

TEXAS HOLD'EM

RULES

1. The goal of Texas Hold'em is to win the pot with the highest ranking five-card poker hand attainable out of the seven (two personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Texas Hold'em uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each 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.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Texas Hold'em, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives two down cards as his initial hand followed by a round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hand or they must call the amount of the big blind or raise the amount equal to the big blind.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Betting during this round will be at the lower table limit. Players may then either release (fold) their hands, check, raise, or call raises.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Betting during this round will be at the higher table limit. Players may then either release (fold) their hands, check, raise, or call raises.

10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Betting during this round will be at the higher table limit. Players may then either release (fold) their hands, check, raise, or call raises.
11. After all betting has been completed, a player may use any combination of the two cards dealt to them and the five community cards (one in his hand, for from the board, etc.) to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each round of betting. This will apply for limit as well as no-limit games. However, for no-limit games, the increments during each round are the minimum amount that must be placed.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

OMAHA

RULES

1. The goal of Omaha is to win the pot with the highest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Omaha uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each 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.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Omaha, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

OMAHA HIGH/LOW SPLIT

RULES

1. The goal of Omaha High/Low Split is to win at least half of the pot with either the highest and/or lowest ranking five-card poker hand attainable out of the nine cards (four personal and five community cards) available. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. Omaha High/Low Split uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each 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.
5. Action is initiated on the first betting round by the player on the immediate left of the big blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the dealer button. Players must post both blinds each round. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button. All blinds are "live", meaning during the first round of betting, the player with a blind has the option of raising the pot when the action reaches them even if there has been no previous raise.
6. There are designated blinds in Omaha High/Low Split, the small blind and the big blind (two, in the first and second positions to the left of the dealer button). The blinds are considered to be bets, and used to initiate action.
7. Each player receives four down cards as his initial hand followed by a round of betting. Players may then either release (fold) their hand or they must call the amount of the big blind which or raise the amount equal to the big blind. Betting during this round will be at the lower table limit.
8. The dealer then burns a card and turns three cards up at once; this is called the "flop." After the flop, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit.
9. The dealer then burns and turns one card (the fourth card, commonly known as the turn card), followed by another round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
10. Finally, the dealer will burn and turn the last card (the fifth card, commonly known as the river card), followed by the last betting round. Players may then either release (fold)

their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.

11. After all betting has been completed, a player must use two of the four cards dealt to them and three of the five community cards to make the highest and/or lowest five card hand. However, players do not have to use the same two hole cards and three board cards to make their high and low hands. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player's hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each player's five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. If there are an odd number of chips for all cases, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. During the first two rounds of betting, the betting will be at the lower limit. During the last two rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last two rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
13. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from "the pot" after the casino dealer has placed the first three community cards face-up and moved all player bets into the pot. The collection fees are determined based on the number of players seated and participating in the game after the flop.

SEVEN CARD STUD

RULES

1. The goal of Seven Card Stud is to win the pot with the highest ranking five-card poker hand attainable out of the seven cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players is permitted to play.
4. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
5. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
6. Seven Card Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.
7. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
8. Each player receives three cards as his initial hand, with the first two being dealt face down and the third card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.
9. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fourth card, there is a second round of betting. Players may then either release

(fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to use that limit during that round. The following rounds betting limits will remain unchanged.

10. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. The dealer then deals each player another card, except this card is dealt face down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
13. After all betting has been completed; a player may use any five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
14. During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
15. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

SEVEN CARD STUD HIGH/LOW SPLIT

RULES

1. The goal of Seven Card Stud High/Low Split is to win at least half of the pot with either the highest and/or lowest ranking five-card poker hand attainable out of the seven cards a player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck with no jokers.
3. **Table:** The game shall be played on a standard poker table which accommodates a minimum of two and a maximum of eight players is permitted to play.
4. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are still not as many cards as players remaining without a card, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
5. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
6. Seven Card Stud High/Low Split uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player with the highest face-up cards.
7. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
8. Each player receives three cards as his initial hand, with the first two being dealt face down and the third card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting during this round will be at the lower table limit.

9. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fourth card, there is a second round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the lower table limit. However, if a player has a pair face up on the board, that player has the option of betting at the lower or higher limit. Whichever limit they choose, the rest of the table will be required to use that limit during that round. The following rounds betting limits will remain unchanged.
10. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their fifth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
11. The dealer then deals each player another face up card, starting with the player with the dealer button and moving clockwise. After each player receives their sixth card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
12. The dealer then deals each player another card, except this card is dealt face down, starting with the player with the dealer button and moving clockwise. After each player receives their seventh and final card, there is a fifth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting during this round will be at the higher table limit.
13. After all betting has been completed; a player may use any five cards in their seven card hand to determine their best five card hand. However, players do not have to use the cards to make their high and low hands. To qualify for a low poker hand, a player must have an 8 high or better (lower), meaning that the five cards used by the player must rank 8 or lower. Additionally, when determining if a player has a qualifying low hand, straights and flushes do not count against the player's hand; however if the player has a pair or higher in their low hand, the hand does not qualify as a low hand. The lowest possible five-card poker hand is 5-4-3-2-A. When multiple players have qualifying low hands, the lowest hand is determined by comparing the highest card of each player's five card hand, with the lowest high card being the winning low hand. *Example: a 7-6-4-3-2 is better than an 8-6-5-3-ace, even though the second hand has the lowest card.* If there is a qualifying low hand, the pot will be divided equally in half, with half of the pot being awarded to the highest five card hand and the other half being awarded to the lowest qualifying hand. If no player has a qualifying low hand, the player with the highest ranking five card poker hand wins the entire pot. Furthermore, a player is eligible to win the high hand as well as the low hand in which they would win the entire pot. In the event of a tie when there is no qualifying low hand, the pot will be split equally among all winners with high hands. In the event of a tie

when there is a qualifying low hand, the pot will be divided equally in half, with one half of the pot being split equally among all winners of the high hand and the other half of the pot being split equally among all winners of the low hand. If there are an odd number of chips for all cases, the odd chips shall be awarded to the player closest to the left of the dealer button.

