to, or greater than the base game wager as long as it is within the table limits. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection	CA/Asian Promotional Chips
1	\$5 - \$50	\$0	\$1	\$1

CA Games Collection Rates

2	\$5 - \$50	\$0.50	\$1	\$1
3	\$10 - \$100	\$0	\$2	\$1
4	\$10 - \$100	\$1	\$2	\$1
5	\$25 - \$100	\$0	\$2	\$1
6	\$25 - \$100	\$1	\$2	\$1
7	\$50 - \$300	\$0	\$4	\$1
8	\$50 - \$300	\$2	\$4	\$1
9	\$100 - \$500	\$0	\$5	\$1
10	\$100 - \$500	\$3	\$5	\$1

For **schedule options 11 through 14**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. There shall be no additional collection fee taken from players for placing any bonus bet, double-down, split, insurance, or even money. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are between the limits of \$1 and \$50. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	CA/Asian Promotional Chips
11	\$5 - No Limit	\$5-\$50	\$1	\$0	\$1
		\$51-\$100	\$1.50		
		\$101-\$300	\$2		
		\$301+	\$4		
12	\$5 - No Limit	\$5-\$100	\$1	\$0	\$1
		\$101-\$200	\$2		
		\$201-\$300	\$3		
		\$301+	\$4		
12	\$10 - No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$200	\$3		
		\$201-\$500	\$4		
		\$501+	\$8		
13	\$10 - No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$300	\$4		
		\$301-\$700	\$6		
		\$701+	\$10		
14	\$25 - No Limit	\$25-\$100	\$2	\$0	\$1
		\$101-\$400	\$4		
		\$401-\$1000	\$7		
		\$1001+	\$10		

CA Games Collection Rates

For **schedule options 15 through 16**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. There shall be no additional collection fee taken from players for placing any bonus bet, double-down, split, insurance, or even money. All bonus bets may be less than, equal to, or greater than the base game wager as long as it is within the table limits. All bonus bets placed by players shall be between the limits of \$1 and \$50. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
15	\$25 - No Limit	\$25-\$100	\$2	\$0
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701-\$1500	\$11	
		\$1501+	\$13	
16	\$100 - No Limit	\$100-\$400	\$5	\$0
		\$401-\$700	\$7	
		\$701-\$1500	\$9	
		\$1500-\$4000	\$15	
		\$4001+	\$40	

21st Century Blackjack (GEGA-001636); 21st Century Blackjack 5.1 (GEGA-003151) - For **schedule options 1 through 18**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each base game wager they place based on the schedule option below. There shall be no additional collection fee taken from players for placing any bonus bet, double-down, split, or insurance. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within the table limits. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection	CA/Asian Promotional Chips
1	\$5 - \$50	\$0	\$1	\$1
2	\$5 - \$50	\$0.50	\$1	\$1
3	\$10 - \$100	\$0	\$2	\$1
4	\$10 - \$100	\$1	\$2	\$1
5	\$25 - \$100	\$0	\$2	\$1
6	\$25 - \$100	\$1	\$2	\$1
7	\$50 - \$300	\$0	\$3	\$1
8	\$50 - \$300	\$2	\$3	\$1
9	\$100 - \$500	\$0	\$5	\$1
10	\$100 - \$500	\$3	\$5	\$1
11	\$100 - \$1000	\$0	\$10	\$1
12	\$100 - \$1000	\$5	\$10	\$1
13	\$300 - \$1000	\$0	\$10	\$1
14	\$300 - \$1000	\$5	\$10	\$1
15	\$500 - \$1000	\$0	\$10	\$1
16	\$500 - \$1000	\$5	\$10	\$1

CA Games Collection Rates

17	\$500 - \$2000	\$0	\$15	\$1
18	\$500 - \$2000	\$10	\$15	\$1

For **schedule options 19 through 23**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. No collection fee will be taken for placing a base game wager, bonus bet, or any double-down, split, or insurance. All bonus bets placed by players shall be between the limits of \$1 and \$100. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	CA/Asian Promotional Chips
19	\$5 - No Limit	\$5-\$50	\$1	\$0	\$1
		\$51-\$100	\$1.50		
		\$101-\$300	\$2		
		\$301+	\$4		
20	\$5 - No Limit	\$5-\$100	\$1	\$0	\$1
		\$101-\$200	\$2		
		\$201-\$300	\$3		
		\$301+	\$4		
21	\$10 - No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$200	\$3		
		\$201-\$500	\$4		
		\$501+	\$8		
22	\$10 - No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$300	\$4		
		\$301-\$700	\$6		
		\$701+	\$10		
23	\$25 - No Limit	\$25-\$100	\$2	\$0	\$1
		\$101-\$400	\$4		
		\$401-\$1000	\$7		
		\$1001+	\$10		

For **schedule options 24 through 25**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. No collection fee will be taken for placing a base game wager, bonus bet, or any double-down, split, or insurance. All bonus bets placed by players shall be between the limits of \$1 and \$100. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
24	\$25 - No Limit	\$25-\$100	\$2	\$0
		\$101-\$400	\$4	
		\$401-\$700	\$7	
		\$701-\$1500	\$11	
		\$1501+	\$13	

CA Games Collection Rates

25	\$100 - No Limit	\$100-\$400	\$5	\$0
		\$401-\$700	\$7	
		\$701-\$1500	\$9	
		\$1500-\$4000	\$15	
		\$4001+	\$40	

Pai Gow Poker (GEGR-001805); Fortune Pai Gow Poker 1.0 (GEGR-001812) - For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each base game wager they place based on the schedule option below. There shall be no additional collection fee taken from players for placing any bonus bet. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within the table limits. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection	CA/Asian Promotional Chips
1	\$10 - \$100	\$0	\$2	\$1
2	\$10 - \$100	\$1	\$2	\$1
3	\$25 - \$100	\$0	\$2	\$1
4	\$25 - \$100	\$1	\$2	\$1
5	\$50 - \$300	\$0	\$4	\$1
6	\$50 - \$300	\$2	\$4	\$1
7	\$100 - \$500	\$0	\$5	\$1
8	\$100 - \$500	\$3	\$5	\$1
9	\$100 - \$1000	\$0	\$10	\$1
10	\$100 - \$1000	\$5	\$10	\$1
11	\$300 - \$2000	\$0	\$15	\$1
12	\$300 - \$2000	\$10	\$15	\$1
13	\$500 - \$2000	\$0	\$15	\$1
14	\$500 - \$2000	\$10	\$15	\$1

For **schedule options 15 through 18**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets placed by players shall be between the limits of \$1 and \$100. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
15	\$10 - No Limit	\$10-\$100	\$2	\$0
		\$101-\$200	\$3	
		\$201-\$500	\$4	
		\$501-\$1500	\$7	
		\$1501+	\$13	

CA Games Collection Rates

16	\$10 - No Limit	\$10-\$100	\$2	\$0
		\$101-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1500	\$7	
		\$1501+	\$13	
17	\$25 - No Limit	\$25-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1500	\$7	
		\$1501+	\$13	
18	\$50 - No Limit	\$50-\$300	\$4	\$0
		\$301-\$700	\$6	
		\$701-\$1200	\$9	
		\$1201-\$2000	\$15	
		\$2001+	\$20	

Pai Gow Tiles (GEGR-001806) - For **schedule options 1 through 10**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each base game wager they place based on the schedule option below. There shall be no additional collection fee taken from players for placing any bonus bet. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within the table limits. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection	CA/Asian Promotional Chips
1	\$5-\$50	\$0	\$1	\$1
2	\$5-\$50	\$0.50	\$1	\$1
3	\$10-\$100	\$0	\$2	\$1
4	\$10-\$100	\$1	\$2	\$1
5	\$25-\$100	\$0	\$2	\$1
6	\$25-\$100	\$1	\$2	\$1
7	\$50-\$300	\$0	\$4	\$1
8	\$50-\$300	\$2	\$4	\$1
9	\$300-\$500	\$0	\$5	\$1
10	\$300-\$500	\$3	\$5	\$1

CA Games Collection Rates

For **schedule options 11 through 14**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets placed by players shall be between the limits of \$1 and \$100. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
11	\$10 - No Limit	\$10-\$100	\$2	\$0
		\$101-\$200	\$3	
		\$201-\$500	\$4	
		\$501-\$1500	\$7	
		\$1501+	\$13	
12	\$10 - No Limit	\$10-\$100	\$2	\$0
		\$101-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1500	\$7	
		\$1501+	\$13	
13	\$25 - No Limit	\$25-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1500	\$7	
		\$1501+	\$13	
14	\$50 - No Limit	\$50-\$300	\$4	\$0
		\$301-\$700	\$6	
		\$701-\$1200	\$9	
		\$1201-\$2000	\$15	
		\$2001+	\$20	

Ultimate Texas Hold'em (GEGR-001802); Three Card Poker (GEGR-001804); Three Card Poker 6 Card Bonus (GEGR-001803) - For **schedule option 1 through 8**, a collection fee shall be taken per hand from the player-dealer. A collection fee shall also be taken from each player for each Ante wager they place based on the schedule option below. There shall be no additional collection fee taken from players for placing any bonus bets or wagers placed after cards have been dealt. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection
1	\$5-\$100	\$0	\$2
2	\$5-\$100	\$1	\$2
3	\$10-\$100	\$0	\$2
4	\$10-\$100	\$1	\$2
5	\$25-\$100	\$0	\$3
6	\$25-\$100	\$1	\$3
7	\$50-\$300	\$0	\$5
8	\$50-\$300	\$3	\$5

CA Games Collection Rates

For **schedule options 9 through 12**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, the sum of all players' wagers and bonus bets placed before cards have been dealt. All bonus bets placed by players shall be between the limits of \$5 and \$100. For **schedule option 9**, a collection fee will also be taken from each player for each Ante wager placed. There will be no additional collection fee taken from a player when placing any other wagers or bonus bets. For **schedule options 10 through 12**, there will be no collection fee taken from the player for placing any wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$5 - \$50	\$5-\$50	\$2	\$0.50
		\$51+	\$3	
10	\$5 - No Limit	\$5-\$50	\$2	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1000	\$7	
		\$1001+	\$10	
11	\$10 - No Limit	\$10-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1500	\$7	
		\$1501+	\$13	
12	\$25 - No Limit	\$25-\$300	\$3	\$0
		\$301-\$700	\$6	
		\$701-\$1200	\$9	
		\$1201-\$2000	\$15	
		\$2001+	\$20	

Mississippi Stud 3 Card Bonus (GEGR-002063) - For **schedule options 1 through 6**, the Player Fee shall be taken from each player for each base game wager they place. No collection shall be taken from any player for placing a 3 Card Bonus bet. The Player-Dealer Fee shall be taken per hand from the player-dealer position. No additional collection shall be taken from the player-dealer position for any 3 Card Bonus bet placed by any player. The 3 Card Bonus bet may be less than, equal to, or greater than the ante wager, so long as it is within table limits. Backline betting is not permitted on any base game wager or bonus bet. All collection fees shall be taken prior to any cards being dealt or round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$50

Maximum Wagering Limits shall be between \$100 and \$300

Schedule Option	Player Fee	Player-Dealer Fee
1	\$0	\$2
2	\$1	\$2
3	\$0	\$3
4	\$1	\$3
5	\$0	\$5
6	\$1	\$5

CA Games Collection Rates

For **schedule options 7 through 10**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. Additionally, the Player Fee shall be taken from each player for each base game wager they place. The CA/Asian Promotional Chip Fee shall be taken from each player for each CA Games Promotional Chips (GEAR-001021) they use. No additional collection shall be taken from any player or the player-dealer for any 3 Card Bonus bets placed. The 3 Card Bonus bet may be less than, equal to, or greater than the base game wager, so long as it is within table limits. Backline betting is not permitted on any base game wager or bonus bet. All collection fees shall be taken prior to any cards being dealt or round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$25

Maximum Wagering Limits shall be between \$50 and No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee	CA/Asian Promotional Chip Fee
7	\$5-\$50	\$2	\$0.50	\$1
	\$51+	\$3		
8	\$5-\$50	\$2	\$0	\$1
	\$51-\$300	\$3		
	\$301-\$500	\$4		
	\$501-\$1,000	\$7		
	\$1,001+	\$10		
9	\$10-\$100	\$2	\$0	\$1
	\$101-\$400	\$3		
	\$401-\$700	\$4		
	\$701-\$1,500	\$7		
	\$1,501+	\$13		
10	\$25-\$300	\$3	\$0	\$1
	\$301-\$700	\$6		
	\$701-\$1,200	\$9		
	\$1,201-\$2,000	\$15		
	\$2,001+	\$20		

Casino War (GEGR-002059) - For **schedule options 1 through 8**, the Player-Dealer Collection shall be taken per hand from the player-dealer position. For **schedule options 1 through 4**, there shall be no collection fee taken from any player or backline bettor for placing any base game wager or the optional Tie Wager. For **schedule options 5 through 8**, a collection fee shall be taken from each player and backline bettor for each base game wager placed. There will also be a collection fee taken for each CA Games Promotional Chips (GEAR-001021) used prior to the deal. There will be no additional collection fee taken from players or backline bettors for placing any Tie Wager or War Wager. The Tie Wager limit shall range from \$5 - \$100 and may be less than, equal to, or greater than the base game wager. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Collection	Player Collection	Promotional Chip Collection
1	\$5-\$100	\$2	\$0	\$1
2	\$10-\$100	\$2	\$0	\$1
3	\$25-\$100	\$3	\$0	\$1
4	\$50-\$300	\$5	\$0	\$1

CA Games Collection Rates

5	\$5-\$100	\$2	\$1	\$1
6	\$10-\$100	\$2	\$1	\$1
7	\$25-\$100	\$3	\$1	\$1
8	\$50-\$300	\$5	\$3	\$1

For **schedule options 9 through 12**, the Player-Dealer Collection fee shall be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers and Tie Wagers placed. For **schedule option 9**, a collection fee shall also be taken from each player and backline bettor for each base game wager placed. There shall be no additional collection fee required from a player or backline bettor when placing a Tie Wager or War Wager. The Tie Wager limit shall range from \$5 - \$100 and may be less than, equal to, or greater than the base game wager. For **schedule options 10 through 12**, there shall be no collection fee taken from any player or backline bettor. The collection fees shall be taken prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$5-\$50	\$5-\$50	\$2	\$0.50
		\$51+	\$3	
10	\$5-No Limit	\$5-\$50	\$2	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1,000	\$7	
		\$1,001+	\$10	
11	\$10-No Limit	\$10-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1,500	\$7	
		\$1,501+	\$13	
12	\$25-No Limit	\$25-\$300	\$3	\$0
		\$301-\$700	\$6	
		\$701-\$1,200	\$9	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	

Crazy 4 Poker (GEGR-002060) - For **schedule options 1 through 8**, the collection fees will be taken per hand from the player-dealer. For **schedule options 5 through 8**, a collection fee will also be taken from each player for each base game wager placed. There will also be a collection fee taken for each CA Games Promotional Chips (GEAR-001021) used prior to the deal. There will be no additional collection fee taken from players for placing any bonus bets. All bonus bets may be less than, equal to, or more than the base game wager as long as it is within the table limits. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee	Promotional Chip Fee
1	\$5-\$100	\$2	\$0	\$1
2	\$10-\$100	\$2	\$0	\$1
3	\$25-\$100	\$3	\$0	\$1
4	\$50-\$300	\$5	\$0	\$1

CA Games Collection Rates

5	\$5-\$100	\$2	\$1	\$1
6	\$10-\$100	\$2	\$1	\$1
7	\$25-\$100	\$3	\$1	\$1
8	\$50-\$300	\$5	\$3	\$1

For **schedule options 9 through 12**, a collection fee will be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers placed. The bonus bets limit will range from \$5-\$100. For **schedule option 9**, a collection fee will also be taken from each player for each base game wager placed. There will be no additional collection fee required from a player when placing a bonus bet. For **schedule options 10 through 12**, there will be no collection fee taken from each player. The collection fees will be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$5-\$50	\$5-\$50	\$2	\$0.50
		\$51+	\$3	
10	\$5-No Limit	\$5-\$50	\$2	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1,000	\$7	
		\$1,001+	\$10	
11	\$10-No Limit	\$10-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1,500	\$7	
		\$1,501+	\$13	
12	\$10-No Limit	\$25-\$300	\$3	\$0
		\$301-\$700	\$6	
		\$701-\$1,200	\$9	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	

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. Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Larry Flynt's Lucky Lady Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.

