

HOLD'EM

Hold'em is a poker game played with a standard 52 card deck where each player receives two cards as their initial hand, **dealt face down, in turn. These cards are each player's hole or personal cards.** There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in their hand, four from the board, etc.) to determine their best hand. A player may use all of the board cards, which is referred to as "playing the board". **The best high five-card poker hand wins the pot and in the event of a tie the pot is split equally.**

Hold'em uses a flat disc called a Dealer Button to indicate the player who, in theory, deals the cards for that hand. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at her/his cards. Blinds count as part of the player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Players post blinds in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. On all subsequent betting rounds, the first active player starts the action clockwise from the Button.

HOLD'EM HI-LOW "8 or Better"

In high-low games there is an "8 or Better" qualifier. **The best possible low hand is Ace, 2, 3, 4, 5. The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

Players may use one combination of cards to make a high hand and the same or any other combination to make a low hand.

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. The player

instigating the action, either by betting or checking, must turn her/his hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard her/his hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Hold'em games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce her/his intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to her/him is assumed to have called the bet unless she/he announces 'raise'.

At the showdown, the winning hand must show both cards face up on the table. One card up and the other card face down is not a valid hand. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, she/he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game she/he is playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

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

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth card without burning a card.

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

Playing the Board: A player may play the board by throwing their hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call and the best hand is on the board. A verbal declaration is not necessary.

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Hold'em game have several options: (1) wait for the big blind, (2) wait until the Button passes and then post the big blind or (3) post the big blind and be dealt in immediately. If a player chooses the second or third option, the blind bet acts as her/his opening bet and she/he may either call or make the prescribed raise in turn.

If a player leaves the table for any reason and blinds pass her/his position, she/he may resume play by posting the total amount of the blinds and be dealt in immediately or wait for the big blind. If she/he chooses to post the total amount of the blinds, only the big blind is live. All other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

DRAW POKER HI-LO

Draw Poker Hi-Lo is a poker game played with a standard 52 card deck. Two Jokers are added for Aces, Straights and Flushes.

Each player receives a total of five cards, **dealt face down, in turn**. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round. **The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.**

A flat disc called a Dealer Button is used to indicate the player who, in theory, deals the cards for that hand. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at their cards. Blinds count as part of the player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Players post blinds in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. On the second and final betting round, the first active player starts the action clockwise from the Button.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand. There is an "8 or Better" qualifier for a low poker hand. **The best possible low hand is Ace, 2, 3, 4, 5.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

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

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. The player instigating the action, either by betting or checking, must turn their hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard their hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Draw Poker Hi-Lo games is generally between \$10-\$30 with available rebuys.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce their intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet unless they announce 'raise'.

At the showdown, the winning hand must show all five cards face up on the table. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action in the first round of betting is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game they are playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.

Fees

Fees taken:

The little blind of \$1 and the big blind of \$3 posted by the players to the immediate left of the Dealer Button, respectively, will be taken as the house fees before any cards are dealt.

Game betting structure:

Sunday, Tuesday, Wednesday & Friday

\$3, \$6 games

1st round of betting \$3

2nd round of betting \$3

3rd round of betting \$6

4th round of betting \$6

During any round of betting, three raises in the amount of the initial bet are allowed. During a \$3 betting round, \$12 is the maximum bet. During a \$6 betting round, \$24 is the maximum bet. If there are only two active players at the end of any round of betting, then during the next round of betting there is unlimited number of raises.

Monday, Thursday & Saturday

\$3, \$6, \$12 game

1st round of betting \$3

2nd round of betting \$3

3rd round of betting \$6

4th round of betting \$12

During any round of betting, three raises in the amount of the initial bet are allowed. During a \$3 betting round, \$12 is the maximum bet. During a \$6 betting round, \$24 is the maximum bet. During a \$12 betting round, \$48 is the maximum bet. If there are only two active players at the end of any round of betting, then during the next round of betting there is unlimited number of raises.