14. During the first two rounds of betting, the betting will be at the lower limit. During the last three rounds of betting, the betting will be at the higher limit. Example: In a \$3-\$6 game, the small blind is \$1 and the big blind is \$3. During the first two rounds of betting, raises shall be in \$3 increments. During the last three rounds of betting, raises are in \$6 increments. Therefore, whatever the table limits are, that will establish what the lower and higher increments will be for each betting round.
15. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.

Collection Fees

The collection fees shall be taken from “the pot” after all players have posted the required antes but prior to the start of any cards being dealt. The collection fees are determined based on the number of players seated and participating in the game when the antes are placed.

MEXICAN STUD

RULES

1. The goal of Mexican Stud is to win the pot with the highest ranking five-card poker hand attainable out of the five cards the player holds. Traditional poker hand rankings apply. Additionally, traditional suit ranking apply, with spades being the highest suit and clubs being the lowest suit.
2. **Deck:** The game is played with a standard 52 card deck and 1 joker. If dealt face up during any round, the joker can be used as an ace or to complete a straight or flush. If dealt face down, the joker is wild and can be used as any card, even if the player with the joker later turns it face up.
3. **Table:** The game shall be played on a standard poker table which accommodates up to ten (10) seated positions.
4. In a new game, players are dealt cards, with the highest card by suit receiving the dealer button.
5. Mexican Stud uses a flat disc called a dealer button to indicate the position of the deal. The dealer button moves clockwise one seat each hand. The button (player with the dealer button) is last to receive cards on the initial deal. Action is initiated on the first betting round by the player with the lowest face up card, decided by the lowest suit. A tie is broken by suit with the lowest suit being forced to bet. On all subsequent betting rounds the action is begun by the player to the left of the dealer button.
6. At the beginning of the game, prior to cards being dealt, all players must post an ante. The antes are considered to be bets, and used to initiate action.
7. Each player receives two cards as their initial hand, with the first card being dealt face down and the second card being dealt face up, starting with the player to the left of the dealer button and continuing clockwise. This is followed by a round of betting. Players may then either release (fold) their hand, raise the pot or they must call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.
8. The dealer then deals each player another card, starting with the player to the left of the dealer button and continuing clockwise. Each player may request that their card be dealt either face down or face up. If the player requests the card be dealt face down, the player will be required to turn all of their other cards face up so that there is only one card face down at any one time. If the player requests that the card be dealt face up, their other cards will remain unchanged and remain as they were originally dealt previously. After each player receives their third card, there is a second round of betting. Players may then either release

(fold) their hands, check, raise, or call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.

9. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and continuing clockwise. Each player may request that their card be dealt either face down or face up. If the player requests the card be dealt face down, the player will be required to turn all of their other cards face up so that there is only one card face down at any one time. If the player requests that the card be dealt face up, their other cards will remain unchanged and remain as they were originally dealt previously. After each player receives their fourth card, there is a third round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.
10. The dealer then deals each player another face up card, starting with the player to the left of the dealer button and continuing clockwise. Each player may request that their card be dealt either face down or face up. If the player requests the card be dealt face down, the player will be required to turn all of their other cards face up so that there is only one card face down at any one time. If the player requests that the card be dealt face up, their other cards will remain unchanged and remain as they were originally dealt previously. After each player receives their fifth and final card, there is a fourth round of betting. Players may then either release (fold) their hands, check, raise, or call raises. Betting and raises during this round must be between the minimum and maximum wagering limit.
11. After all betting has been completed; a player must use the five cards in their hand to determine their best five card hand. The highest ranked five card poker hand wins the pot. In the event of a tie, the pot will be split equally among all winners. If there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
12. There is a maximum of three raises per round of betting, unless play is heads up, in which case there is no limit to the number of raises.
13. During any round, it is permissible for a player to pick up and “mix” their cards. However, if another player wants to see any players “exposed” cards, the player with the “mixed” cards must display their “exposed” cards.

PAI-GOW POKER

RULES

1. **Deck:** One traditional deck of 52 playing cards, plus one joker is used.
2. **Joker:** The joker can be used as an Ace, or to complete a straight or a flush.
3. **Table Layout:** Each table has 7 active seats. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the Player/Dealer.
4. **Betting Spots:** Each seat has 8 betting spots.
5. **Number of Players:** Per Petaluma City Ordinance 4.22.115, there can be no more than 12 players shall be permitted to play at any time at any one table.
6. **Table Limit:** \$10 - \$200 per spot (\$1600 per seat)
7. **Structure:** Each player at the table is dealt seven cards to make two hands, a two-card hand and a five card hand. Rankings are based on basic poker rankings with a royal flush being the highest possible five card hand and a high card hand being the lowest. The five-card hand must be higher than the two-card hand.
8. **Foul Hand:** If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.
9. **Object of Game:** The object of the game is for both of the player's hands to rank higher than both of the Player/Dealer's hands.
 - Should one hand rank exactly the same as the Player/Dealer's hand, this is a tie (copy).
 - The Player/Dealer wins all ties.
 - If the player wins one hand, but loses the other, this is considered a "push" (tie), and no money exchanges hands.
10. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.