EZ Baccarat

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks shall be used during the play of the game. The cards can be shuffled by hand or with an automatic card shuffling device (shuffler).

Card Values and Hand Rankings

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

EZ Baccarat Hand Ranking

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard sized 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, Dragon 7 Bonus Bet and the Panda 8 Bonus Bet.
- Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

EZ Baccarat

- Backline betting is allowed on the base game wager, Tie Bet, Dragon 7 Bonus Bet, and the Panda 8 Bonus Bet. The wagers are placed side by side in the same designated betting spaces as the seated placers. Each seated player and backline bettor is responsible for their wager.

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 Baccarat 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, then the dealer 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

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

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

How Winners are Determined and Paid

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

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

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

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 he/she has 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.

- 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.

EZ Baccarat

- 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.
- Backline betting is permitted on the Tie Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- All winning Tie Bets shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet. A player may only place a Dragon 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal. 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 permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- All winning Dragon 7 Bonus Bets shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bets and shall collect all losing Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Panda 8 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bonus Bet. A player may only place a Dragon 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal. 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 Bonus Bet wins. The Panda 8 Bonus Bet shall lose on all other outcomes.

- Backline betting is permitted on the Panda 8 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bonus Bet and any collection fees that may be taken.
- All winning Panda 8 Bonus Bets shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bonus Bets and shall collect all losing Panda 8 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

EZ Baccarat

Table Layout



Equipment Used



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

Key Features

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

Collection Rate Schedule

For wagering limits and collection rates for the game of EZ Baccarat, please refer to the California Games Collection Rates (GEGR-001814).

Ultimate Texas Hold'em

Type of Game

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

Object of the Game

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

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

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

This game also features an optional Trips Bonus Bet. Players win the Trips Bonus Bet if their final five-card hand is three of a kind or better.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of 52 cards.
2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of 52 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 an 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 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 Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.

Ultimate Texas Hold'em

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table having five 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 Trips Bonus Bet, the word "Trips"; and
- For Play wagers, the word "Play."



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.

Ultimate Texas Hold'em

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. 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 Bets have been made, the house dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, and then;
 - b. Starting on their left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face-down and no cards will be burned.
 - a. When a card shoe is used the cards shall be dealt as follows:
 - i. One card is dealt to each wagering area containing an Ante and Blind wagers and then one card to the player-dealer; followed by
 - ii. A further card is dealt 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 are dealt face-down in the center of the table.
 - b. When an automatic shuffler is used the cards shall be dealt as follows:
 - i. Two cards are dealt to each wagering area containing an Ante and Blind wagers; followed by
 - ii. Two cards are dealt to the player-dealer; followed by
 - iii. Five community cards are dealt face-down in the center of the table.
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 not place a wager) 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, known as the flop.
9. Players who have not already made a Play wager may decide to either check again or 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 and Blind wagers, any Trips Bonus Bet (if the hand is not a three of a kind or better) on behalf of the player-dealer;
 - b. Take the player's cards and individually spread out the cards, face-down, and count them; and
 - c. Place the cards in the discard rack.
13. For the remaining players, the house dealer will then turn over the player-dealer's two cards.

Ultimate Texas Hold'em

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.
16. All wagers shall be settled from seat to seat in the following order: Ante, Play, Blind wagers and then the Trip Bonus Bet.
17. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

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

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

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

The player-dealer qualifies when the player-dealer's hand has 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 rank than the player-dealer's hand;
 - b. Lose if it has a lower poker rank 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 accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - c. 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:

Ultimate Texas Hold'em

- a. Pay the Ante and Play wagers on the hand on behalf of the player-dealer and 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 paytable;
- c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer, see paytable; and
- d. 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. Pay the Blind if the hand is a straight or better or collect for the player-dealer if the hand is not a straight;
 - c. Ante is a push and returned to the player; and
 - d. 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 wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table below).
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a three of a kind or higher, the house dealer shall leave the particular cards face-up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a three of a kind or higher, the Trips Bonus 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.)
10. See below for Blind and Trips Bonus Bet payouts.

Ultimate Texas Hold'em Blind 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

Bonus Bet

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips Bonus Bet is to attain a hand with a three of a kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.

Ultimate Texas Hold'em

- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Ultimate Texas Hold'em Trips 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	6 to 1
Straight	5 to 1
Three of a Kind	3 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 (GEGR-001814).

Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles 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 of Pai Gow Tiles is to make a two-tile high hand and a two-tile low hand that ranks higher than the player-dealer's two-tile high hand and two-tile low hand.

Description of the Deck and Number of Decks Used

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles', which form 16 possible pairs.

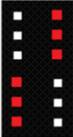
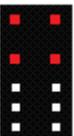
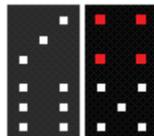
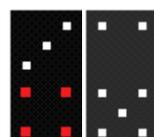
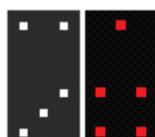
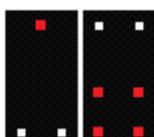
Tile Values and Rankings

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total number of the dots on each tile. Use only the right hand digit value if the total is over 9.

- *Example: A 12-dot tile has a value of 2.*

The color of the dots have no significance and does not change the value of any tile. As noted below, the numerical value of a tile does not represent the actual ranking of each tile.

- *Example: A Gor Tile (4-dots) is higher ranking than a Foo Tile (11-dots).*

Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
 Teen	 Dey	 Yun	 Gor	 Mooy	 Chong
Rank 7	Rank 8	Rank 9	Rank 10	Rank 11	Rank 12
 Bon	 Foo	 Ping	 Tit	 Look	 Chop Gow
Rank 13	Rank 14	Rank 15	Rank 16		
 Chop Bot	 Chop Chit	 Chop Ng	 Gee Joon		

Pai Gow Tiles

- The above tiles ranked 1 through 11 have an exact copy, representing 22 of the 32 total tiles.
- The above tiles ranked 12 through 16 have different dot representations but share the same name, numerical value, and ranking.
- The above tile ranked 16, Gee Joon is wild and can be played with a numerical value of either 3 or 6 depending on what the player wants to achieve.
 - *Example: a Gee Joon (3-Dot) tile can be used as a Gee Joon (6-Dot) tile.*

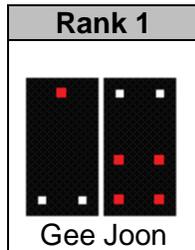
Hand Rankings

Each player will use their 4 tiles to create a two-tile high hand and a two-tile low hand. When a player sets their hands, the player will attempt to arrange them by the below rankings:

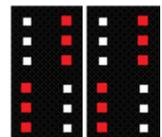
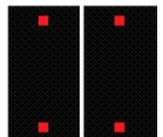
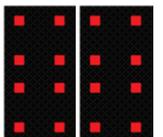
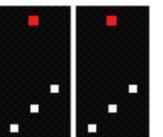
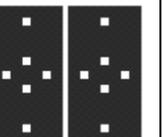
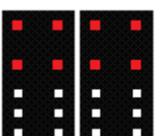
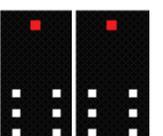
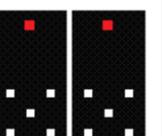
1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less

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

SUPREME PAIR

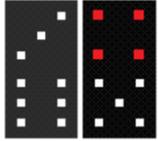
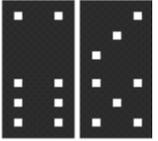
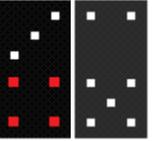
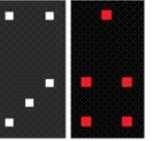


MATCHED PAIRS: Any matched pair.

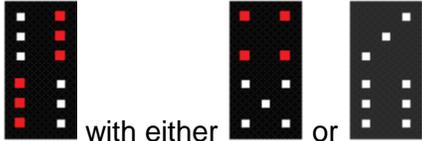
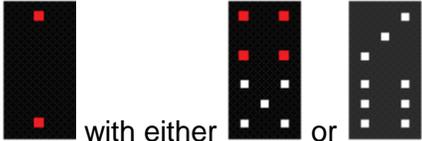
Rank 2	Rank 3	Rank 4	Rank 5	Rank 6	Rank 7
 Teen	 High Eight	 High Eight	 High Four	 High Ten	 High Six
Rank 8	Rank 9	Rank 10	Rank 11	Rank 12	
 Low Four	 Eleven	 Low Ten	 High Seven	 Low Six	

Pai Gow Tiles

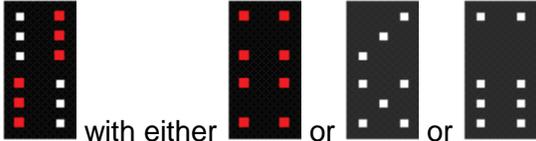
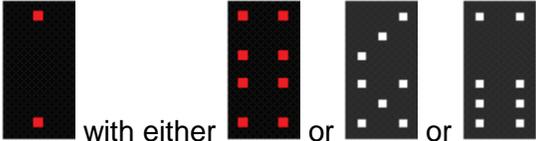
UNMATCHED PAIRS: Any of the below mixed pairs.

Rank 13	Rank 14	Rank 15	Rank 16
			
Nine	Low Eight	Low Seven	Five

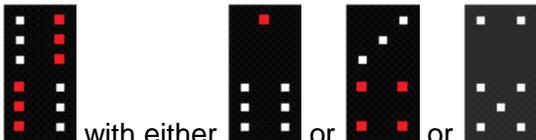
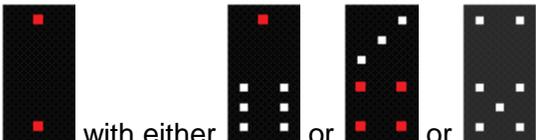
WONG: Any 2 or 12-dot tile and any 9-dot tile.

Rank 17	Rank 18
	
Twelve Plus Any Nine	Two Plus Any Nine

GONG: Any 2 or 12-dot tile with any 8-dot tile.

Rank 19	Rank 20
	
Twelve Plus Any Eight	Two Plus Any Eight

HIGH 9: Any 2 or 12-dot tile with any 7-dot tile.

Rank 21	Rank 22
	
Twelve Plus Any Seven	Two Plus Any Seven

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Pai Gow 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 one separate betting space specifically designated for one separate base game wager. Backline betting is permitted for all wagers; also players may wager on available betting spaces.

Pai Gow Tiles

Dealing Procedures and Round of Play

All players post wagers in the betting circles on the table in front of their position before the dice cup is shaken and opened.

1. The house dealer shuffles or mixes the tiles and stacks them in rows, with four tiles facing down in each row.
 - a. When the house dealer is shuffling or stacking the tiles and exposed a Teen or a Day, the house dealer will be required to re-shuffle. If the tile is of any other value, the stacking will continue and the hand will be played.
 - b. If the house dealer knocks over two or more stacks of tiles and is unable to reconstruct where each tile goes, the house dealer will re-shuffle.
 - c. When the house dealer is delivering the player-dealer hand and a single tile in the player-dealer's hand is exposed, the hand will stand as dealt.
 - d. If two tiles are exposed from the player-dealer hand, the player-dealer will be allowed an option to play the hand out as dealt or to re-shuffle.
2. Once tiles have been stacked, the player-dealer selects which stack will receive the "Action button". The house dealer identifies the selected hand by placing a button marked "Action" on the stack by pushing it forward.
3. To determine the placement of the Action button and first tile stack, the player-dealer shakes a dice cup containing three standard dice.
4. Before revealing the value of the die, all players post wagers in the betting circles in front of their position before the dice cup is opened.
5. The value of the three die indicates which seat the first pile of tiles will be distributed to. The player-dealer's position is always one, nine, and seventeen. Other seats (occupied and unoccupied), in counterclockwise rotation, respectively represent the other numbers.
6. If the total of the three die is nine or seventeen, the player-dealer shall receive the first set of tiles and the player to the left of the player-dealer shall receive the Action button.
7. The house dealer shall distribute the eight sets of tiles in order to each seat, starting with the hand that has the Action button and continuing counterclockwise around the table. All eight sets will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
 - a. The house dealer will use their right hand to deliver the tiles to seats 1, 2, 3, 4, and use their left hand to deliver to seats 5, 6, 7, and 8. The house dealer will always slide the tiles to ensure no tiles are exposed and use one hand to deliver the tiles.
 - b. The player-dealer's tiles will always be placed in the center of the table, and indicated by placing a "Banker Button" on top of the tiles.
8. Once all of the tiles have been distributed, the house dealer will collect the tiles distributed to seats without a wager and place them in the discard pile. The house dealer will leave these tiles unexposed until the completion of the round of play.
9. Each player shall then set their hands according to the rankings above by arranging the four tile set into a two-tile high hand and a two-tile low hand. The two stacks do not have to be placed in a specific position.
10. Players may have the house dealer set their hands in the "House Way." The player will place their four tiles in one stack in front of their wager. When opened, this hand will be set according to the House Way.
11. Once everyone has placed their tiles in front of their wagers and any House Way hands stacked four tiles high, the house dealer will pass the player-dealer tiles to the player-dealer. Once the tiles have been passed to the player-dealer, any player touching their tiles or wager will forfeit their hand and their wager will be awarded to the player-dealer.

Pai Gow Tiles

12. After the player-dealer has exposed and looked at their tiles, the house dealer will collect the exposed player-dealer hand and set it into two hands according to the below House Way chart. The player-dealer will have final say as to how the tiles will be set and will be asked for confirmation by the house dealer.
13. Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or pushes.
 - a. Each two-tile stack will be exposed one tile at a time to avoid any chance of a low hand and a high hand becoming mixed up.

House Way

If one setting results in an equal or higher high and low hand than all alternatives, then play it. For example, with 12-dot tile, 12-dot tile, 3-dot tile, and 4-dot tile, playing 7/teen pair is the obvious best play. This supersedes the rule to split a 12-dot tile pair to make 6/8 or better.