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Standards of play:

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

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

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:

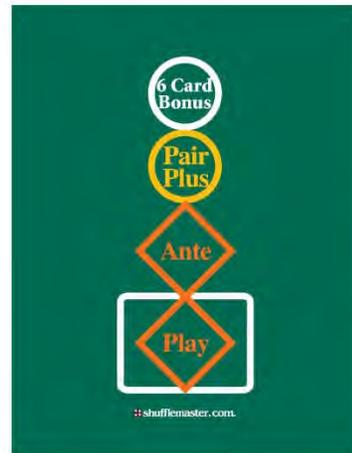
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

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

Type of card deck used:

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





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

Ranking of Hands:

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

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

Betting scheme:

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



that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wager.

Dealing procedures:

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

Round of Play

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



5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand does NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall be a **push** and be returned to the player.
 - b. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - 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 wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The game utilizes an action button to determine which player receives first action on their wagers. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values; Ace, is one, 2 through 9 have their face value. Jack is eleven, queen is twelve, and king is thirteen. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all



winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Pair Plus:

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

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

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

6 Card Bonus:

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

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



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

	TCB-6B4
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1



Glossary of terms used in the controlled game:

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

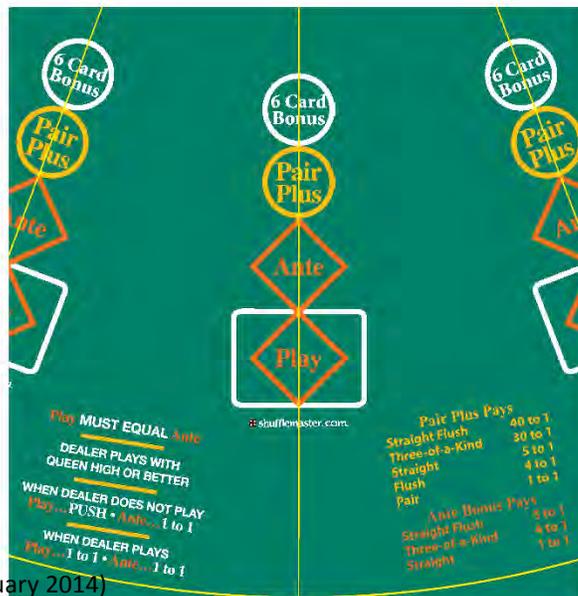
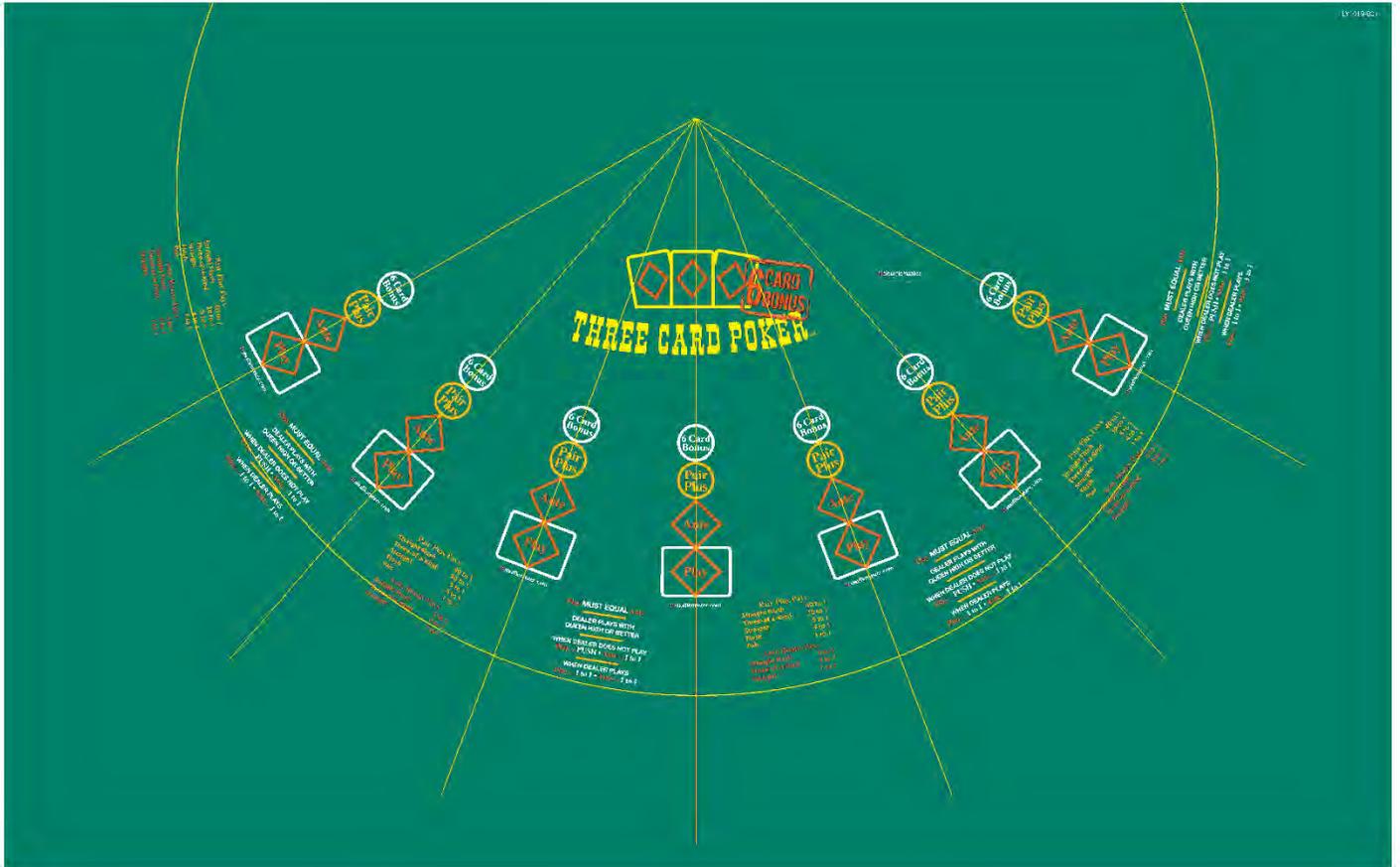