11. **Player/Dealer (Banker)**

- Any player may be the Player/Dealer (Banker). All players bet against the Bank.
- The bank must rotate in a continuous and systematic fashion. The Bank is offered to each seated player spot in a clockwise fashion. That seated spot may bank for a maximum of two consecutive hands. That player may accept or pass, in which case the Bank is offered to the next player.
- When the banker position passes to the next seat, the player seated in that seated position has the first option. If he refuses the bank, any player betting on that seated position the previous hand is eligible to be the banker for the next hand, in order of the square in which they bet the prior hand.
- There must be an intervening Player/Dealer so that a single player cannot have repeated dealings within the meaning of Oliver V. County of Los Angeles 1998, 66 CAL App4th 1397, 1408-09, in addition to, within the meaning of AB 1416, an act to add to section 330.11 of the Penal Code. If there is no intervening player, the game is closed. The house never participated as a Player/Dealer, nor may the house take a percentage from the game.
- There is no minimum amount that a Player/Dealer must wager, other than the regular table minimum for all players. Player/Dealers are never required to cover all opposing player's wagers.

12. **Misdeals:**

- When the dealer is arranging the cards into piles of seven cards, if one card is exposed and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with the top card left over after making seven piles of seven cards.
- If the exposed card is an ace or a joker, the deck is scrambled, shuffled, and re-dealt.
- If during the course of the deal prior to the Player/Dealer hand being opened, if any card(s) of the Player/Dealer hand is exposed by the house dealer, that deal will be declared a misdeal, and all hands reshuffled.
- When the house dealer is distributing the cards, if a card is exposed, that player's hand is dead, and all bets on that seated position are returned.

13. **Specific Rules**

- Once the Player/Dealer exposes his cards, the players cannot touch theirs.
- Players are not allowed to show their hands or talk to the other players about their hands before all cards are exposed.
- If one player is wagering on more than one seat, that player may look at and determined the setting of the first hand only. The remaining hand(s) must be set the “house way”.
- Players and the Player/Dealer must place their bets before the dice cup is opened. No change in bets can occur after that point.
- Only chips placed in the appropriate position on the table constitute a valid bet.
- Each player is responsible for the chips he/she places on the table.
- No side bets are allowed.

14. **Play of the Game**

- Play of the game is as follows: The dealer places seven hands of seven cards each, face down in front of the dealer’s tray. The dealer checks that exactly four cards are left over, and then places those cards in the front of the dealer’s tray. When dealing the seven (7) piles of seven (7) cards, the casino dealer shall deal one card at a time to in front of them until there are seven cards, starting from left to right. Once there are seven (7) cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two (2) cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven (7) cards. The remaining cards shall be placed in the discard pile.
- There are two steps taken to determine which of the seven hands goes to which player. In the first step, the Player/Dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways.
- The Player/Dealer then shakes the dice cup containing three dice; however he doesn’t yet open the cup. The cup is opened by the house dealer, only after all bets are placed in the betting circles.

- The Player/Dealer’s position is always 1, 8 or 15. Other seats, in clockwise rotation, represent the other numbers. The dealer counts clockwise from the Player/Dealer’s position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button will then be placed in front of the player indicated by the dice. The remaining piles, starting with the pile to the right of the action pile from the house dealer position, will then be distributed clockwise. The Player/Dealer hand is left in front of the house dealer and the dealer button is placed on top of it.
- Each player then arranges his cards into a two-card low and a five-card high hand as described above.
- The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going “house way” will have a “house way” button placed on them.
- The dealer then turns his cards over and sets his hand face up.
- Loosing hands should be turned face down and loosing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a “push”. No money exchanges hand and the cards are placed in the discard holder.

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10’s, or 9’s, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8’s, 7’s, or 6’s, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5’s, 4’s or 3’s, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.

Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

Commission-Free



Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The casino dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet. A player may place a tie bet wager even if they have not also placed either a player line wager or a banker line wager prior to the initial deal.

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions.
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1 on all wins
 - b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
 - c. Tie line which pays 8 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
 - a. The player hand must stand when the cards dealt are valued between 6 and 9.
 - b. The player hand must hit when the cards dealt are valued between 0 and 5.

Commission-Free Baccarat

13. Game Rules for the Player-dealer Hand:

- a. If the player stands, then the banker hits on a total of 5 or less and stands on a total of 6 or more.
- b. If the player hits then the banker hits using the following rules:
 - i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
 - ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
 - iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
 - iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

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

14. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
15. *Natural 8 and 9*: When the first two cards of the player or banker's hand has a value of 8 or 9, the other hand will not be allowed to draw.
16. *Determining Outcomes*:
 - a. If the player hand is closer to nine, then the player wagers win.
 - b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
 - c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
 - d. All ties are a push for player wagers and banker wagers.
 - e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four (4) points or greater or if the player's hand is a 'Natural' and the hand wins.
 - f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player and the banker hands are of the same value (tie) but the hands are not 'Naturals.'

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- g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four (4) points or greater or if the banker's hand is a 'Natural' and the hand wins.
 - h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'
17. Backline betting is allowed. Each seat has betting circles for the player line, banker line, and tie bets.
18. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
19. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and 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. 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 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. The game will be broken 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. 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.