Pai Gow Tiles House Way Chart

Hand Dealt: Pair	Hand Setting
Gee Joon	Split only with 12-dot, 11-dot, or 10-dot tiles.
2, 12 Pair	Split to make 6/8 or better, or with 9-dot and 11-dot tile.
6 Pair	Split with any combination of 2, 11, and 12-dot tiles.
7 Pair	Split with any combination of 2, 10, 11, or 12-dot tiles.
8 Pair	Split with any combination of 2, 10, 11, or 12-dot tiles. Also split with a 9-dot tile and an 11-dot tile.
9 Pair	Split with any combination of 2, 10, and 12-dot tiles.

If a pair is not possible, the house dealer will score the maximum number of points between both pairs of tiles as follows. Pairs of 0 to 9 count according to the number of points. A Gong shall count as 10 points, and a Wong shall count as 11 points. For example, 12-dot tile, 8-dot tile, 9-dot tile, and a 5-dot tile could be arranged as 4/Gong (4+10=14 points), 3/Wong (3+11=14 points), or 7/7 (7+7=14 points). It is thus a 14-point hand.

After scoring the hand, the house dealer will play it according to the number of points. The highest play listed is the one the house dealer will play. For example, of the three possible plays in the 14-point hand above, 7/7 is listed highest, and is thus what a player should play.

When given the choice whether to play the 2-dot tile or 12-dot tile in a Wong, Gong, or High 9, the house dealer will play the 12-dot tile.

Hand Dealt: No Pair	Hand Setting
20 Points or More	Maximize High Hand
18 or 19 Points	Maximize Low Hand
17 Points	<ol style="list-style-type: none"> 1. 7/low 8 Gong 2. 6/Wong 3. 8/high 9 4. 7/high 8 Gong 5. 8/9

Pai Gow Tiles

16 Points	<ol style="list-style-type: none"> 1. 7/high 9 2. 6/low 8 Gong 3. 7/9 4. 6/high 8 Gong 5. 8/8 6. 5/Wong
15 Points	<ol style="list-style-type: none"> 1. 7/high 9 2. 5/low 8 Gong 3. 7/8 4. 4/Wong 5. 6/9 6. 5/high 8 Gong
14 Points	<ol style="list-style-type: none"> 1. 5/high 9 2. 4/low 8 Gong 3. 7/7 4. 3/Wong 5. 4/high 8 Gong 6. 6/8 7. 5/9
13 Points	<ol style="list-style-type: none"> 1. 2/Wong 2. 6/7 3. 3/low 8 Gong 4. 4/high 9 5. 3/high 8 Gong 6. 5/8 7. 4/9
12 Points	<ol style="list-style-type: none"> 1. 1/Wong 2. 2/Gong 3. 6/6 4. 5/7 5. 3/9 6. 4/8
11 Points	<ol style="list-style-type: none"> 1. 0/Wong 2. 1/Gong 3. 2/high 9 4. 5/6 5. 2/9 6. 4/7 7. 3/8
10 Points	<ol style="list-style-type: none"> 1. 0/Gong 2. 1/9 3. 5/5 4. 2/8 5. 3/7 6. 4/6
9 Points	<ol style="list-style-type: none"> 1. 0/9 2. 1/8 3. 2/7 4. 4/5 5. 3/6

Pai Gow Tiles

8 Points	<ol style="list-style-type: none"> 1. 0/8 2. 1/7 3. 4/4 4. 2/6 5. 3/5
7 Points	<p>With 7-point hands, do not play highest two ranking tiles in the same hand.</p> <ol style="list-style-type: none"> 1. 0/7 2. 3/4 3. 2/5 4. 1/6
6 Points or Less	Maximize the low hand

How Winners are Determined and Paid

All bets are made against the player-dealer. A player wins if both hands rank higher than both hands of the player-dealer. If only one hand ranks higher, it is a tie or a “push.” In case both two-tile combinations are of the same total value (9, 8, 7, etc.), the highest ranking tiles are compared, and the two-tile combination holding the highest ranking individual tile wins. If both of the player’s hands rank lower than the player-dealer’s hands, the player loses to the player-dealer. The player-dealer wins all situations where both hands are identical to the player’s hands. The player-dealer also wins all “zero” combination ties regardless of the highest tile ranking.

The player-dealer can only receive action on the amount wagered and cannot win or lose more than their original wager. Wagers shall be settled in a clockwise manner around the table, starting with the player with the Action button. Furthermore, all wagers shall be settled from seat to seat. Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Once all hands have been settled and picked up, the house dealer will expose all unused tile hands. After they have been exposed to the players, the tiles are to be turned over in preparation for the shuffle-wash.

The house dealer will then turn over, push forward, and “chop” the stacked tiles used in the previous round. After making sure all tiles are face-down and unexposed, the house dealer will start the shuffle-wash procedure for the next round.

Pai Gow Tiles

Table Layout



Collection Rate Schedule

For wagering limits and collection rates for the game of Pai Gow Tiles, please refer to the California Games Collection Rates (GEGR-001814).

Pai Gow Poker

Type of Game

The game of Pai Gow Poker 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, as a player, is to use their seven cards to make two hands which are both superior to the player-dealer's. The object of the game, as the player-dealer, is to use their seven cards to make two hands which are the same or superior to each player's two hands. The two hands will consist of a two-card hand and a five-card hand. In both instances the two-card hand must rank lower than the five-card hand.

Description of the Deck and Number of Decks Used

Pai Gow Poker is played with a standard 52- card deck including a joker for a total of 53 cards. The joker may be used as an ace, or to complete any straight or any flush. Backline betting is permitted.

Card Values and Hand Rankings

The rank of each card used in Pai Gow Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The joker may be used as an ace or to complete any straight or any flush. All suits shall be considered equal in rank. Aces can be low when used in a straight or straight flush.

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

Hand	Hand Ranking
Five Aces	A hand that consists of four aces and a joker.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.

Pai Gow Poker

Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Pai Gow Poker is played on a Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. The game may be played on a larger table that seats more than seven players; however, a maximum of seven seated players may be active in the game during each round of play.

Dealing Procedures and Round of Play

1. The house dealer will utilize a shuffle machine to shuffle, mix, and distribute seven piles of seven cards face-down in front of the house dealer. The remaining four cards shall be placed in the discard pile.
2. Once cards have been stacked, the player-dealer selects which pile will receive the "Action button". The house dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
3. To determine the placement of the pile of cards with the Action button, the player-dealer shakes a dice cup containing three standard dice.
4. Before revealing the value of the dice, all players post wagers in the betting circles in front of their position before the dice cup is opened.
5. The value of the three dice indicate which seat the first pile of seven cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
6. If the total of the three dice is eight or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the Action button.
7. The house dealer shall distribute the seven hands in order to each seat, starting with the hand that has the Action button and continuing clockwise around the table. All seven hands will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
8. Once all of the hands have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
9. Each player shall then set their hands by arranging the seven cards into a two-card hand which is placed in front of the five-card hand, and a five-card hand which is placed behind the two-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.
10. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and the player-dealer informs the house dealer they would like their hand set according to the house way chart listed below.
11. Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.

Pai Gow Poker

Fortune Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example										
High Card	Put 2 nd and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♦</td> <td style="padding: 2px;">J ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">10 ♣</td> <td style="padding: 2px;">7 ♠</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">3 ♦</td> </tr> </table>	K ♦	J ♣				A ♥	10 ♣	7 ♠	5 ♥	3 ♦
K ♦	J ♣											
A ♥	10 ♣	7 ♠	5 ♥	3 ♦								
No Pairs Plus the Joker	Put the 2 nd highest card plus the joker in back, the highest and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> </tr> </table>	K ♠	Q ♦				A ♣		J ♥	8 ♦	4 ♣
K ♠	Q ♦											
A ♣		J ♥	8 ♦	4 ♣								
One Pair	Put Pair in back, highest two cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">3 ♠</td> <td style="padding: 2px;">3 ♣</td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> </tr> </table>	A ♣	Q ♦				3 ♠	3 ♣	J ♥	8 ♦	4 ♣
A ♣	Q ♦											
3 ♠	3 ♣	J ♥	8 ♦	4 ♣								
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">3 ♦</td> <td style="padding: 2px;">3 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">K ♥</td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">7 ♥</td> <td style="padding: 2px;">6 ♣</td> <td style="padding: 2px;">2 ♦</td> </tr> </table>	3 ♦	3 ♠				K ♥	K ♠	7 ♥	6 ♣	2 ♦
3 ♦	3 ♠											
K ♥	K ♠	7 ♥	6 ♣	2 ♦								
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">7 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♥</td> <td style="padding: 2px;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♦</td> <td style="padding: 2px;">4 ♥</td> <td style="padding: 2px;">7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">Q ♥</td> <td style="padding: 2px;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">4 ♥</td> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">9 ♣</td> <td style="padding: 2px;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">7 ♦</td> <td style="padding: 2px;">7 ♣</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">A ♣</td> </tr> </table>	9 ♣	9 ♠				7 ♦	7 ♣	5 ♥	5 ♠	A ♣
9 ♣	9 ♠											
7 ♦	7 ♣	5 ♥	5 ♠	A ♣								
Three of a Kind: Aces	Put an ace and highest single card in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">8 ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♦</td> <td style="padding: 2px;">A ♠</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	A ♣	8 ♦				A ♦	A ♠	5 ♦	4 ♣	2 ♠
A ♣	8 ♦											
A ♦	A ♠	5 ♦	4 ♣	2 ♠								

Pai Gow Poker

Three of a Kind: Kings and below	Put two highest single cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> <td></td> </tr> </table>	J ♥	10 ♣					K ♥	K ♦	K ♣	7 ♠	5 ♥	
J ♥	10 ♣													
K ♥	K ♦	K ♣	7 ♠	5 ♥										
Two Three of a Kinds	Put highest Pair possible in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> <td></td> </tr> </table>	J ♣	J ♦					5 ♠	5 ♥	5 ♣	J ♠	A ♦	
J ♣	J ♦													
5 ♠	5 ♥	5 ♣	J ♠	A ♦										
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> <td></td> </tr> </table>	A ♠	9 ♠					6 ♠	5 ♠	4 ♣	3 ♦	2 ♠	
A ♠	9 ♠													
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠										
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> <td></td> </tr> </table>	J ♥	8 ♦					9 ♠	8 ♥		6 ♠	5 ♦	
J ♥	8 ♦													
9 ♠	8 ♥		6 ♠	5 ♦										
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> <td></td> </tr> </table>	7 ♦	7 ♣					9 ♥	9 ♦	Q ♦	J ♦	4 ♦	
7 ♦	7 ♣													
9 ♥	9 ♦	Q ♦	J ♦	4 ♦										
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> <td></td> </tr> </table>	5 ♣	5 ♥					7 ♦	6 ♠	5 ♦	4 ♠	3 ♥	
5 ♣	5 ♥													
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥										
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♥</td> <td>8 ♠</td> <td>8 ♦</td> <td>A ♣</td> <td>K ♥</td> <td></td> </tr> </table>	4 ♣	4 ♥					8 ♥	8 ♠	8 ♦	A ♣	K ♥	
4 ♣	4 ♥													
8 ♥	8 ♠	8 ♦	A ♣	K ♥										
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>Q ♣</td> <td>Q ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Q ♥</td> <td>Q ♠</td> <td>9 ♠</td> <td>7 ♦</td> <td>5 ♣</td> <td></td> </tr> </table>	Q ♣	Q ♦					Q ♥	Q ♠	9 ♠	7 ♦	5 ♣	
Q ♣	Q ♦													
Q ♥	Q ♠	9 ♠	7 ♦	5 ♣										
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♦</td> <td>J ♠</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>Q ♦</td> <td>10 ♠</td> <td>7 ♥</td> <td></td> </tr> </table>	J ♦	J ♠					J ♥	J ♣	Q ♦	10 ♠	7 ♥	
J ♦	J ♠													
J ♥	J ♣	Q ♦	10 ♠	7 ♥										
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>8 ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♣</td> <td>8 ♠</td> <td>J ♣</td> <td>7 ♠</td> <td>4 ♦</td> <td></td> </tr> </table>	8 ♥	8 ♦					8 ♣	8 ♠	J ♣	7 ♠	4 ♦	
8 ♥	8 ♦													
8 ♣	8 ♠	J ♣	7 ♠	4 ♦										

Pai Gow Poker

Four of a Kind: 5s or below	Always play Four of Kind behind.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">9 ♥</td> <td style="padding: 2px;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	9 ♥	8 ♣				5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
9 ♥	8 ♣											
5 ♠	5 ♦	5 ♥	5 ♣	2 ♠								
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">4 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	4 ♣	4 ♥				5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
4 ♣	4 ♥											
5 ♥	5 ♦	5 ♣	5 ♠	2 ♠								
Five Aces	Play a Pair of aces in front.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">A ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">A ♦</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">5 ♣</td> </tr> </table>	A ♣	A ♠				A ♥	A ♦		K ♠	5 ♣
A ♣	A ♠											
A ♥	A ♦		K ♠	5 ♣								

How Winners are Determined and Paid

Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn, starting with the Action button, to determine the winner according to the following criteria:

- The Pai Gow Poker base game wager wins if the two card hand and the five-card hand held by the player ranks higher than the player-dealer's two-card hand and the five-card hand. Winning Pai Gow Poker game wagers are paid 1 to 1.
- The Pai Gow Poker base game wager loses if the two-card hand and the five-card hand held by the player ranks lower than the player-dealer's two-card hand and the five-card hand.
- The Pai Gow Poker base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.
- If one hand is identical in rank to the player-dealer's hand, it is a copy hand. The player-dealer wins all copy hands.
- If a player's two-card outranks their five-card hand, the hands will be considered a foul and the hands shall lose.
- Wagers shall be settled in a clockwise manner around the table, starting with the player with the Action button. Furthermore, all wagers shall be settled from seat to seat.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Pai Gow Poker

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Pai Gow Poker, please refer to the California Games Collection Rates (GEGR-001814).

Fortune Pai Gow Poker 1.0

Type of Game

The game of Fortune Pai Gow Poker 1.0 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. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game of Fortune Pai Gow 1.0 is to make a five-card and a two-card hand that ranks higher than the player-dealer's five-card and two-card hands.

Fortune Pai Gow Poker 1.0 adds a bonus bet element to the traditional game of Pai Gow Poker. In Fortune Pai Gow Poker 1.0, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus payout.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker 1.0 is played with a standard 52 card deck including a joker for a total of 53 cards.

Card Values and Hand Rankings

The rank of each card used in Fortune Pai Gow Poker 1.0, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, 9, 8, 7, 6, 5, 4, 3, and 2. The joker is fully wild and may be used as any card. The ace would be considered low any time the ace begins a Straight or a Straight Flush. All suits shall be considered equal in rank.

The hand rankings for the game of Fortune Pai Gow Poker 1.0, in order of highest to lowest, are as follows:

Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of Four of a Kind and a joker. Five aces is the highest ranked Five of a Kind and five 2s is the lowest ranked Five of a Kind.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.

Fortune Pai Gow Poker 1.0

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

Description of Table Used and Total Number of Seated Positions

Fortune Pai Gow Poker 1.0 is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. The table felt will be marked with the game name and segregated areas for the base game wager, Fortune Bonus Bet, and Envy Bonus Bet. Backline betting is only permitted on the base game wager.

The game may be played on a larger table that seats more than seven players; however, a maximum of seven players may be active in the game during each round of play.