Collection Fees

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

For Schedule Options 1-2, There will be a collection fee taken from each player for any Ante wager, based on the schedule below. A collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, and 6 Card Bonus wagers. For **Schedule Options 3 through 5**, there shall be no collection fees taken from the player position. A collection fee shall be taken per hand from the player-dealer position based on the Total Table Action, as defined above. There are no collection fees taken from the player or player-dealer for any Play Bets placed. The minimum wager for the Pair Plus bonus wager shall be \$0 and the maximum wager for the Pair Plus bonus wager shall be \$50. The minimum wager for the 6 Card bonus wager shall be \$0 and the maximum wager for the 6 Card bonus wager shall be \$25. 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, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Schedule Options	Table Limit	Player Ante Bet	Player Fee Per Ante Bet	Total Table Action	Player-Dealer Fee (per hand)
1	\$5-\$500	\$5 - \$300	\$0.50	\$5-\$100	\$0.50
			\$0.50	\$101-\$200	\$1.00
			\$0.50	\$201-\$300	\$1.50
		\$301 - \$500	\$1.00	\$301-\$400	\$2.00
			\$1.00	\$401+	\$3.00
2	\$5-\$500	\$5 - \$300	\$0.50	\$5-\$100	\$1.00
			\$0.50	\$101-\$200	\$1.00
			\$0.50	\$201-\$300	\$2.00
		\$301 - \$500	\$1.00	\$301-\$400	\$3.00
			\$1.00	\$401+	\$4.00
3	\$5-\$500	\$5 - \$500	\$0	\$5-\$34	\$1.00
			\$0	\$35-\$99	\$2.00
			\$0	\$100-\$199	\$3.00
			\$0	\$200-\$299	\$4.00
			\$0	\$300+	\$5.00
4	\$5-\$500	\$5 - \$500	\$0	\$5-\$49	\$1.00
			\$0	\$50-\$100	\$2.00
			\$0	\$101-\$300	\$3.00
			\$0	\$301+	\$5.00
			\$0	\$5-\$100	\$0.50
5	\$5-\$500	\$5 - \$500	\$0	\$101-\$200	\$1.00
			\$0	\$201-\$300	\$3.00
			\$0	\$301+	\$5.00
			\$0	\$301+	\$5.00