Dragon Bonus Bet

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated DB (Dragon Bonus) spot located next to each player's position on the gaming felt layout. The Dragon Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Banker Dragon Bonus."

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Players have two ways to win:

1. If the hand the wager on (Player or Banker) is a “natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Banker Dragon Bonus Bet circle, or both.
4. The Dragon Bonus Bet may less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager or the table limit.
5. There is no collection for the DB bet.
6. The player-dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. 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 will be returned to the players.

DRAGON BONUS PAY TABLE

Payable	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

Commission-Free Baccarat

Collection Fees

For schedule options 1 thru 4, a collection fee shall be taken per hand from the player-dealer position and per player for each player line, banker line, and tie bet line wager. **For schedule options 5 thru 7**, a collection fee shall be taken per hand from the player-banker position based on the total amount that all players have wagered at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee when placing a wager on the Player Dragon Bonus Bet, or the Banker Dragon Bonus Bet. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Commission Free Baccarat are as shown below:

Schedule Option	Table Limit	Player-dealer Collection Rate	Player Collection Rate
1	\$5 - \$50	\$1.00	\$0.50
2	\$10 - \$100	\$2.00	\$1.00
3	\$50 - \$300	\$3.00	\$2.00
4	\$100 - \$500	\$5.00	\$3.00

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
5	\$10 - \$800	\$10 - \$50	\$1.00	\$0.00
		\$51 - \$300	\$2.00	
		\$301 - \$600	\$4.00	
		\$601 - \$900	\$7.00	
		\$901 +	\$10.00	
6	\$5- \$100	\$5 - \$200	\$1.00	\$0.00
		\$201 - \$400	\$3.00	
		\$401 - \$600	\$5.00	
		\$601 - \$900	\$8.00	
		\$901 +	\$12.00	
7	\$25 - \$200	\$25 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$20.00	

Two Card Peek

1. Game Outline:

- 1.1. Two Card Peek is a game where the dealer will deal out three, two-card hands. After the first three hands are dealt, the dealer will then deal out three more cards to each hand in order to make a complete five-card poker hand. Players make pick-row wagers prior to the start of play to determine which one of three two-card hands will be the highest ranked. In addition, players may also make optional bonus bets on a 2 Card poker bet, a peek bonus, and a Super-Bet.

2. Game Rules:

2.1. Pick Row Wager

- 2.1.1. The pick-row bet is made prior to the dealing of any cards and players choose one of three hands to play A, B, C, or two of the three hands to play AB, AC, or BC. The dealer has to have dealt at least one hand with a poker ranking of at least Ten-high in order to qualify.

- 2.1.2. If the qualifier is met, the hand with the highest poker ranking (either A, B, or C) will be the winner and all other hands will lose. If the qualifier is not met, then all other pick-row wagers will lose.

- 2.1.3. Winning pick-row wager hands will be paid according to the following chart:

- 2.1.3.1. A, B, or C is the highest ranked hand with a Ten-High or better pays 2:1
- 2.1.3.2. AB, AC, or BC- one of the hands selected is the highest ranked hand and has a Ten-High or better pays 1:1
- 2.1.3.3. Nine-High or less loses

2.2. Bonus Bets

2.2.1. 2 Card Poker

- 2.2.1.1. The 2 Card poker bet may be made on any of the three hands (A, B, and/or C) and paid out according to the hand ranking. Players will be paid odds on a qualifying two-card hand depending on their rank.
- 2.2.1.2. A player shall place a Pick Row wager in order to have the option of placing a 2 Card Poker wager.
- 2.2.1.3. The 2 Card Poker wager shall be placed prior to any cards being dealt.
- 2.2.1.4. A player may place a 2 Card Poker wager on row A, B, and/or C.
- 2.2.1.5. The 2 Card Poker wager shall be within the minimum and maximum table limits.
- 2.2.1.6. The 2 Card Poker wager can win regardless of the outcome of the Pick Row wager.
- 2.2.1.7. There is no collection fee taken for placing a 2 Card Poker wager.

2.2.2.

- 2.2.2.1. All Two-Card pokerbets will be paid according to this chart:

Hand	Payout
Two-Card Flush	1 to 1
Two-Card Straight, Off Suit	1 to 1
Pair	3 to 2
Two-Card Straight Flush	3 to 1
Mini Royal: AK suited	10 to 1

2.2.3. Super Bet

- 2.2.3.1. The Super bet may be made prior to the start of the round before any cards are dealt. After the first three hands are dealt by the dealer and all

Two Card Peek

pick-row bets are resolved, the dealer will deal three more cards to each of the two-card hands to make a complete five-card poker hand.

- 2.2.3.2. The Super bet will pay out for any poker hand that is rated three-of-a-kind or higher, and players can win on one, two, or all three hands off of a single wager. A player shall place a Pick Row wager in order to have the option of placing a Super Bet wager.
- 2.2.3.3. The Super Bet wager shall be placed prior to any cards being dealt.
- 2.2.3.4. A player may place one Super Bet wager, which corresponds to row A, B, and C.
- 2.2.3.5. The Super Bet wager shall be a \$1 bet.
- 2.2.3.6. The Super Bet wager can win regardless of the outcome of the Pick Row wager.
- 2.2.3.7. There is no collection fee taken for placing a Super Bet wager.
- 2.2.3.8. They will be paid according to the following chart:

Hand	Payout
Three of a Kind	5 to 1
Straight	7 to 1
Flush	15 to 1
Full House	30 to 1
Four of a Kind	100 to 1
Straight Flush	2,000 to 1
Royal Flush	20,000 to 1