Dealing Procedures and Round of Play

1. The house dealer will utilize a ShuffleMaster i-deal shuffler to distribute seven piles of seven cards face-down in front of them.
2. Once cards have been stacked, the player-dealer selects which pile will receive the "Action" button. The house dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
3. To determine the placement of the Action button, the player-dealer shakes a dice cup containing three standard dice.
4. Before revealing the value of the dice, all players post wagers in the betting circles in front of their position before the dice cup is opened.
5. The value of the three dice indicates which seat the first pile of seven cards will be distributed to. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
6. If the total of the three dice is eight or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the Action button.
7. The house dealer shall distribute the seven hands in order to each seat, starting with the hand that has the Action button and continuing clockwise around the table. All seven hands will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
8. Once all of the hands have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
9. Each player shall then set their hands by arranging the seven cards into a two-card hand which is placed in front of the five-card hand, and a five-card hand which is placed behind the two-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.
10. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and the player-dealer informs the house dealer they would like their hand set according to the house way chart listed below:
11. Once the player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or pushes.

Fortune Pai Gow Poker 1.0

Fortune Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example												
High Card	Put 2 nd and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♦</td> <td style="padding: 2px;">J ♣</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">10 ♣</td> <td style="padding: 2px;">7 ♠</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">3 ♦</td> <td style="width: 20px;"></td> </tr> </table>	K ♦	J ♣					A ♥	10 ♣	7 ♠	5 ♥	3 ♦	
K ♦	J ♣													
A ♥	10 ♣	7 ♠	5 ♥	3 ♦										
No Pairs Plus the Joker	Put the 2 nd highest card plus the joker in back, the highest and 3 rd highest cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">Q ♦</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> <td style="width: 20px;"></td> </tr> </table>	K ♠	Q ♦					A ♣		J ♥	8 ♦	4 ♣	
K ♠	Q ♦													
A ♣		J ♥	8 ♦	4 ♣										
One Pair	Put Pair in back, highest two cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">Q ♦</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">3 ♠</td> <td style="padding: 2px;">3 ♣</td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> <td style="width: 20px;"></td> </tr> </table>	A ♣	Q ♦					3 ♠	3 ♣	J ♥	8 ♦	4 ♣	
A ♣	Q ♦													
3 ♠	3 ♣	J ♥	8 ♦	4 ♣										
Two Pair: High Pair is As, Ks, or Qs	Put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">3 ♦</td> <td style="padding: 2px;">3 ♠</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">K ♥</td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">7 ♥</td> <td style="padding: 2px;">6 ♣</td> <td style="padding: 2px;">2 ♦</td> <td style="width: 20px;"></td> </tr> </table>	3 ♦	3 ♠					K ♥	K ♠	7 ♥	6 ♣	2 ♦	
3 ♦	3 ♠													
K ♥	K ♠	7 ♥	6 ♣	2 ♦										
Two Pair: High Pair is Js, 10s, or 9s	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">7 ♥</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♥</td> <td style="padding: 2px;">4 ♠</td> <td style="width: 20px;"></td> </tr> </table>	A ♣	7 ♥					J ♦	J ♠	8 ♣	8 ♥	4 ♠	
A ♣	7 ♥													
J ♦	J ♠	8 ♣	8 ♥	4 ♠										
Two Pair: High Pair is 8s, 7s, or 6s	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">9 ♠</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♦</td> <td style="padding: 2px;">4 ♥</td> <td style="padding: 2px;">7 ♣</td> <td style="width: 20px;"></td> </tr> </table>	K ♠	9 ♠					8 ♣	8 ♦	4 ♦	4 ♥	7 ♣	
K ♠	9 ♠													
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣										
Two Pair: High Pair is 5s, 4s, or 3s	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">Q ♥</td> <td style="padding: 2px;">8 ♣</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">4 ♥</td> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">2 ♠</td> <td style="width: 20px;"></td> </tr> </table>	Q ♥	8 ♣					5 ♥	5 ♠	4 ♥	4 ♣	2 ♠	
Q ♥	8 ♣													
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠										
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">9 ♣</td> <td style="padding: 2px;">9 ♠</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">7 ♦</td> <td style="padding: 2px;">7 ♣</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">A ♣</td> <td style="width: 20px;"></td> </tr> </table>	9 ♣	9 ♠					7 ♦	7 ♣	5 ♥	5 ♠	A ♣	
9 ♣	9 ♠													
7 ♦	7 ♣	5 ♥	5 ♠	A ♣										
Three of a Kind: Aces	Put an ace and highest single card in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">8 ♦</td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> <td style="width: 20px;"></td> </tr> <tr> <td style="padding: 2px;">A ♦</td> <td style="padding: 2px;">A ♠</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">2 ♠</td> <td style="width: 20px;"></td> </tr> </table>	A ♣	8 ♦					A ♦	A ♠	5 ♦	4 ♣	2 ♠	
A ♣	8 ♦													
A ♦	A ♠	5 ♦	4 ♣	2 ♠										

Fortune Pai Gow Poker 1.0

Three of a Kind: Kings and below	Put two highest single cards in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> <td></td> </tr> </table>	J ♥	10 ♣					K ♥	K ♦	K ♣	7 ♠	5 ♥	
J ♥	10 ♣													
K ♥	K ♦	K ♣	7 ♠	5 ♥										
Two Three of a Kinds	Put highest Pair possible in front.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> <td></td> </tr> </table>	J ♣	J ♦					5 ♠	5 ♥	5 ♣	J ♠	A ♦	
J ♣	J ♦													
5 ♠	5 ♥	5 ♣	J ♠	A ♦										
Straight, Flush, or Straight Flush with no Pair	Put the highest possible two cards in front that will leave a complete hand in back.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> <td></td> </tr> </table>	A ♠	9 ♠					6 ♠	5 ♠	4 ♣	3 ♦	2 ♠	
A ♠	9 ♠													
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠										
Straight, Flush, or Straight Flush with one Pair	Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> <td></td> </tr> </table>	J ♥	8 ♦					9 ♠	8 ♥		6 ♠	5 ♦	
J ♥	8 ♦													
9 ♠	8 ♥		6 ♠	5 ♦										
Straight, Flush, or Straight Flush with two Pair	Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> <td></td> </tr> </table>	7 ♦	7 ♣					9 ♥	9 ♦	Q ♦	J ♦	4 ♦	
7 ♦	7 ♣													
9 ♥	9 ♦	Q ♦	J ♦	4 ♦										
Straight, Flush, or Straight Flush with Three of a Kind	Put Pair or ace in front with complete hand behind.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> <td></td> </tr> </table>	5 ♣	5 ♥					7 ♦	6 ♠	5 ♦	4 ♠	3 ♥	
5 ♣	5 ♥													
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥										
Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♥</td> <td>8 ♠</td> <td>8 ♦</td> <td>A ♣</td> <td>K ♥</td> <td></td> </tr> </table>	4 ♣	4 ♥					8 ♥	8 ♠	8 ♦	A ♣	K ♥	
4 ♣	4 ♥													
8 ♥	8 ♠	8 ♦	A ♣	K ♥										
Four of a Kind As, Ks, or Qs	Split to Pair-Pair.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>Q ♣</td> <td>Q ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Q ♥</td> <td>Q ♠</td> <td>9 ♠</td> <td>7 ♦</td> <td>5 ♣</td> <td></td> </tr> </table>	Q ♣	Q ♦					Q ♥	Q ♠	9 ♠	7 ♦	5 ♣	
Q ♣	Q ♦													
Q ♥	Q ♠	9 ♠	7 ♦	5 ♣										
Four of a Kind: Js, 10s, or 9s	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>J ♦</td> <td>J ♠</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>Q ♦</td> <td>10 ♠</td> <td>7 ♥</td> <td></td> </tr> </table>	J ♦	J ♠					J ♥	J ♣	Q ♦	10 ♠	7 ♥	
J ♦	J ♠													
J ♥	J ♣	Q ♦	10 ♠	7 ♥										
Four of a Kind: 8s, 7s, or 6s	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	<table border="1" style="border-collapse: collapse; text-align: center;"> <tr> <td>8 ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♣</td> <td>8 ♠</td> <td>J ♣</td> <td>7 ♠</td> <td>4 ♦</td> <td></td> </tr> </table>	8 ♥	8 ♦					8 ♣	8 ♠	J ♣	7 ♠	4 ♦	
8 ♥	8 ♦													
8 ♣	8 ♠	J ♣	7 ♠	4 ♦										

Fortune Pai Gow Poker 1.0

Four of a Kind: 5s or below	Always play Four of Kind behind.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">9 ♥</td> <td style="padding: 2px;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	9 ♥	8 ♣				5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
9 ♥	8 ♣											
5 ♠	5 ♦	5 ♥	5 ♣	2 ♠								
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">4 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♦</td> <td style="padding: 2px;">5 ♣</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	4 ♣	4 ♥				5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
4 ♣	4 ♥											
5 ♥	5 ♦	5 ♣	5 ♠	2 ♠								
Five of a Kind (2 through king)	Play the Five of a Kind in the back hand.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">Q ♦</td> <td style="padding: 2px;">10 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">J ♣</td> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td style="padding: 2px;"></td> </tr> </table>	Q ♦	10 ♠				J ♥	J ♣	J ♦	J ♠	
Q ♦	10 ♠											
J ♥	J ♣	J ♦	J ♠									
Five Aces	Play a Pair of aces in front.	<table border="1" style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">A ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">A ♦</td> <td style="padding: 2px;"></td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">5 ♣</td> </tr> </table>	A ♣	A ♠				A ♥	A ♦		K ♠	5 ♣
A ♣	A ♠											
A ♥	A ♦		K ♠	5 ♣								

How Winners are Determined and Paid

Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn, starting with the Action button, to determine the winner according to the following criteria:

1. Wagers shall be settled in a clockwise manner around the table, starting with the player with the Action button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Bonus Bet, Envy Bonus, base game wager, and then the backline bets that were placed on the base game.
2. The Fortune Pai Gow Poker 1.0 base game wager wins if the two-card hand and the five-card hand held by the player ranks higher than the player-dealer's two-card hand and the five-card hand. Winning Fortune Pai Gow Poker 1.0 game wagers are paid 1 to 1.
3. The Fortune Pai Gow Poker 1.0 base game wager loses if the two-card hand and the five-card hand held by the player ranks lower than the player-dealer's two-card hand and the five-card hand.
4. The Fortune Pai Gow Poker 1.0 base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the base game wager is a push and is returned to the player.
5. If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all copy hands.
6. Once the standard Pai Gow Poker game is finished, the house dealer will determine if the players' hand's qualifies for the Fortune Bonus Bet and/or the Envy Bonus. The Fortune Bonus Bet considers the best hand possible among the player's seven cards.
7. If the player's hand does not qualify for payouts, the player-dealer collects the Fortune Bonus Bet.

Fortune Pai Gow Poker 1.0

8. The house dealer leaves the “Envy” button, if applicable, next to the player’s Fortune Pai Gow Poker 1.0 game wager and payouts. The house dealer will not pick up “Envy” buttons until all wagers are reconciled.
9. The player-dealer pays any Envy Bonuses at the end of the round as noted below:
 - o If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
10. The player-dealer collects losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer’s wager.
11. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
12. After wagers are settled, the cards are collected, and a new round begins.

Bonus Bets

Fortune Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet. A player may only place a Fortune Bonus Bet if they have also placed a Fortune Pai Gow Poker 1.0 game wager prior to the initial deal.

- Backline betting is not allowed on the Fortune Bonus Bet. Only the seated player may place a Fortune Bonus Bet.
- The Fortune Bonus Bet takes into account the first seven cards dealt as a player’s hand.
- In the event that the first seven cards dealt to a player that placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown below, the Fortune Bonus Bet shall win.
- The player shall then receive a monetary payout based on the bonus hand that the player has received, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player’s hand, not a comparison of cards or hands.
- The Fortune Bonus Bet remains in action regardless of whether the player’s Fortune Pai Gow Poker 1.0 game wager wins, loses, or pushes.
- The player-dealer shall pay all qualifying Fortune Bonus Bets and shall collect all Fortune Bonus Bets that did not qualify.
- Fortune Bonus Bets may be less than or equal to the Fortune Pai Gow game wager, but may not exceed \$100. However, the Fortune Bonus Bet must be within the minimum and maximum table limits.

Envy Bonus

A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an “Envy” button and may qualify for the Envy Bonus payout if another player receives a predetermined and designated qualifying hand as shown in the chart below. Players shall receive one Envy button for each Fortune Bonus Bet in an amount equal to or greater than \$5.

- Only seated players are eligible to receive an Envy button. The player-dealer position is not eligible to receive an Envy bonus.
- The Envy bonus takes into account the first seven cards dealt as a player’s hand.

Fortune Pai Gow Poker 1.0

- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand as shown in the chart below, all players with an Envy button shall win.
- A player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button shall win, other than for their own hand.
- Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table as shown in the chart below.
- Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker 1.0 game wager.
- The player-dealer shall pay all qualifying Envy Bonuses and shall collect all Envy buttons that did not qualify.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Fortune Bonus Bet and Envy Bonus

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (No Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker.	500 to 1	\$250
7 Card Straight Flush (With Joker)	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker.	500 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Five of a Kind	A hand that consists of four cards of the same rank and a joker.	200 to 1	\$25
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$10
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$5
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.	3 to 1	
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.	2 to 1	

Fortune Pai Gow Poker 1.0

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Fortune Pai Gow Poker 1.0, please refer to the California Games Collection Rates (GEGR-001814).

Three Card Poker

Type of Game

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

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker shall be dealt by hand or from a single deck automatic card shuffling device (shuffler).

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

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

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

Card Values and Hand Rankings

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

Three Card Poker Hand Rankings

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

Three Card Poker

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

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

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



Dealing Procedures and Round of Play

All wagers in Three Card Poker 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 not permitted.
3. At the beginning of each round of play, each player shall be required to place an Ante Bet. Each player will have the option to place a Play Bet, after inspecting their hand, which must be equal to the Ante Bet.
4. Each player who has placed the Ante Bet required above, shall also have the option to make an additional Pair Plus Bonus Bet. This wager 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.
5. The house dealer shall wait for each player to place their Ante wager as well as any bonus wager. After each player has placed their wager(s), the house dealer will announce, "no more bets." No Ante or Pair Plus Bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
6. The game utilizes an action button to determine which player receives first action on their wager.
 - a. The player-dealer's third card, which is dealt face-up, determines the position of the action button.
 - b. When determining where the action button will be placed, cards will hold the following values: ace is one, 2 through 10 have their face value, jack is eleven, queen is twelve, and king is thirteen.
 - c. The player-dealer position is not counted when determining where the action button shall be placed.

Three Card Poker

- d. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face up card.
 - i. However, if the number of the face-up card is commensurate with an empty seated position, the action button moves to the next active seated player to the right of the empty seated position.
7. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
8. After the stacks have been delivered to each player, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player shall examine their cards.
10. Each player who wagers in Three Card Poker is responsible for their 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 their three cards in full view of the house dealer at all times.
11. After examination of the cards, each player shall have the option to either make a Play Bet in an amount **equal** to the player's Ante Bet or forfeit the Ante Bet and end their participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus Bet, but does not make a Play Bet, the player shall forfeit the wager, as well as, the Ante Bet.
12. After each player has either placed a wager on the table in the Play Bet area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
13. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer's hand does not qualify**.
 - a. The Play Bet 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.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**. The house dealer shall immediately stack each player's Play Bet atop the Ante. The house dealer shall then reveal the three-card hand of each active player, starting with the player to the left of the player-dealer position or the player with the action button.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play Bets.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play Bets.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play Bets shall push and be returned to the player.