Outlaw's Card Parlour

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CA

Buster Blackjack



OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

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

3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. 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. The ACE is counted as a one and is the first seat to the right of the player/dealer. The counting is consecutive and clockwise with the player/dealer position NOT being counted.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-

PURE 21.5 BLACKJACK

dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

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

DIAGRAM #1

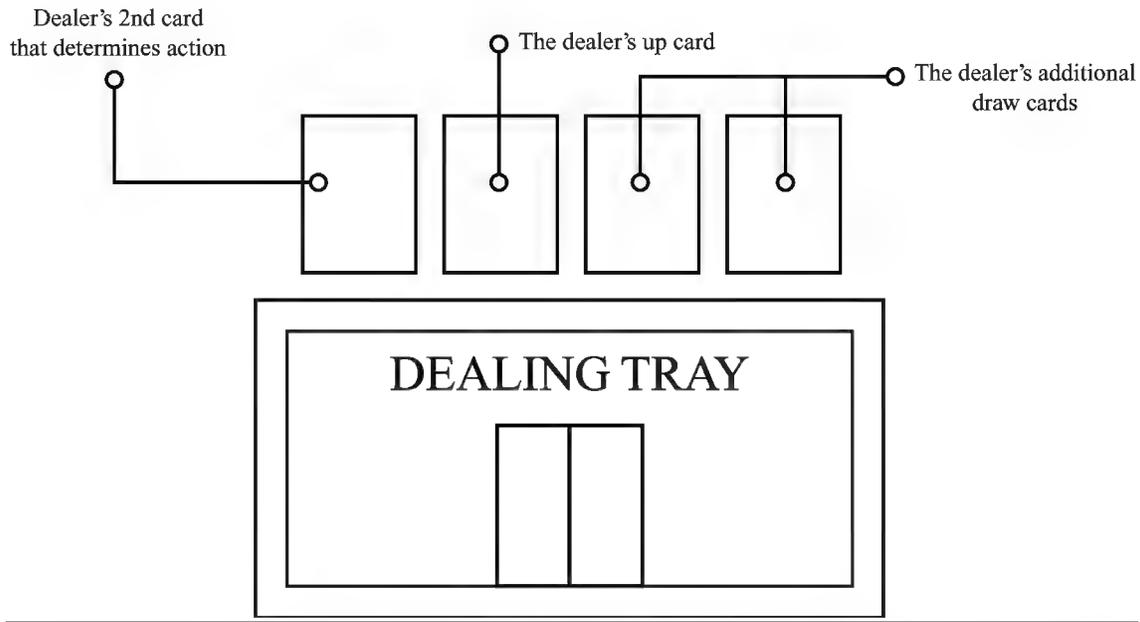


CHART 1A

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

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

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

CHART 1B

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

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

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

GAME RULES

1. A Pure 21.5 Blackjack (an ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure 21.5 Blackjack the hand is a push or tie, and no action is taken on the wager.
2. If the player-dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure 21.5 Blackjack and the player-dealer's total is more than a Pure 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure 21.5 Blackjack and the player-dealer's total is less than a Pure 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure 21.5 Blackjack, the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player-dealer's total are more than a Pure 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
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 house dealer. Collection fees will be determined by the cardroom and can be up to five separate rates per table.