2.2.4. Peek Bonus

- 2.2.4.1. The peek bonus bet may be made after the dealer deals out the three, two-card hands but prior to the completion of the five-card hands. Players will have the option to place a peek bet on any of the three hands (A, B, or C) that were dealt out. The hand is resolved after the remaining cards are dealt and the best five-card hand is made for each hand.
- 2.2.4.2. A player shall place a Pick Row wager in order to have the option of placing a Peek Bonus wager.
- 2.2.4.3. The Peek Bonus wager shall be placed after the Pick Row and 2 Card Poker wagers have been settled, but before the third, fourth, and fifth sets of three cards are dealt.
- 2.2.4.4. A player may only place one Peek Bonus wager on row A, B, or C.
- 2.2.4.5. The Peek Bonus wager shall be at least the minimum table limit up to a maximum of \$50.
- 2.2.4.6. The Peek Bonus wager can win regardless of the outcome of the Pick Row wager.
- 2.2.4.7. There is no collection fee taken for placing a Peek Bonus wager.
- 2.2.4.8. The Peek Bonus will pay out for any five-card hand that is rated two-pair or better according to the chart:

Hand	Payout
Two Pair (when the selected row has a pair in the initial two-card hand)	1 to 1
Two Pair	6 to 1

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(when the selected row does not have a pair in the initial two-card hand)	
Three of a Kind (when the selected row has a pair in the initial two-card hand)	2 to 1
Three of a Kind (when the selected row does not have a pair in the initial two-card hand)	8 to 1
Straight	10 to 1
Flush	12 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

3. Dealing Procedures:

- 3.1. Lightly scramble the deck.
- 3.2. Shuffle once and place the deck in the shuffle machine.
- 3.3. Call for all pick-row bets and 2 Card Poker bets, and Super bets.
- 3.4. Announce, "No more bets."
- 3.5. Press the button on the shuffler. The machine will kick out three cards at a time.
- 3.6. Place the first set of three cards (face-up) to the far left of the dealer position, pulling downward, leaving the top card at the top of the row, etc.
- 3.7. Place the second set of three cards to the left of the first set of three cards and repeat pull down procedure.
- 3.8. Reading left to right, hand position A, B, and C will now each have a two-card poker hand.
- 3.9. Dealer will look for and confirm that there is a qualifying card in one of the three hands.
 - 3.9.1. In order for the pick-row bet to qualify, there must be a ten-high or better in one of the three hands.
 - 3.9.2. If none of the three hands qualify the dealer will collect all losing pick-row wagers.
 - 3.9.3. If there is a qualifying hand then all pick-row bets are in play and will be given action.
 - 3.9.4. Dealer will establish the winning hand between A, B, and C.
- 3.10. Dealer will establish any and all two card bonus qualifying hands
- 3.11. Wagers shall be settled in a clockwise manner, starting with the player to the left of the house dealer, in the following order: the Pick Row bets and the 2 Card Poker bets are settled first for each player
- 3.12. Call for all "peek bonus" bets
- 3.13. Announce, "No more bets."
- 3.14. Place the third set of three cards to the left of the second set of three cards and repeat pull down procedure.
- 3.15. Place the fourth set of three cards to the left of the third set of three cards and repeat pull down procedure.
- 3.16. Place the fifth set of three cards to the left of the fourth set of three cards and repeat pull down procedure.
- 3.17. Dealer will establish any and all five-card Peek and Super bet qualifying hands.
- 3.18. Announce the value of all qualifying five-card poker hands

Two Card Peek

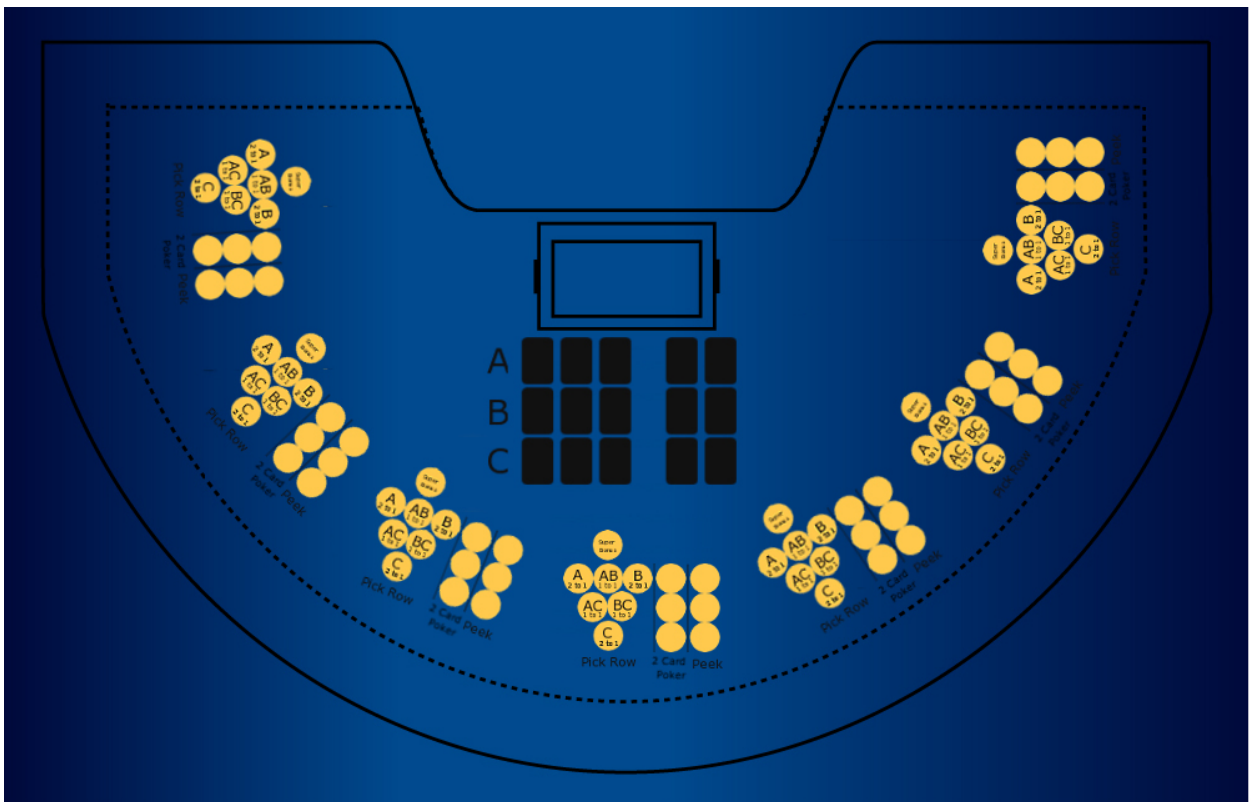
- 3.19. The Peek Bonus bets and the Super Bet wagers are settled beginning with the player to the left of the house dealer and continuing clockwise.
- 3.20. Reconcile action in the following way:
 - 3.20.1. Win – pay and push back the chips.
 - 3.20.2. Lose – award the chips to the Player-Dealer .
- 3.21. Drop the collection. Clear hands.
- 3.22. Offer the Player-Dealer position, if applicable.
- 3.23. Lightly scramble the deck.
- 3.24. Shuffle once and place the deck in the shuffle machine.
 - 3.24.1. If the shuffle machine breaks, or no shuffle machine is available for the game, then it can be played with the house dealer manually shuffling the cards.