Three Card Poker

3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealer's 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.
5. The payout begins with the player who has the Action button in front of them starting with the Ante Bet, Play Bet and then Pair Plus Bonus Bet going from left to right.

Bonus Bet

Pair Plus Bet

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

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

Pair Plus Wager Payout

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

Three Card Poker

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Three Card Poker, please refer to the California Games Collection Rates (GEGR-001814).



Type of Game

The game of Three Card Poker 6 Card Bonus is a California game and utilizes a player-dealer position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for a player to assemble a three-card hand that beats the player-dealer’s three-card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (“shuffler”) or manually by hand.

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

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

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

Card Values and Hand Rankings

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

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand comprised of an ace, king, and queen of the same suit.
Straight Flush	A hand comprised of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked Straight Flush and 3, 2 and ace is the lowest ranked Straight Flush.
Three of a Kind	A hand comprised of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Straight	A hand comprised of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked Straight and 3, 2, and ace is the lowest ranked Straight.
Flush	A hand comprised of three cards of the same suit, but are not in consecutive ranking. An ace, king, and jack is the highest ranked Flush and a 5, 3, and 2 is the lowest ranked Flush.



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

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

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



Dealing Procedures and Round of Play

All wagers in Three Card Poker 6 Card Bonus 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 (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. 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 who has placed the Ante wager required above, shall also have the option to make an additional Pair Plus Bonus Bet and a 6 Card Bonus Bet.
 - a. The Pair Plus Bonus Bet awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Bonus Bet Payout Table.
5. The 6 Card Bonus Bet considers the three cards dealt to the player’s hand and the three cards dealt to the player-dealer’s hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer’s hand, to make the best possible five card poker hand. If the player’s hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table.
6. The house dealer shall wait for each player to place their Ante wager as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, “no more bets.” No Ante, Pair Plus, or 6 Card Bonus Bets shall be made, increased, or withdrawn after the house dealer has announced “no more bets.”
7. The settling of wagers starts to the player-dealer’s left and continues clockwise. Also the order of settling wagers is Pairs Plus Bonus Bet, Ante wager, Play wager and then the 6 Card Bonus Bet.



8. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
9. After the stacks have been delivered to each player, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
10. After the dealing procedures above have been completed, each player shall examine his/her cards.
11. Each player who wagers in Three Card Poker 6 Card Bonus is responsible for his/her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/her three cards in full view of the house dealer at all times.
12. After examination of the cards, each player shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his/her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus Bonus Bet, 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 Bet, the 6 Card Bonus Bet is still active.
13. 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 except for players who have placed a 6 Card Bonus Bet. The house dealer will place the player's cards under the 6 Card Bonus Bet.
14. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify**.
 - a. The Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall be a push and be returned to the player.
2. If the player-dealer's hand has a queen or better, the **player-dealer's hand qualifies**.
 - a. The house dealer shall immediately stack each player's Play bet atop the Ante.
 - b. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position or the player with the action button.
 - i. The Action Button is placed to the first active position to the right of the player-dealer position.
 - c. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - d. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.



- e. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play wagers shall push and be returned to the player.
3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way they can be readily arranged to reconstruct each hand in the event of a question or dispute.
4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus Bonus Bet

The Pair Plus Bonus Bet is an optional bonus bet for the Three Card Poker 6 Card Bonus. The rules are as follows:

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

Pair Plus Bonus Bet Payout

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

6 Card Bonus Bet

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

- A player shall only place a 6 Card Bonus Bonus Bet if they have also placed an Ante wager prior to the initial deal.
- 6 Card Bonus Bets must be placed prior to the initial deal.

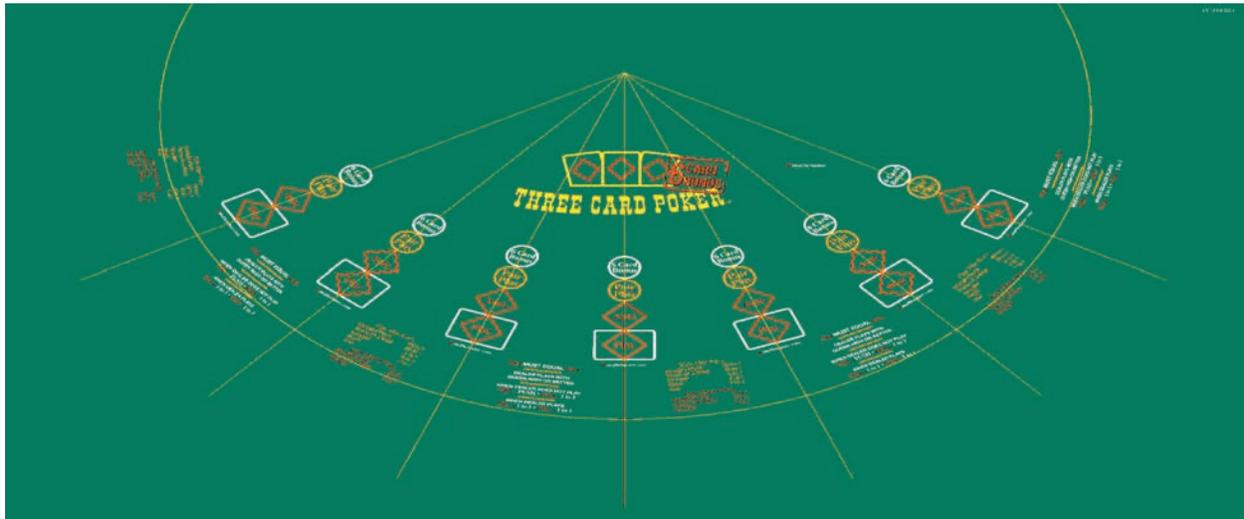


- 6 Card Bonus Bets consider the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.
- A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.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

6 Card Bonus Bet Payout Table

Hand	Payout
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Three Card Poker 6 Card Bonus, please refer to the California Games Collection Rates (GEGR-001814).

Crazy 4 Poker

Type of Game

The game of Crazy 4 Poker utilizes a player-dealer position and is a California game. The player-dealer will collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players. A player will only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to assemble a four-card hand that beats the player-dealer's four card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Crazy 4 Poker will be dealt from a single deck automatic card shuffling device ('shuffler').

Physical Characteristics: Cards used to play Crazy 4 Poker will be in standard decks of 52 cards. No jokers will be utilized.

Number of Decks: Cards used to play Crazy 4 Poker will be played with two alternating decks, each consisting of a 52 card deck with backs of the same design.

- The backs of each deck will be a different color;
- 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 will be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of each card used in Crazy 4 Poker, when forming a four-card poker hand, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits will be considered equal in rank. An ace will be considered low anytime it begins a straight or straight flush.

Crazy 4 Poker Hand Rankings

4 Card Hand Dealt	Hand Ranking
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Straight Flush	A hand that consists of four cards of the same suit in consecutive ranking. An ace, king, queen and jack is the highest ranked Straight Flush and an ace, 2, 3 and 4 is the lowest ranked Straight Flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s is the lowest ranked Three of a Kind.
Straight	A hand that consists of four cards in consecutive ranking, but not the same suit. An ace, king, queen and jack is the highest ranked Straight and an ace, 2, 3 and 4 is the lowest ranked Straight.

Crazy 4 Poker

Flush	A hand that consists of four cards of the same suit, but not in consecutive ranking. An ace, king, queen and 10 is the highest ranked Flush and a 6, 5, 4 and 2 is the lowest ranked Flush.
Two Pairs	A hand that consists of two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2s is the lowest ranked Pair.
High Card	A hand that consists of four cards that do not make any of the hands listed above. An ace, king, queen and 10 is the highest ranked High Card hand and 6, 5, 4 and 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Crazy 4 Poker will be played on a standard blackjack 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. The cloth covering a Crazy 4 Poker table (table layout) will have betting areas for seven players including the player-dealer. Each Crazy 4 Poker table will have a drop box attached to it.

The table layout will bear an inscription to the effect that the “Player-Dealer qualifies with king-high.” Within each player position there will be four separate designated betting spaces labeled for the placement of bets. In addition, the appropriate Queens Up and Super Bonus pay tables will be printed on the layout within each player position.

The wagering areas will be designated as follows:

- Ante wagers will be placed on the word “Ante”;
- Super Bonus Bets will be placed on the words “Super Bonus”;
- Queens Up Bonus Bets will be placed on the words “Queens Up”; and
- Play wagers will be placed on the word “Play.”

Dealing Procedures and Round of Play

1. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. At the beginning of each round of play, each player must place an Ante bet and a Super Bonus Bet. The player may also place an optional Queens Up Bonus Bet.
4. After each player has had the opportunity to place their bets, the house dealer will announce “no more bets.”
5. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer will shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device will place the deck of cards in a single stack.
6. The shuffler deals the cards in stacks of five. The house dealer will deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the house dealer will deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer will deliver each stack face-down.

Crazy 4 Poker

7. After the stacks have been dealt and delivered to each player and the player-dealer, the house dealer will unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards. This will also initiate shuffling of the deck for the next round of play.
8. After the dealing procedures above have been completed, each player will examine their cards.
9. Each player who wagers in Crazy 4 Poker will be responsible for their own hand and no person other than the player or the house dealer may touch the cards of that player. Each player will be required to keep their five cards in full view of the house dealer at all times.
10. After examination of the cards, each player who has placed an Ante wager will have the option to either make a play wager or fold. If a player ends his or her participation in the round of play by folding, the player loses the Ante, Super Bonus and, if applicable, the Queens Up Bonus Bet.
 - a. If a player makes the play wager it must be equal to the Ante unless the player has at least a pair of aces.
 - b. If a player has a pair of aces or better, he/she can bet up to three times their Ante.
9. The house dealer will offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order
10. After each player has either placed a wager on the table in the play wager area or forfeited their wager and hand, the house dealer will collect all forfeited wagers and associated cards.

How Winners are Determined and Paid

The house dealer will then reveal the player-dealer's cards and arrange the cards to form the highest possible ranking four-card poker hand. The player-dealer must qualify with a minimum of king-high. Wagers will be settled in the following order from player to player: the Play, Ante, Queens Up Bonus Bet, and then the Super Bonus Bet. The player-dealer will first collect all losing wagers and then pay all winning wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

1. If the player-dealer does NOT qualify with a minimum of a king-high:
 - a. Starting with the player on the house dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up Bonus Bet and reveal the player's cards.
 - b. Pay all play bets even money and push all Ante bets. Resolve Queens Up Bonus Bet and Super Bonus Bet as usual.
2. If the player-dealer qualifies with king-high or better:
 - a. Starting with the player on the house dealer's right, bring the player's hand into the "work area" between the player-dealer's hand and the Queens Up Bonus Bet and reveal the player's cards.
 - b. If the player's hand is higher than the player-dealer's, the play and Ante bets are paid even money.
 - c. If the player-dealer's hand beats the player's hand, the player loses.
 - d. If the player-dealer's hand and the player's hand are equal in rank and value, the hand is considered a tie and the Ante and play wagers will push and be returned to the player.
 - e. Reconcile the Queens Up Bonus Bet and Super Bonus Betas normal.
3. All cards collected by the house dealer will 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.

Crazy 4 Poker

- All action will begin with the player to the left of the player-dealer position, moving clockwise around the table. No action button will be utilized.

Bonus Bets

Super Bonus Bet

The Super Bonus Bet wins when the player has a straight or better. However, failure to get at least a straight does not result in an automatic loss of the Super Bonus Bet.

- Super Bonus Bets must be placed prior to the initial deal.
- Super Bonus Bets may be made at any amount within table betting limits to qualify for a payoff.
- When the player has a straight or better the player wins the Super Bonus Bet based on the payouts below, regardless if the player-dealer's hand qualifies or not.
- When the player has less than a straight and loses to the player-dealer's qualifying hand, the player loses the Super Bonus Bet.
- The Super Bonus Bet will push if the following occurs:
 - a. If a player has less than a straight and beats the player-dealer's qualifying hands;
 - b. If a player has less than a straight and the player-dealer doesn't qualify.
- The player-dealer will pay all winning Super Bonus Bets and will collect all losing Super Bonus Bets.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Super Bonus Bet Pay Table

Hand	Payout
Four Aces	200 to 1
Four of a Kind	30 to 1
Straight Flush	15 to 1
Three of a Kind	2 to 1
Flush	3 to 2
Straight	1 to 1

Queens Up Bonus Bet:

The Queens Up Bonus Bet is an optional bet for Crazy 4 Poker. The rules are as follows:

- Queens Up Bonus Bets must be placed prior to the initial deal.
- Queens Up Bonus Bets may be made at any amount within table betting limits to qualify for a payoff.
- The Queens Up Bonus Bet considers the best four-card hand that each player can make with the five cards dealt to them. The bet wins when the player receives a pair of queens or better. The bet loses when the player fails to get at least a pair of queens.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for a payout, the player-dealer collects the Queens Up Bonus bet.
- The player-dealer will pay all winning Queens Up Bonus Bets and will collect all losing Queens Up Bonus Bets.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Crazy 4 Poker

Queens Up Bonus Bet Pay Table

Hand	Payout
Four of a Kind	50 to 1
Straight Flush	30 to 1
Three of a Kind	9 to 1
Flush	4 to 1
Straight	3 to 1
Two Pair	2 to 1
Queens or Better	1 to 1

Table Layout



Crazy 4 Poker

Collection Rates Schedule

For **schedule options 1 through 8**, the collection fees will be taken per hand from the player-dealer. For **schedule options 5 through 8**, a collection fee will also be taken from each player for each base game wager placed. There will also be a collection fee taken for each **CA/Asian Promotional Chip (GEGA-002717)** used prior to the deal. There will be no additional collection fee taken from players for placing any bonus bets. All bonus bets may be less than, equal to, or more than the base game wager as long as it is within the table limits. The collection fees will be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee	Promotional Chip Fee
1	\$5-\$100	\$2	\$0	\$1
2	\$10-\$100	\$2	\$0	\$1
3	\$25-\$100	\$3	\$0	\$1
4	\$50-\$300	\$5	\$0	\$1
5	\$5-\$100	\$2	\$1	\$1
6	\$10-\$100	\$2	\$1	\$1
7	\$25-\$100	\$3	\$1	\$1
8	\$50-\$300	\$5	\$3	\$1

For **schedule options 9 through 12**, a collection fee will be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers placed. The bonus bets limit will range from \$5-\$100. For **schedule option 9**, a collection fee will also be taken from each player for each base game wager placed. There will be no additional collection fee required from a player when placing a bonus bet. For **schedule options 10 through 12**, there will be no collection fee taken from each player. The collection fees will be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$5-\$50	\$5-\$50	\$2	\$0.50
		\$51+	\$3	
10	\$5-No Limit	\$5-\$50	\$2	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1,000	\$7	
		\$1,001+	\$10	
11	\$10-No Limit	\$10-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1,500	\$7	
		\$1,501+	\$13	
12	\$10-No Limit	\$25-\$300	\$3	\$0
		\$301-\$700	\$6	
		\$701-\$1,200	\$9	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	

Crazy 4 Poker

Collection Procedures California Games

- California games utilize a player-dealer position. The position will 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 will 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, will be used at a gaming table at any one time.
- Collection rates and fees will be determined prior to the start of play of any hand or round. Rates will 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.
- Larry Flynt's Lucky Lady Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Mississippi Stud 3 Card Bonus

Type of Game

The game of Mississippi Stud 3 Card Bonus 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 Mississippi Stud 3 Card Bonus is for the players and the player-dealer to use their two cards and the three community cards in forming the best possible five-card poker hand.