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. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten) Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
5. The cardroom will take no extra collection fee on double downs or splits from the player or player-dealer.
6. All payoffs are to the extent that the player-dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

BUSTER BLACKJACK BONUS BET

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

Rules of Play

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

PURE 21.5 BLACKJACK

the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.

- a. If the player-dealer's hand busts, all Buster Blackjack Bonus Bets will be paid according to the posted Buster Blackjack pay table.
 - b. If the player-dealer's hand does not bust, all Buster Blackjack Bonus Bets will be collected in rotation to the extent of the money in action.
8. The player-dealer will pay all winning Buster Blackjack Bonus Bets and will collect all losing Buster Blackjack Bonus Bets.
 9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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

Buster Blackjack Bonus Bet Pay Table

Number of Cards in Dealer's Busted Hand	Payout Option 3
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	250 to 1

PURE 21.5 BLACKJACK

Collection Fees

For **schedule options 1 through 5**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. **For schedule options 1 through 3**, there will be a collection fee taken from each player per betting square. **For schedule options 4 and 5**, there will be a collection fee taken from each player every 30 minutes/dealer down. The Buster Bet must be made in an amount within the table limits and may be less than, equal to, or more than the game wager, subject to local ordinance restrictions. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure 21.5 Blackjack are as shown below:

Schedule Option	Table Limit	Total Action	Player/Dealer Fee Per Hand	Player Fee Per betting square
1	\$5 - \$50	\$5 - \$50	\$0.50	\$0.50
		\$51 - \$200	\$1.00	
		\$201 or more	\$2.00	
2	\$25 - \$100	\$25 - \$100	\$1.00	\$1.00
		\$101 - \$500	\$2.00	
		\$501 or more	\$3.00	
3	\$100 - \$200	\$100 - \$300	\$2.00	\$2.00
		\$301 - \$500	\$3.00	
		\$501 or more	\$5.00	

Schedule Option	Table Limit	Total Action	Player/Dealer Fee Per Hand	Player Fee (Per 30 mins)
4	\$5 - \$500	\$10-\$100	\$1.00	\$1.00
		\$105-\$300	\$2.00	
		\$305-\$500	\$3.00	
		\$505+	\$6.00	
5	\$5 - \$500	\$10-\$100	\$1.00	\$1.00
		\$105-\$300	\$2.00	
		\$305-\$500	\$4.00	
		\$505+	\$7.00	

California Games Collection Rates

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

Three Card Poker 6 Card Bonus (GEGA-004147)

For schedule options 1 through 3, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, and does not include the wager placed by the player-dealer. The Total Table Action includes the Ante, the optional 6 Card Bonus Bet, and the optional Pair Plus Bonus Bet. There shall be no collection fee taken from any players. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$500	\$5-\$50	\$0.50	\$0.00
		\$51-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	\$0.00
		\$501+	\$6.00	\$0.00
2	\$5-\$500	\$5-\$100	\$0.50	\$0.00
		\$101-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	\$0.00
		\$501+	\$6.00	\$0.00
3	\$5-\$500	\$5-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	\$0.00
		\$501+	\$7.00	\$0.00

California Games Collection Rates

Pure 21.5 Blackjack (GEGA-002692)

For schedule options 1 through 3, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action. This includes the optional Buster Blackjack Bonus Bet placed by players prior to cards being dealt. The Total Table Action does not include the wager placed by the player-dealer or any additional wagers placed after cards are dealt, such as when players double down, split cards, or surrender their hand. There shall be no collection fee taken from any players. The collection fees shall be collected prior to any cards being dealt or a round of play commencing.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$3,000	\$5-\$50	\$0.50	\$0.00
		\$51-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	\$0.00
		\$501+	\$6.00	\$0.00
2	\$5-\$3,000	\$5-\$100	\$0.50	\$0.00
		\$101-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	\$0.00
		\$501+	\$6.00	\$0.00
3	\$5-\$3,000	\$5-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	\$0.00
		\$501+	\$7.00	\$0.00

California Games 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. Outlaws Card Parlour shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Collection fees shall be conspicuously posted on or within view of every gaming table.
- 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.