Collection Schedule:

Schedule Option	Table Limit (Pick Row and 2 Card Poker)	Peek Bonus	Super Bet	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
1	\$1 - \$100	\$1 - \$50	\$1	\$1 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
2	\$5 - \$100	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
3	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0
				\$51 - \$100	\$1	
				\$101 - \$150	\$2	
				\$151 - \$200	\$3	
				\$201 +	\$5	
4	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
5	\$5 - \$500	\$5 - \$50	\$1	\$5 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
6	\$10 - \$500	\$10 - \$50	\$1	\$10 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	

Two Card Peek

7	\$10 - \$1,000	\$10 - \$50	\$1	\$10 - \$100	\$1	\$0
				\$101 - \$200	\$2	
				\$201 - \$300	\$3	
				\$301 - \$600	\$5	
				\$601 +	\$8	
8	\$25 - \$1,000	\$25 - \$50	\$1	\$25 - \$100	\$1	\$0
				\$101 - \$300	\$2	
				\$301 - \$600	\$6	
				\$601 - \$1,000	\$10	
				\$1,000 +	\$15	
9	\$25 - \$2,000	\$25 - \$50	\$1	\$25 - \$100	\$1	\$0
				\$101 - \$300	\$2	
				\$301 - \$600	\$6	
				\$601 - \$1,000	\$10	
				\$1,000 +	\$15	



Two Card Peek



Mini Pai Gow

Overview

Mini Pai Gow is basically the traditional Pai Gow Game with

- 6 cards dealt to players and the player/banker instead of seven
- Players may double down after viewing their hand
- An additional Bonus wager

Rules of Play

- A. Each player must make a Mini Pai Gow Poker wager and optionally may make a Mini Pai Gow Aces Bonus wager before the start of the game.
- B. Each player, including the player/banker, will be dealt six (6) cards face down.
- C. The players now set their hands with the best possible five (5) card hand in the back and their second high hand (one card) in the front. Each player simultaneously decides whether to double down or not with a wager equal to the original Mini Pai Gow Poker wager.
- D. The player/banker now sets their hand with the best five (5) card hand in back and the second best hand set in front consisting of only one (1) card.
- E. The original Mini Pai Gow Poker wager always receives action. However, the dealer must qualify with a pair of 5's or higher for the player's double down wager to receive action; otherwise the double down wager is a push.
- F. All original Mini Pai Gow Poker wagers will be settled first, followed by the double down Mini Pai Gow Poker wagers, followed by the Mini Pai Gow Aces Bonus bets. Backline Betting is permitted on all wagers.

Dealing procedures

- A. Mini Pai Gow is played with a standard 52 card deck plus one Joker for a total of 53 cards.
- B. The cards will be shuffled using a shuffling machine
 - a. If the machine is not working the cards will be shuffled in the following way
 - i. Scramble
 - ii. 2 riffles
 - iii. Strip
 - iv. Riffle
 - v. Cut by player/banker
- C. The player/banker will designate which hand they want to be action (the first hand that is delivered out).
- D. Each player must make a Mini Pai Gow Poker wager.
- E. Each player who made a Mini Pai Gow Poker wager may make a Mini Pai Gow Aces Bonus wager up to the posted limit before the cards are dealt.
- F. The dealer will shake a closed dice cup and then present it to the player banker to shake. The player/banker will shake the dice cup and leave it unopened on the table.
- G. The dealer will open the dice cup and deliver the cards starting with the action hand to the seat designated by the dice cup. The player/banker position will