Description of the Deck and Number of Decks Used

Mississippi Stud 3 Card Bonus shall be played with two alternating decks, each consisting of 52 cards and no joker. The back of each deck shall be a different color. One deck will be shuffled by the automated card shuffling device while the other is used to play the game, and both decks will be continuously alternated in and out of play every other round. The cards from only deck shall be placed in the discard rack at any given time. If the automated shuffling machine malfunctions, the cards will be shuffled by the house dealer by hand.

Card Values and Hand Rankings

Cards for the game of Mississippi Stud 3 Card Bonus shall rank from highest to lowest as follows: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. An ace may be used to complete a straight flush or a straight formed with a 2, 3, 4, and 5. An ace may not be used to complete any other straight flush or straight. Hand rankings from highest to lowest shall be as follows:

Hand Ranking Chart

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

Mississippi Stud 3 Card Bonus

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack table that accommodates up to five players and a player-dealer position for a total of six seated positions. Within each betting area for each seated player, there shall be separate betting spaces specifically designated for each separate wager, the ante, 3rd Street, 4th Street, 5th street, and the 3 Card 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.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any base game wager or bonus bet.
3. 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 shuffling device shall dispense the cards in stacks. The first stack dispensed shall contain three cards and all remaining stacks shall contain two cards.
4. The house dealer shall wait for each player to place their Ante wagers as well as any bonus bets. After each player has had the opportunity to place their Ante wagers and bonus bets, the house dealer will announce, "no more bets."
5. The house dealer shall deliver the first stack of three cards face-down in the designated area in front of the house dealer. This stack of cards shall serve as the community cards.
6. The house dealer shall then deliver the a second stack, containing two cards, dispensed by the shuffler, face-down, to the player farthest to their left who has placed a wager. As the remaining stacks of two cards are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players who have placed a wager, moving clockwise around the table. The house dealer shall deliver each stack face-down.
7. The house dealer shall remove the remaining cards from the automated shuffler.
8. After the stacks have been delivered to each player and the community cards have been dealt, the house dealer shall place the remaining cards into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed but before the house dealer exposes the community cards, each player shall examine their cards.
10. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a 3rd Street wager in an amount equal to one, two, or three times the amount of their Ante wager or fold and forfeit the Ante wager and end their participation in the round of play with the exception of a player that placed a 3 Card Bonus bet. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.

Mississippi Stud 3 Card Bonus

11. After each player has either placed a wager on the table in the 3rd Street wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack unless the player made a 3 Card Bonus bet. If the player has placed a wager on the 3 Card Bonus bet and folds, the house dealer will remove the base game wager and tuck the folded cards under the player's 3 Card Bonus bet.
12. After all decisions have been made regarding the 3rd Street wager, the house dealer shall then turn over and reveal the first community card (the community card located to the house dealer's farthest left).
13. Each player shall then either place a 4th Street wager in an amount equal to one, two, or three times the amount of the player's Ante wager or fold and forfeit the Ante and 3rd Street wagers and end their participation in the round of play with the exception of a player that placed a 3 Card Bonus bet. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.
14. After each player has either placed a wager on the table in the 4th Street wager area or forfeited their wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack unless the player made a 3 Card Bonus bet. If the player has placed a wager on the 3 Card Bonus bet and folds, the house dealer will remove the base game wager and 3rd Street wager and tuck the folded cards under the player's 3 Card Bonus bet.
15. After all decisions have been made regarding the 4th Street wager, the house dealer shall then turn over and reveal the second community card (the community card located in the center of the three community cards).
16. Each player shall then either place a 5th Street wager in an amount equal to one, two, or three times the amount of the player's Ante wager or fold and forfeit the Ante, 3rd Street, and 4th Street wagers and end their participation in the round of play with the exception of a player that placed a 3 Card Bonus bet. The house dealer shall offer this option to each player, starting with the player farthest to the left of the house dealer and move clockwise around the table in order.
17. After all decisions have been made regarding the 5th Street wager, the house dealer shall then turn over and reveal the third community card (the community card located to the house dealer's farthest right). Players that fold prior to the third community card being revealed shall have their wagers collected immediately.
18. The house dealer shall then evaluate and announce the best possible five-card poker hand that can be formed using the player's two cards and the three community cards, starting with the player to the farthest right of the house dealer proceeding in a counterclockwise manner around the table. The wagers of each remaining player shall be resolved one player at a time regardless of the outcome. The hand of the player shall then be immediately collected by the house dealer and placed in the discard rack.
19. If the hand of the player is a push (a pair of sixes, sevens, eights, nines, or tens), the house dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player.
20. 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.
21. All winning wagers shall be paid in accordance with the payout odds listed in the pay table.

Mississippi Stud 3 Card Bonus

How Winners are Determined and Paid

- Wagers shall be settled in the following order from player to player: Ante wager, 3rd Street wager, 4th Street wager, 5th Street wager, and 3 Card Bonus Bet (if placed).
- No action button is utilized. Action on payouts shall begin with the player to the farthest right of the house dealer and continue counterclockwise from player to player.
- Once the player-dealer's wager has been exhausted, any wagers not covered by the player-dealer will be returned to the players.

Winning Ante, 3rd Street, 4th Street, and 5th Street wagers will be paid as follows:

Mississippi Stud 3 Card Bonus Payout Table

Hand	Payout
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or Better	1 to 1
Pair of 6s, 7s, 8s, 9s, or 10s	Push
All other hands	Lose

Bonus Bet

3 Card Bonus

The 3 Card Bonus is an optional bonus bet attached to the game of Mississippi Stud that considers the three community cards. The 3 Card Bonus may be less than equal to, or greater than the Ante wager so long as it is within table limits. The rules are as follows:

- A player may only place a 3 Card Bonus if they have also placed an Ante wager prior to the initial deal.
- All 3 Card Bonus bets must be placed prior to any cards being dealt.
- The 3 Card Bonus may win or lose regardless of the Ante, 3rd Street, 4th Street, or 5th Street wagers.
- The 3 Card Bonus shall not be forfeited if the player chooses to fold their hand.
- The player-dealer shall pay all winning 3 Card Bonus bets and collect all losing 3 Card Bonus bets.
- Winning 3 Card Bonus bets shall be paid as shown below:

3 Card Bonus Bet Pay Table

Hand	Payout
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

Mississippi Stud 3 Card Bonus

Table Layout



Mississippi Stud 3 Card Bonus

Collection Rates Schedule

For **schedule options 1 through 6**, the Player Fee shall be taken from each player for each base game wager they place. No collection shall be taken from any player for placing a 3 Card Bonus bet. The Player-Dealer Fee shall be taken per hand from the player-dealer position. No additional collection shall be taken from the player-dealer position for any 3 Card Bonus bet placed by any player. The 3 Card Bonus bet may be less than, equal to, or greater than the ante wager, so long as it is within table limits. Backline betting is not permitted on any base game wager or bonus bet. All collection fees shall be taken prior to any cards being dealt or round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$50
Maximum Wagering Limits shall be between \$100 and \$300

Schedule Option	Player Fee	Player-Dealer Fee
1	\$0	\$2
2	\$1	\$2
3	\$0	\$3
4	\$1	\$3
5	\$0	\$5
6	\$1	\$5

For **schedule options 7 through 10**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. Additionally, the Player Fee shall be taken from each player for each base game wager they place. No additional collection shall be taken from any player or the player-dealer for any 3 Card Bonus bets placed. The 3 Card Bonus bet may be less than, equal to, or greater than the base game wager, so long as it is within table limits. Backline betting is not permitted on any base game wager or bonus bet. All collection fees shall be taken prior to any cards being dealt or round of play being conducted.

Minimum Wagering Limits shall be between \$5 and \$25
Maximum Wagering Limits shall be between \$50 and No Limit

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
7	\$5 - \$50	\$2	\$0.50
	\$51+	\$3	
8	\$5 - \$50	\$2	\$0
	\$51 - \$300	\$3	
	\$301 - \$500	\$4	
	\$501 - \$1,000	\$7	
	\$1,001+	\$10	
9	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$3	
	\$401 - \$700	\$4	
	\$701 - \$1,500	\$7	
	\$1,501+	\$13	
10	\$25 - \$300	\$3	\$0
	\$301 - \$700	\$6	
	\$701 - \$1,200	\$9	
	\$1,201 - \$2,000	\$15	
	\$2,001+	\$20	

Mississippi Stud 3 Card Bonus

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.
- Larry Flynt's Lucky Lady Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Casino War

Type of Game

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

Object of the Game

In the game of Casino War, one card is dealt face-up to each player and the player-dealer. The object of the game is for the player to have a card that is higher in rank than the player-dealer's card. Each player also has the option of placing a Tie Wager. If the player and the player-dealer are dealt cards of the same rank, the optional Tie Wager is paid 10 to 1.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Casino War will be dealt from an automatic card shuffling device (shuffler).

Physical Characteristics: Cards used to play Casino War will be in standard decks of fifty-two (52) cards.

Number of Decks: Cards used to play Casino War will be played with at least twelve (12) decks of cards in accordance with the following requirements:

- The cards will be separated into two batches with an equal number of decks included in each batch.
- The backs of the cards in each batch will be of the same color and design, but of a different color than the cards included in the other batch.
- One batch of the cards will be shuffled and stored in the shuffler while the other batch is being dealt or used to play the game.
- Both batches of cards will be continuously alternated in and out of play, with each batch being used for every other dealing shoe.
- The cards from only one batch will be placed in the discard rack at any given time.

Card Values and Hand Rankings

The rank of the cards used in Casino War will be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. All suits will be considered equal in rank.

Description of Table Used and Total Number of Seated Positions

Casino War will be played on a table having betting areas for eight places on one side for the players and the player-dealer. There is a place for the Casino house dealer on the opposite side of the table. Within each betting area, there will be a separate circle for the placement of the Tie Wager.

Dealing Procedures and Round of Play

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is permitted on any wager.

Casino War

3. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the house dealer will remove the first card from the shoe face down and, without revealing its rank to anyone, referred to as a "burn card", and place it in the discard rack, which will be located on the table in front of or to the right of the house dealer. Each new house dealer who comes to the table will also burn one card before dealing any cards in a round of play.
4. At the beginning of each round of play, each player will be required to place a base game wager, keeping in mind the table minimum and maximum wagering limits. All base game wagers will be placed prior to the house dealer announcing "no more bets."
5. Each player at a Casino War table, who has placed a base game wager, as required above, will also have the option to make the optional Tie Wager. All Tie Wagers will be placed prior to the house dealer announcing "no more bets."
6. No player will touch any card used in the game of Casino War. other than the cutting card.
7. The house dealer will, starting with the player farthest to the house dealer's left and continuing in a clockwise manner, deal the cards as follows:
 - a. One card face-up to each player who has placed a base game wager; and
 - b. One card face-up to the player-dealer.
8. After the dealing procedures above have been completed, the house dealer will, beginning from the house dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player-dealer's card and settle all base game wagers and then all Tie Wagers. No action button will be used.

How Winners are Determined and Paid

1. The following will apply when determining whether the player wins, loses or pushes.
 - a. If a player's card is lower in rank than the player-dealer's card, the player will lose their base game wager and, if applicable, their Tie Wager.
 - b. If a player's card is higher in rank than the player-dealer's card, the player will win their base game wager and, if applicable, lose their Tie Wager.
 - c. If the player's card and the player-dealer's card are of equal rank, the Tie Wager will pay 10 to 1 and the player will be given the following two options:
 - i. The player may surrender one-half of their base game wager and end their participation in that round of play. If a player selects this option, the house dealer will collect one-half of the player's base game wager and place it in front of the player-dealer position. The house dealer will return the remaining one-half of the base game wager to the player.
 - ii. The player may place a War wager equal to the base game wager. The player-dealer will place a wager equal to the player's base game wager.
2. All losing base game wagers and Tie Wagers will be collected by the house dealer and placed in front of the player-dealer. All winning base game wagers and Tie Wagers will be paid by the player-dealer.
3. After settling all base game wagers and Tie Wagers, the house dealer will collect the cards of all players except for the cards of those players with a tie and who have elected to go to War. The collected cards will be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.
4. If any player elects to make a War wager upon the occurrence of a tie hand, the house dealer will confirm the placement of the War wager and collect the full amount of the player's base game wager. The player's card and the player-dealer's card from the original deal will remain exposed during the War deal.

Casino War

5. The War deal will begin with the house dealer discarding three burn cards and then dealing the next card face-up to the first active player to the house dealer's left who has placed a War wager. The player's War deal card will be placed on the table adjacent to the player's card from the original deal. The house dealer will then proceed around the table in a clockwise direction, repeating the process for each player who has placed a War wager and the player-dealer.
6. After the dealing procedures above have been completed, the house dealer will, beginning from the house dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the War deal to the player-dealer's card from the War deal and settle all War wagers.
 - a. If the player's card in the War deal is lower in rank than the player-dealer's card in the War deal, the player loses.
 - b. If the player's card in the War deal is higher in rank than the player-dealer's card in the War deal, the player will win.
 - c. If the player and the player-dealer's cards are of equal rank on the War wager, the player wins and is paid 2 to 1.
7. The player-dealer is never required to cover all opposing players' Casino War wagers. Payoffs of Casino War wagers are limited to the amount of the player-dealer's Casino War wager. The house never participates as a player-dealer. There is no maximum on the player-dealer's Casino War wager.

Bonus Bet

Tie Wager

Each player has the option of placing a Tie Wager. If the player and the player-dealer have the same rank of card, the Tie Wager is paid 10 to 1.