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OMAHA

Omaha is a poker game played with a standard 52 card deck where each player receives four cards as their initial hand, **dealt face down, in turn. These cards are each player's hole or personal cards.** There is a round of betting after these cards have been dealt. Three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player must use a combination of two cards in her/his hand and three cards from the board to determine her/his best hand. **The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.**

Omaha uses a flat disc called a Dealer Button to indicate the player who, in theory, deals the cards for that hand. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last action on all betting rounds, except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at her/his cards. Blinds count as part of the player's bet unless the structure for a specific game or situation requires part or all of a particular blind to be dead. Dead chips are not part of a player's bet and are taken into the center of the pot.

Players post blinds in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. On all subsequent betting rounds, the first active player starts the action clockwise from the Button.

OMAHA HI-LOW "8 or Better"

In high-low games there is an "8 or Better" qualifier. **The best possible low hand is Ace, 2, 3, 4, 5. The best high and qualifying low hands split the pot and in the event of a tie, that portion of the pot will be split equally among the qualifying winning hands.** If no player can make a low hand of "8 or Better", the high hand wins the entire pot.

A player may use one combination of cards to make a high hand and the same or any other combination to make a low hand so long as two cards from the player's hand are used.

RULES

CARDS SPEAK. Winning hand must show all cards prior to pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, although it is the players responsibility to protect their hand at all times. The player

instigating the action, either by betting or checking, must turn her/his hand over first upon completion of all action.

Although verbal declaration with regard to the content of a player's hand is not binding, a player miscalling a hand with intent to cause another player to discard her/his hand may, at the discretion of management, risk forfeiting the pot and/or be expelled from the game.

Buy-in for Omaha games is generally 10 times the minimum bet.

Check and raise is permitted.

A bet and three raises are allowed.

There is no limit on raises with only two players having bet during a betting round.

String bets or raises are not allowed. A player must put in the full amount of monies at one time or announce her/his intention to bet or raise.

A player who puts a single chip into the pot that is larger than the bet to her/him is assumed to have called the bet unless she/he announces 'raise'.

At the showdown, the winning hand must show both cards face up on the table. One card up and the other card face down is not a valid hand. All losing hands should be killed and the winning hand should remain face up on the table until the pot has been awarded.

A card placed face up in the deck (boxed card) shall be treated as a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards have been dealt.

If a player's card is exposed due to a dealer error, she/he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game she/he is playing in calls for and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then that player forfeits all monies, antes and blinds.

If the flop has too many cards, it will be taken back and reshuffled except the burn card will remain burned. No new burn card will be used.

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

If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth card without burning a card.

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

A new player may not play a hand in between the blinds. The Button must pass before entering the game.

New players entering a Omaha game have several options: (1) wait for the big blind, (2) wait until the Button passes and then post the big blind or (3) post the big blind and be dealt in immediately. If a player chooses the second or third option, the blind bet acts as her/his opening bet and she/he may either call or make the prescribed raise in turn.

If a player leaves the table for any reason and blinds pass her/his position, she/he may resume play by posting the total amount of the blinds and be dealt in immediately or wait for the big blind. If she/he chooses to post the total amount of the blinds, only the big blind is live. All other monies are put into the center of the pot.

The Dealer Button always moves forward and the blinds are adjusted accordingly.

Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 to \$4 game, on the last card the first player bets \$4. The next player goes all-in for \$6. The next player may call the initial bet of \$4 and \$2 action (a total of \$6) or may raise the initial bet of \$4 to \$8.