Mini Pai Gow

- always be 1, 9 and 17 and the seats will be counted in clockwise order. For example, if the player/banker is on seat 2 and the total of the dice is 12 the action hand will be delivered 4 spots over from the player/banker seat (seat 6). The remainder of the cards will be delivered in a clockwise fashion with the player/banker hand remaining in front of the dealer tray with a marker on it.
- H. Each player sets their high hand (five cards) and their second high hand (one card) and places them in the appropriate areas. Same foul hand rule applies in Mini Pai Gow as it does in traditional Pai Gow Poker. If the player places a card higher than any of his other five cards and those five cards are of different suits and ranks not equally a straight the players wager is a losing wager. Each player simultaneously decides whether to double down or not with a wager equal to the original Mini Pai Gow Poker wager.
 - I. After all the player hands have been set, the dealer will then turn over the player/banker hand and set the hand according to house way with the highest five (5) card hand in back and the second highest one (1) card hand in the front. The player/banker will then have the option to play the hand a different way or tell the dealer to proceed with house way.
 - J. The dealer will now, in turn, compare his two hands with the player's two hands. If the dealer qualifies for the double down wager with at least a recommended pair of fives (pair of 5s) or higher, the player's double down wager, if made, plays; otherwise, the double down wager is a push. If the double down wager is a push the double down wager will be returned to the player prior to opening the player's hand.
 - a. If the player/banker's two hands beat the player's two hands, the wager is placed on top of the cards and the dealer proceeds to the next hand.
 - b. If the player's two hands beat the player/banker's two hands, the cards are left in front of the wager face up.
 - c. Any other outcome (the player/banker and the player split the two hands) will be a push and the dealer will muck the cards.
 - d. If one hand is identical in rank to the player-dealer's hand, it is a copy hand. The player-dealer wins all copy hands.
 - K. If any of the players receive a hand of that qualifies for a Mini Pai Gow Aces Bonus and they have wagered on the bonus position, they will receive the posted bonus payout. Winning bonus wagers will be paid regardless of the outcome of the Mini Pai Gow wager. The player will receive winning bonus wagers regardless of how they have set their hand. (i.e. splitting 3 Aces, they will still receive the bonus payout for 3 of a Kind). The joker may be used as an ace or to complete a straight, flush, or straight flush hand, but not a Royal Flush.
 - L. After all hands have been opened and compared to the player/banker's hand, the dealer will start reconciling the hands starting with the action hand. The hands will be reconciled in order starting with the Mini Pai Gow base bets and double down bets, then reconciling Mini Pai Gow Aces Bonus bets. The player/dealer will pay all wagers and will collect all losing wagers. 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 will be returned to the players.

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Mini Pai Gow Aces Bonus Bet

Hand	Pay Out
Five Aces	2500
Royal Flush no joker	1000
Straight Flush	100
Four of a Kind	50
Full House	15
Flush	5
3 pairs	5
Straight	3
3 of a Kind	2
Two Pairs	1
8 High	50

The rank of each card used in Mini Pai Gow, in order of highest to lowest rank, shall be: joker, ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The joker may be used as an ace or to complete a straight, flush, or straight flush hand. When used as an ace, the joker is considered the highest possible ranking ace. All suits shall be considered equal in rank. The one-card hand shall be ranked according to the card rankings listed above. The five-card ranking of hands for Mini Pai Gow, in order from highest to lowest rank, shall be:

5-Card Hand Dealt	Hand Requirements
Five of a Kind	A hand that consists of five cards of the same rank. A five of a kind is only possible with four cards of the same rank 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.
Four of a Kind	A hand that consists of four cards of the same rank.
Full House	A hand that consists of a three of a kind and a pair.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit.
Three of a Kind	A hand that consists of three cards of the same rank.
Two Pairs	A hand that consists of two pairs.
One Pair	A hand that consists of two cards of the same rank.
High Card	A hand that consists of five cards that do not make any of the hands listed above.

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House Way Chart	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put the highest ranking card in the high hand, the second highest ranking card in the low hand, and the remaining cards in the high hand.
One Pair	Put the highest ranking non-paired card in the low hand, and the pair and the other odd cards in the high hand.
Two Pairs	Put the highest ranking non-paired card in the low hand and the other 5 cards in the high hand.
Three Pairs	Put the highest card in the front and the two lower pairs and odd card in the back.
Three of a Kind	Put the highest ranking card that is not the same rank as the three of a kind in the low hand, and put the other 5 cards in the high hand.
Straight	Put either the highest card in a 6 card straight or the card not included in the 5 card straight in the low hand, and put the other 5 cards in the high hand.
Flush	Put either the highest card in a 6 card flush or the odd-suited card in the low hand, and put the other 5 cards in the high hand.
Two Three of a Kinds	Break up the higher ranking three of a kind and place one of that value in the low hand, and place the other 5 cards in the high hand.
Four of a Kind	Put the highest card that is not one of the four of a kind in the low hand, and play the other 5 cards in the high hand.
Full-house or better	Play the full-house or better that allows the highest card to be put in the low hand.