Casino War

Table Layout



Casino War

Collection Rates Schedule

For **schedule options 1 through 8**, the Player-Dealer Collection shall be taken per hand from the player-dealer position. For **schedule options 1 through 4**, there shall be no collection fee taken from any player or backline bettor for placing any base game wager or the optional Tie Wager. For **schedule options 5 through 8**, a collection fee shall be taken from each player and backline bettor for each base game wager placed. There will also be a collection fee taken for each California Games Promotional Chip (GEGA-002717) used prior to the deal. There will be no additional collection fee taken from players or backline bettors for placing any Tie Wager or War Wager. The Tie Wager limit shall range from \$5 - \$100 and may be less than, equal to, or greater than the base game wager. The collection fees shall be taken prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Player-Dealer Collection	Player Collection	Promotional Chip Collection
1	\$5-\$100	\$2	\$0	\$1
2	\$10-\$100	\$2	\$0	\$1
3	\$25-\$100	\$3	\$0	\$1
4	\$50-\$300	\$5	\$0	\$1
5	\$5-\$100	\$2	\$1	\$1
6	\$10-\$100	\$2	\$1	\$1
7	\$25-\$100	\$3	\$1	\$1
8	\$50-\$300	\$5	\$3	\$1

For **schedule options 9 through 12**, the Player-Dealer Collection fee shall be taken per round from the player-dealer based on Total Table Action, which is the sum of all base game wagers and Tie Wagers placed. For **schedule option 9**, a collection fee shall also be taken from each player and backline bettor for each base game wager placed. There shall be no additional collection fee required from a player or backline bettor when placing a Tie Wager or War Wager. The Tie Wager limit shall range from \$5 - \$100 and may be less than, equal to, or greater than the base game wager. For **schedule options 10 through 12**, there shall be no collection fee taken from any player or backline bettor. The collection fees shall be taken prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$5-\$50	\$5-\$50	\$2	\$0.50
		\$51+	\$3	
10	\$5-No Limit	\$5-\$50	\$2	\$0
		\$51-\$300	\$3	
		\$301-\$500	\$4	
		\$501-\$1,000	\$7	
		\$1,001+	\$10	
11	\$10-No Limit	\$10-\$100	\$2	\$0
		\$101-\$400	\$3	
		\$401-\$700	\$4	
		\$701-\$1,500	\$7	
		\$1,501+	\$13	

Casino War

12	\$25-No Limit	\$25-\$300	\$3	\$0
		\$301-\$700	\$6	
		\$701-\$1,200	\$9	
		\$1,201-\$2,000	\$15	
		\$2,001+	\$20	

Collection Procedures California Games

- California games utilize a player-dealer position. The position will 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 will 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, will be used at a gaming table at any one time.
- Collection rates and fees will be determined prior to the start of play of any hand or round. Rates will 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.
- Larry Flynt's Lucky Lady Casino will provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees will be conspicuously posted on or within view of every gaming table.

Face Up Pai Gow Poker

Type of Game

The game of Face Up Pai Gow Poker 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 of Face Up Pai Gow Poker is to make a five-card hand and a two-card hand that ranks higher than the player-dealer's five-card hand and two-card hand. Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is shown first. In addition, when the player-dealer's hand is shown and the ranking is a seven-card ace-high or king-high hand, then all player hands will automatically push (tie) and the players' base game wagers will be returned to the players.

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt using either a manual hand shuffle or an automated shuffling machine.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker is fully wild. All suits will be considered equal in rank.

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

Face up Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five of a Kind	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 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 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.

Face Up Pai Gow Poker

Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two Pair. Two aces and two kings is the highest ranked Two Pair and two 3's and two 2's is the lowest ranked Two Pair.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 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 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be two separate betting areas representing each players' base game wager and the Fortune 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.

Dealing Procedures and Round of Play

All wagers in Face Up Pai Gow Poker will be made by placing casino chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
 - a. Each player then has the following option(s) when placing their wager(s):
 - i. The base game which pays 1 to 1;
 - ii. The Fortune Bonus Bet which pays according to the paytable, as shown below;
 1. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the house dealer must place an "envy" button next to the player's Fortune Bonus Bet wager.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.
4. Once all wagers have been placed, the cards will be shuffled and dealt to players in the following way.
 - a. If the cards are hand shuffled then the house dealer will shuffle, cut, and complete the deal of seven piles of seven cards face-down in front of them. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

Face Up Pai Gow Poker

- i. The player-dealer then selects one of the seven piles.
 - ii. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - iii. To determine who receives the action button, the house dealer will use a dice cup. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. When using the dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the random number or total dice value is one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
 - iv. Once the first position is determined, the house dealer then distributes the seven piles of cards, starting with the action button and continuing clockwise.
 - v. The player-dealer receives their cards in turn according to the action.
 - vi. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
 - b. If a machine shuffler is used, the house dealer will use the shuffle machine to randomly intermix and deliver seven cards to each seat.
 - i. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - ii. To determine who receives the action button, the house dealer will use a dice cup method. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. When using the dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the random number or total dice value is one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
 - iii. Once action is determined, the house dealer will deliver the first seven cards to the action seat and continue clockwise around the table.
 - iv. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
5. The player-dealer's hand will then be exposed and set before the players set their hands.
 - a. If the player-dealer has an ace-high or king-high seven-card hand, all player's wagers shall automatically push.
 - i. If the player-dealer's hand does not contain a seven-card ace-high or king-high hand, each player shall then set their hand.
 - b. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart.
6. Once the player-dealer's hand is set, each player sets their hands by arranging the seven cards into a two-card hand in front, and a five-card hand in back.
 - a. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.

Face Up Pai Gow Poker

- b. The player has the option to ask the house dealer to set their hand according to the House Way chart below.
- c. Players do not have to set their hand the “House Way”, they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.
7. Once the player's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or push hands.
8. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
9. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
10. All wagers will be settled from seat to seat (including backline betters) in the following order: the base game wager, then the Fortune Bonus Bet, and then the Envy Bonus. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.
11. The cards are collected, shuffled, and a new round begins.

Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example										
High Card	Put 2 nd and 3 rd highest cards in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">K ♦</td> <td style="padding: 2px;">J ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">A ♥</td> <td style="padding: 2px;">10 ♣</td> <td style="padding: 2px;">7 ♠</td> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">3 ♦</td> </tr> </table>	K ♦	J ♣				A ♥	10 ♣	7 ♠	5 ♥	3 ♦
K ♦	J ♣											
A ♥	10 ♣	7 ♠	5 ♥	3 ♦								
One Pair	Put Pair in back, highest two cards in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">Q ♦</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">3 ♠</td> <td style="padding: 2px;">3 ♣</td> <td style="padding: 2px;">J ♥</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♣</td> </tr> </table>	A ♣	Q ♦				3 ♠	3 ♣	J ♥	8 ♦	4 ♣
A ♣	Q ♦											
3 ♠	3 ♣	J ♥	8 ♦	4 ♣								
Two Pair: High Pair is A's, K's, or Q's	Put small Pair in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">3 ♦</td> <td style="padding: 2px;">3 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">K ♥</td> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">7 ♥</td> <td style="padding: 2px;">6 ♣</td> <td style="padding: 2px;">2 ♦</td> </tr> </table>	3 ♦	3 ♠				K ♥	K ♠	7 ♥	6 ♣	2 ♦
3 ♦	3 ♠											
K ♥	K ♠	7 ♥	6 ♣	2 ♦								
Two Pair: High Pair is J's, 10's, or 9's	Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">A ♣</td> <td style="padding: 2px;">7 ♥</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">J ♦</td> <td style="padding: 2px;">J ♠</td> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♥</td> <td style="padding: 2px;">4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								
Two Pair: High Pair is 8's, 7's, or 6's	Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">K ♠</td> <td style="padding: 2px;">9 ♠</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">8 ♣</td> <td style="padding: 2px;">8 ♦</td> <td style="padding: 2px;">4 ♦</td> <td style="padding: 2px;">4 ♥</td> <td style="padding: 2px;">7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								
Two Pair: High Pair is 5's, 4's, or 3's	Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.	<table style="border-collapse: collapse; margin: auto;"> <tr> <td style="padding: 2px;">Q ♥</td> <td style="padding: 2px;">8 ♣</td> <td colspan="3"></td> </tr> <tr> <td style="padding: 2px;">5 ♥</td> <td style="padding: 2px;">5 ♠</td> <td style="padding: 2px;">4 ♥</td> <td style="padding: 2px;">4 ♣</td> <td style="padding: 2px;">2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								

Face Up Pai Gow Poker

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

Face Up Pai Gow Poker

Four of a Kind: 8's, 7's, or 6's	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5's or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five of a Kind	Play a Pair in front and play Three of a Kind in back.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

How Winners are Determined and Paid

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

1. The base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand.
2. The base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
 - a. The base game wager also "pushes" if the ranking of the player-dealer's shown hand is a seven-card ace-high or king-high hand. Neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. The player-dealer will collect losing Fortune Bonus Bets and pays winning Fortune Bonus Bets to the extent of the player-dealer's wager.
6. A player qualifies for an Envy Bonus payout when a player places a Fortune Bonus Bet of at least \$5. The player-dealer shall pay all winning Envy Bonus' when a player at the table receives a Four of a Kind or higher, excluding the player-dealer hand or their own hand.

Face Up Pai Gow Poker

Bonus Bets

Fortune Bonus Bet

The Fortune Bonus Bet is an optional bonus bet that complements the game of Face Up Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a predetermined and designated qualifying hand, as described below. There will be a distinctively marked circle on the table in which a player may place the optional bonus bet.

- A player has to place a base bet in order to place a Fortune Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Any seated player as well as any backline bettor may place a Fortune Bonus Bet.
- The Fortune Bonus Bet may be less than, equal to, or greater than the base game wager. However, it may not exceed the table limit.
- The bonus bet takes into account the first seven cards dealt as a player's hand. In the event that the first seven cards dealt to a player that placed a bonus bet is a predetermined and designated qualifying hand, as described below, the bonus bet will win. The player will then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven cards dealt, other than the hands described below, will lose.
- The bonus bet may win regardless of the outcome of the base game wager.
- The player-dealer will pay all winning Fortune Bonus Bets and will collect all losing Fortune Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Fortune Bonus Bets will be paid according to the table, as shown below.

Fortune Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush	A hand that consists of seven cards of the same suit in consecutive ranking.	500 to 1	\$250
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Five of a Kind	A hand that consists of four cards of the same rank and a joker.	200 to 1	\$25
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1	\$10
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$5
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	3 to 1	
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	2 to 1	

Face Up Pai Gow Poker

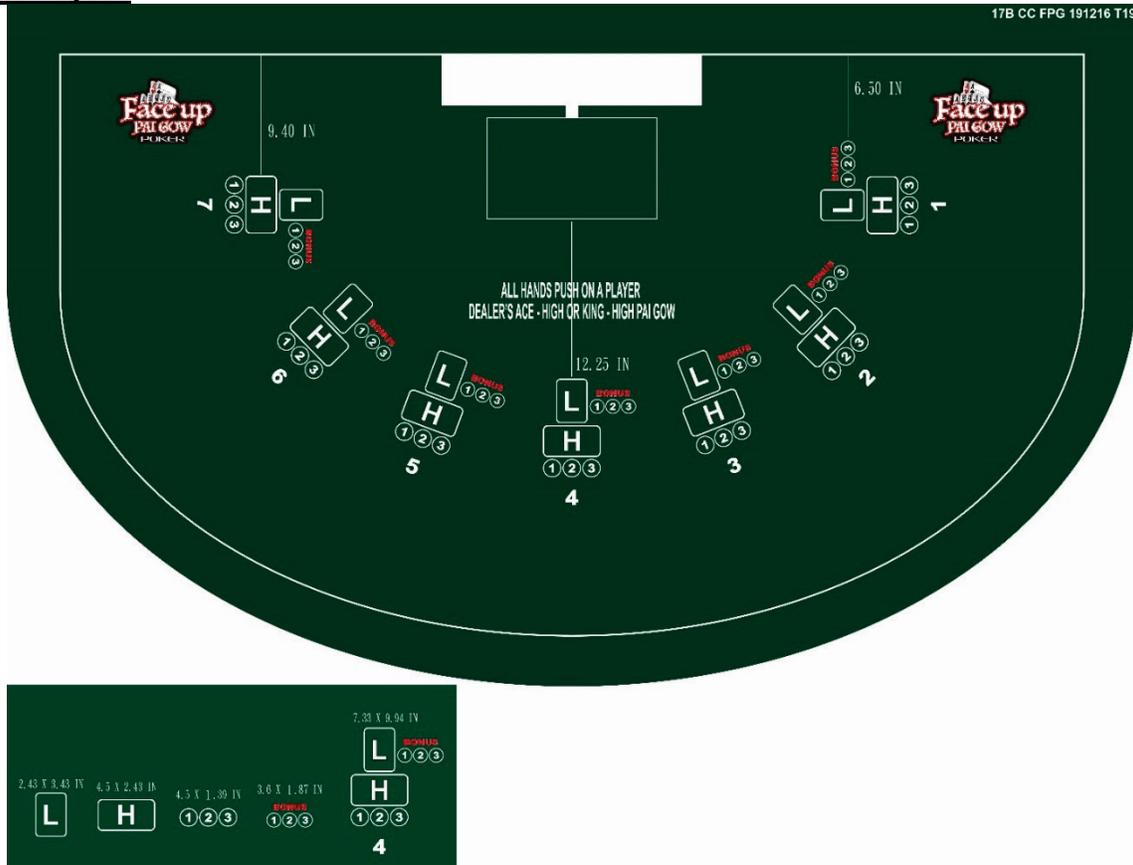
Envy Bonus

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

- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- Only seated players are eligible to receive an "Envy" button.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a predetermined and designated qualifying hand, as shown above, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win, other than for their own hand.
- If multiple Envy Bonus hands are achieved, all players with Envy buttons will be paid for the multiple Envy payouts. However, players are not eligible to win an Envy Bonus for their own hand.
- Players will receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown above.
- The Envy Bonus may win regardless of the outcome of the Face Up Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonus buttons will be paid according to the table, as shown above.

Face Up Pai Gow Poker

Table Layout



Face Up Pai Gow Poker

Collection Rates Schedules

For **schedule options 1 through 14**, a collection fee will be taken from each player for each base game wager they place. A collection fee will also be taken from the player-dealer per hand. There shall be no additional collection fee taken from players for placing any bonus bet. All bonus bets may be less than, equal to, or more than the game wager as long as it is within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. There shall be a collection fee taken for each California Games Promotional Chip used (GEAR-001021).

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection	California Games Promotional Chips
1	\$10-\$100	\$1	\$2	\$1
2	\$10-\$100	\$0	\$2	\$1
3	\$25-\$100	\$1	\$2	\$1
4	\$25-\$100	\$0	\$2	\$1
5	\$50-\$300	\$2	\$4	\$1
6	\$50-\$300	\$0	\$4	\$1
7	\$100-\$500	\$3	\$5	\$1
8	\$100-\$500	\$0	\$5	\$1
9	\$100-\$1,000	\$5	\$10	\$1
10	\$100-\$1,000	\$0	\$10	\$1
11	\$300-\$2,000	\$10	\$15	\$1
12	\$300-\$2,000	\$0	\$15	\$1
13	\$500-\$2,000	\$10	\$15	\$1
14	\$500-\$2,000	\$0	\$15	\$1

Collection Procedures

- 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 base 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.
- Larry Flynt's Lucky Lady Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

Dragon Dai Bacc

Type of Game

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

Object of the Game

The object of the game is to place a bet on either the Player line hand or the Banker line hand the player believes will have an accumulated point value closer to nine than the other hand. Additionally, there are four optional bonus bets the players may wager on: Tie Bet, Kill the Ox/Tiger Bonus Bet, Tiger 7 Bonus Bet, and the Ox 8 Bonus Bet.

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," and will be shuffled by hand or by using an automated shuffling machine; between three to eight decks will be used in the play of the game.

Card Values and Hand Rankings

The value of each card used in Dragon Dai Bacc will be as follows: aces have a value of one, two through nine have their face value, while picture cards (king, queen, jack) and tens have a value of zero. When the total numerical value of the cards equal ten or more, only the right-hand digit (numeric count) is considered.

EXAMPLE: *Two cards on the Banker line hand, a queen and a five, add up to a total of 15, drop the 1 and the hand value is 5.*

The ranking of hands for Dragon Dai Bacc, in order from highest to lowest rank, will be:

Dragon Dai Bacc Hand Rankings

Hand Dealt	Hand Requirements
Natural 9	A two-card hand with a value of nine. A Natural 9 will only be achieved when the first two cards dealt to a hand is valued at nine.
Natural 8	A two-card hand with a value of eight. A Natural 8 will only be achieved when the first two cards dealt to a hand is valued at eight.
Nine or Eight	A three-card hand with a value of nine or eight.
Seven through Zero	A two-card or three-card hand with 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 and accommodates up to seven active players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be six separate betting spaces specifically designated for two separate controlled game wagers and four optional bonus bets: the Player line hand, the Banker line hand, the Tie Bet, the Kill the Ox/Tiger Bonus Bet, the Tiger 7 Bonus Bet, and the Ox 8 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts players may wager. Players must bet at least the table minimum. Backline betting is permitted on all wagers.

Dragon Dai Bacc

Dealing Procedures and Round of Play

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. At the start of a game, the player-dealer position is offered to the players starting with the first active patron in the seated position to the left of the house dealer. Once a player-dealer position has been established for the game, the house dealer shall wait for each player to place their wager(s) within the table limits as listed below.
3. The house dealer will shuffle/mix the cards.
4. Each player has the following option(s) when placing their wager(s):
 - a. The Player line hand, which pays 1 to 1;
 - b. The Banker line hand, which pays 1 to 1;
 - c. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Tie Bet, which pays 8 to 1;
 - d. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Tiger 7 Bonus Bet, which pays 40 to 1.
 - e. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Ox 8 Bonus Bet, which pays 25 to 1.
 - f. Regardless if the player placed a wager on either the Player line or the Banker line, the player may place a wager on the Kill the Ox/Tiger Bonus Bet, which pays 60 to 1.
5. 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 the Banker line hand and the Player line hand have a total of two cards each. All cards are dealt face-down.
 - a. The hand to the left of the house dealer is a community hand and belongs to those who placed a bet on the Banker line hand.
 - b. The hand to the right of the house dealer is a community hand and belongs to those who placed a bet on the Player line hand.
 - c. The house dealer will then turn the player line hand face-up and then the banker line hand face-up.
6. The Player line hand is resolved first and then the Banker line hand is resolved.
7. After the house dealer delivers the first two cards to both the Player line hand and the Banker line hand, the following Dragon Dai Bacc rules are followed.
 - a. The Player line hand must stand when the hand is valued at six through nine, and must hit when the hand is valued at five or less.
 - b. If the Player line hand stands, then the Banker line hand must hit on a total of five or less.
 - c. If the Player line hand hits for a complete hand, then the Banker line hand hits using the following rules:
 - i. If the Banker line hand total is three, then the Banker line hand is dealt a third card unless the third card dealt to the Player line hand was an eight.
 - ii. If the Banker line hand total is four, then the Banker line hand is dealt a third card unless the third card dealt to the Player line has a value of zero, one, eight, or nine.
 - iii. If the Banker line hand total is five, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was four, five, six, or seven.
 - iv. If the Banker line hand total is six, then the Banker line hand is dealt a third card if the third card dealt to the Player line hand was a six or seven.
 - v. If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards.
 - vi. If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards.

Dragon Dai Bacc

8. The following chart shows when the Banker line hand hits (H) or stands (S) according to the rules above:

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

9. The hand closest to nine wins.
10. The action on payouts will always begin with the player to the right of the player-dealer position and continue counter-clockwise. All wagers will be settled from seat to seat (including backline bets) in the following order: all Player line wagers, all Banker line wagers, all Tie Bets, all Tiger 7 Bonus Bets, all Ox 8 Bonus Bets, and then all Kill the Ox/Tiger Bonus Bets.
11. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

How Winners are Determined and Paid

Once both hands have been completed, according to the rules 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 to the extent they have wagered:

- The player-dealer shall pay all winning Player line wagers made by players when the Player line hand is closer to nine than the Banker line hand.
- The player-dealer shall pay all winning Banker line wagers made by players when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Player line wagers when the Banker line hand is closer to nine than the Player line hand.
- The player-dealer shall collect all losing Banker line wagers when the Player line hand is closer to nine than the Banker line hand.
- If the Banker line hand equals seven with three cards and is closer to nine than the Player line hand, all Banker line wagers push.
- If the first two cards dealt to the Player line hand equal a natural, the Banker line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If the first two cards dealt to the Banker line hand equal a natural, the Player line hand will not be allowed to draw any additional cards and the hands shall be settled as-is.
- If both the Player line hand and Banker line hand are of the same value, a tie, all Banker line and Player line wagers will push.

Dragon Dai Bacc

Bonus Bets

Tie Bet

The optional Tie Bet takes into account the total value of the Player line hand and the Banker line hand after each hand has been completed according to the rules above. The Tie Bet wins when the total of the Player line hand and the total of the Banker line hand are equal.

- A player may place a Tie Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Tie Bet wagers shall be paid 8 to 1.
- The player-dealer will pay all winning Tie Bets and collect all losing Tie Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Tie Bet and if any collection fees are to be taken.

Kill the Ox/Tiger Bonus Bet

The optional Kill the Ox/Tiger Bonus Bet takes into account the cards in the Player line hand or the Banker line hand. If the Player line hand has a three-card hand equaling eight and loses to the Banker line hand, all Kill the Ox/Tiger Bonus Bets win. In addition, if the Banker line hand has a three-card hand equaling seven and loses to the Player line hand, all Kill the Ox/Tiger Bonus Bets win. Any other instances, the Kill the Ox/Tiger Bonus Bet shall lose.

- A player may place a Kill the Ox/Tiger Bonus Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Kill the Ox/Tiger Bonus Bets are paid 60 to 1.
- The player-dealer will pay all winning Kill the Ox/Tiger Bonus Bets and collect all losing Kill the Ox/Tiger Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Kill the Ox/Tiger Bonus Bets and if any collection fees are to be taken.

Tiger 7 Bonus Bet

The optional Tiger 7 Bonus Bet takes into account only the cards in the Banker line hand. If the Banker line hand wins with a three-card hand equaling seven, all Tiger 7 Bonus Bets win. If the Banker line hand does not win with a three-card hand equaling seven, all Tiger 7 Bonus Bets shall lose.

- A player may place a Tiger 7 Bonus Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Tiger 7 Bonus Bets are paid 40 to 1.
- The player-dealer will pay all winning Tiger 7 Bonus Bets and collect all losing Tiger 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Tiger 7 Bonus Bets and if any collection fees are to be taken.

Dragon Dai Bacc

Ox 8 Bonus Bet

The optional Ox 8 Bonus Bet takes into account only the cards in the Player line hand. If the Player line hand wins with a three-card hand equaling eight, all Ox 8 Bonus Bets win. If the Player line hand does not win with a three-card hand equaling eight, all Ox 8 Bonus Bets shall lose.

- A player may place an Ox 8 Bonus Bet regardless if they have placed a Player line wager or a Banker line wager prior to the initial deal.
- Winning Ox 8 Bonus Bets are paid 25 to 1.
- The player-dealer will pay all winning Ox 8 Bonus Bets and collect all losing Ox 8 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- See the collection rate schedule for restrictions on the amount to be wagered on the Ox 8 Bonus Bets and if any collection fees are to be taken.

Table Layout



Dragon Dai Bacc

Collection Rates Schedules

For **schedule options 1 through 8**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within the table limits. There shall be a collection fee taken from the player for each CA Games Promotional Chips (GEAR-001021) used. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection	CA/Asian Promotional Chips
1	\$10 - No Limit	\$10-\$50	\$1	\$0	\$1
		\$51-\$300	\$2		
		\$301-\$500	\$3		
		\$501+	\$7		
2	\$10 - No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$500	\$3		
		\$501+	\$7		
3	\$10 - No Limit	\$10-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$1000	\$5		
		\$1001+	\$10		
4	\$10 - No Limit	\$10-\$100	\$2	\$0	\$1
		\$101-\$300	\$3		
		\$301-\$1000	\$6		
		\$1001+	\$10		
5	\$10 - No Limit	\$10-\$300	\$2	\$0	\$1
		\$301-\$500	\$4		
		\$501-\$1000	\$7		
		\$1001+	\$11		
6	\$25 - No Limit	\$25-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$1000	\$6		
		\$1001+	\$12		
7	\$25 - No Limit	\$25-\$100	\$1	\$0	\$1
		\$101-\$300	\$2		
		\$301-\$1100	\$7		
		\$1101+	\$15		
8	\$25 - No Limit	\$25-\$300	\$2	\$0	\$1
		\$301-\$700	\$4		
		\$701-\$3000	\$10		
		\$3001+	\$20		

Dragon Dai Bacc

For **schedule options 9 through 37**, a collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, which the sum of all players' base game wagers and bonus bets. There shall be no collection fee taken from any players for placing any base game wagers or bonus bets. All bonus bets may be less than, equal to, or greater than the base game wager as long as it is within the table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
9	\$25 - No Limit	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$700	\$4	
		\$701-\$1000	\$8	
		\$1001+	\$12	
10	\$25 - No Limit	\$25-\$100	\$1	\$0
		\$101-\$300	\$2	
		\$301-\$500	\$3	
		\$501-\$1100	\$7	
		\$1101+	\$15	
11	\$25 - No Limit	\$25-\$300	\$2	\$0
		\$301-\$700	\$4	
		\$701-\$1000	\$8	
		\$1001-\$3000	\$12	
		\$3001+	\$20	
12	\$25 - No Limit	\$25-\$300	\$2	\$0
		\$301-\$800	\$6	
		\$801-\$1500	\$10	
		\$1501-\$3000	\$12	
		\$3001+	\$30	
13	\$25 - No Limit	\$25-\$300	\$2	\$0
		\$301-\$700	\$5	
		\$701-\$1000	\$8	
		\$1001-\$3000	\$15	
		\$3001+	\$25	
14	\$50 - No Limit	\$50-\$200	\$2	\$0
		\$201-\$600	\$5	
		\$601-\$1500	\$10	
		\$1501-\$3000	\$25	
		\$3001+	\$40	
15	\$50 - No Limit	\$50-\$200	\$2	\$0
		\$201-\$600	\$5	
		\$601-\$2000	\$12	
		\$2001-\$3500	\$30	
		\$3501+	\$50	

Dragon Dai Bacc

16	\$50 - No Limit	\$50-\$300	\$2	\$0
		\$301-\$1000	\$7	
		\$1001-\$2000	\$15	
		\$2001-\$4000	\$25	
		\$4001+	\$50	
17	\$50 - No Limit	\$50-\$300	\$1	\$0
		\$301-\$1000	\$5	
		\$1001-\$2000	\$15	
		\$2001-\$5000	\$25	
		\$5001+	\$50	
18	\$50 - No Limit	\$50-\$500	\$2	\$0
		\$501-\$1000	\$7	
		\$1001-\$2000	\$15	
		\$2001-\$5000	\$25	
		\$5001+	\$50	
19	\$100 - No Limit	\$100-\$300	\$2	\$0
		\$301-\$800	\$5	
		\$801-\$1200	\$10	
		\$1201-\$1800	\$15	
		\$1801+	\$25	
20	\$100 - No Limit	\$100-\$799	\$1	\$0
		\$800-\$3999	\$20	
		\$4000-\$5999	\$40	
		\$6000-\$8999	\$60	
		\$9000+	\$75	
21	\$100 - No Limit	\$100-\$500	\$3	\$0
		\$501-\$2000	\$15	
		\$2001-\$6000	\$30	
		\$6001-\$10000	\$70	
		\$10001+	\$100	
22	\$100 - No Limit	\$100-\$1000	\$5	\$0
		\$1001-\$3000	\$12	
		\$3001-\$10000	\$25	
		\$10001-\$15000	\$75	
		\$15001+	\$125	
23	\$100 - No Limit	\$100-\$1000	\$3	\$0
		\$1001-\$5000	\$15	
		\$5001-\$10000	\$50	
		\$10001-\$15000	\$100	
		\$15001+	\$150	
24	\$300 - No Limit	\$300-\$1200	\$3	\$0
		\$1201-\$4000	\$12	
		\$4001-\$6000	\$40	
		\$6001-\$10000	\$60	
		\$10001+	\$80	

Dragon Dai Bacc

25	\$300 - No Limit	\$300-\$1000	\$5	\$0
		\$1001-\$2000	\$15	
		\$2001-\$6000	\$30	
		\$6001-\$10000	\$70	
		\$10001+	\$100	
26	\$300 - No Limit	\$300-\$1000	\$5	\$0
		\$1001-\$3000	\$15	
		\$3001-\$6000	\$40	
		\$6001-\$12000	\$80	
		\$12001+	\$125	
27	\$300 - No Limit	\$300-\$1200	\$3	\$0
		\$1201-\$4000	\$15	
		\$4001-\$8000	\$25	
		\$8001-\$20000	\$50	
		\$20001+	\$80	
28	\$300 - No Limit	\$300-\$1000	\$3	\$0
		\$1001-\$4000	\$15	
		\$4001-\$8000	\$30	
		\$8001-\$20000	\$50	
		\$20001+	\$100	
29	\$300 - No Limit	\$300-\$1000	\$5	\$0
		\$1001-\$2000	\$25	
		\$2001-\$8000	\$50	
		\$8001-\$20000	\$90	
		\$20001+	\$150	
30	\$500 - No Limit	\$500-\$1200	\$3	\$0
		\$1201-\$4000	\$12	
		\$4001-\$6000	\$40	
		\$6001-\$10000	\$60	
		\$10001+	\$80	
31	\$500 - No Limit	\$500-\$1500	\$5	\$0
		\$1501-\$2500	\$15	
		\$2501-\$5000	\$25	
		\$5001-\$15000	\$45	
		\$15001+	\$65	
32	\$500 - No Limit	\$500-\$1500	\$7	\$0
		\$1501-\$3500	\$20	
		\$3501-\$7000	\$50	
		\$7001-\$15000	\$90	
		\$15001+	\$150	
33	\$500 - No Limit	\$500-\$5000	\$7	\$0
		\$5001-\$10000	\$30	
		\$10001-\$15000	\$75	
		\$15001-\$20000	\$100	
		\$20001+	\$150	

Dragon Dai Bacc

34	\$500 - No Limit	\$500-\$10000	\$7	\$0
		\$10001-\$20000	\$50	
		\$20001-\$30000	\$100	
		\$30001-\$40000	\$150	
		\$40001+	\$200	
35	\$1000 - No Limit	\$1000-\$10000	\$10	\$0
		\$10001-\$15000	\$50	
		\$15001-\$20000	\$100	
		\$20001-\$30000	\$150	
		\$30001+	\$200	
36	\$1000 - No Limit	\$1000-\$10000	\$10	\$0
		\$10001-\$15000	\$100	
		\$15001-\$20000	\$150	
		\$20001-\$30000	\$200	
		\$30001+	\$300	
37	\$1000 - No Limit	\$1000-\$10000	\$10	\$0
		\$10001-\$20000	\$50	
		\$20001-\$30000	\$100	
		\$30001-\$40000	\$150	
		\$40001+	\$200	

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.
- Larry Flynt's Lucky Lady Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.