Mini Pai Gow

Mini Pai Gow Collection Structures

Option 1

Table Limit	Player Collection Fee	Total Table Action	Player/Banker Collection
\$5 to \$1000	\$0.00	\$5 - \$100	\$1.00
		\$101 - \$300	\$2.00
		\$301 - \$500	\$4.00
		\$501 - \$700	\$6.00
		\$701+	\$8.00

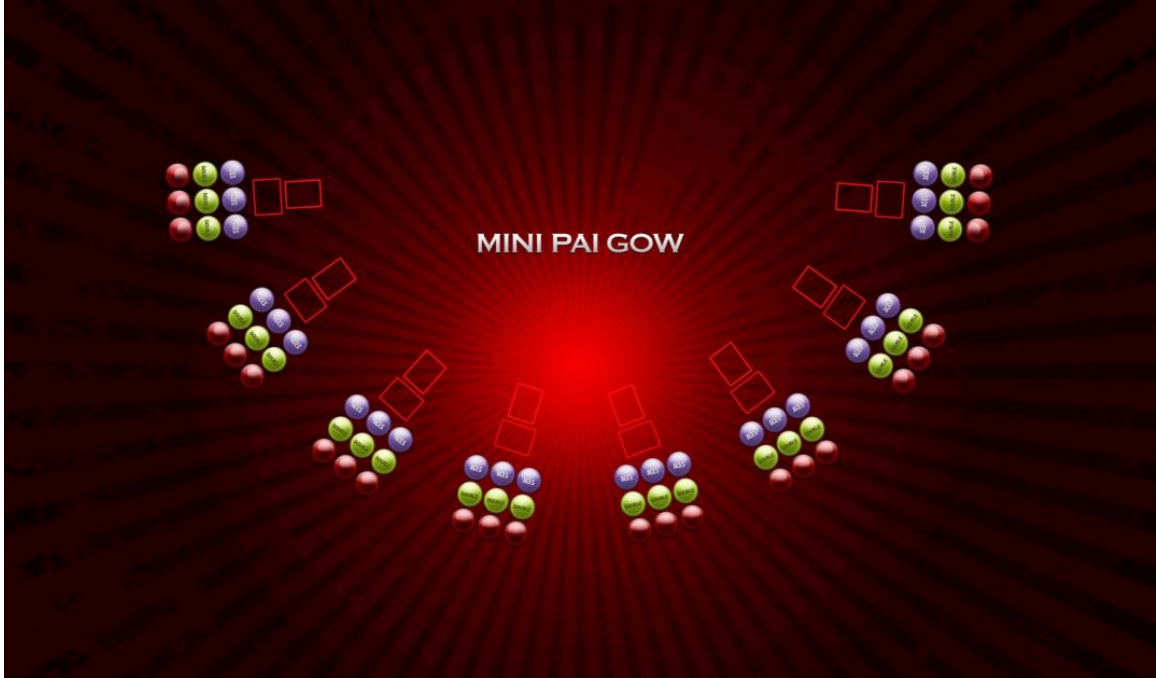
Option 2

Table Limit	Player Collection Fee	Total Table Action	Player/Banker Collection
\$5 to \$1000	\$0.00	\$5 - \$100	\$1.00
		\$101 - \$300	\$3.00
		\$301 - \$500	\$5.00
		\$501 - \$700	\$7.00
		\$701+	\$10.00

Option 3

Table Limit	Player Collection Fee	Total Table Action	Player/Banker Collection
\$5 to \$1000	\$0.00	\$5 - \$100	\$1.00
		\$101 - \$300	\$2.00
		\$301 - \$600	\$5.00
		\$601 - \$1000	\$8.00
		\$1001+	\$15.00

Mini Pai Gow



ULTIMATE PAI GOW POKER

Type of Game

Ultimate Pai Gow Poker is a seven card California style game that utilizes a player-dealer position. Players play against the player-dealer who pays and collects back to front seat by seat according to action until the hand is over or the bank money has been depleted.

Object of the Game

The object of the game is for the players to compete against the player-dealer by betting that either the player's hand will win or the banker's hand will win. At the beginning of the game one seven-card hand will be placed out on the table to represent the player and another seven card hand will be placed out on the table to represent the banker. Both hands are opened by the dealer and set house way. The dealer is required to form a two-card hand and a five-card hand for both the player and banker according to the house way strategy. The five-card hand must always rank higher than the two-card hand. Once each of the hands have been set house way the dealer will compare the two hands to determine if the wagers placed on the table win, lose, or push. If the player's side wins both the two-card and five-card hands all player wagers will get paid and all banker wagers will lose. If the banker side wins both the two-card and five-card hands all banker wagers will get paid and all player wagers will lose. All copy/ tie hands lose to the player-dealer and the second hand alone will determine the outcome. If both the two-card and five-card hands result in a tie both the player and banker wagers will lose. Additionally, if the player's or banker's hand has a two-card or five-card copy it cannot win. The hand can only push or lose depending on if the non-copy hand is of higher or lower value. In order to get paid out on a base bet the player must win the two-card and five-card hand.

Example: Both the player and banker two-card hand copies and the banker's five-card hand is better than the player's five-card hand, then the banker wager results in a push and the player wager loses.

Example: Both the player and banker two-card hand copies and the player's five-card hand is better than the banker's five-card hand, then the player wager results in a push and the banker wager loses.

Description of the Deck and Number of Decks Used

Shuffling Machine or Manual: Cards used to play Ultimate Pai Gow Poker will be dealt from a shuffling machine or manual. The game may include a dice cup/ random number generator and a cut card.

Physical Characteristics: Cards used shall be a standard deck of 52 cards plus a joker. The joker can be used as an ace or to complete a straight or flush.

Number of Decks: The game utilizes 1 deck of cards in live play. If the game operates with the use of an electronic shuffle machine it will alternate the two decks of cards independently of one another. While one is in live play the other is being shuffled for the next hand.

Card Values and Hand Rankings

Card values : The card ranks starts with the Ace being highest down to the two being the lowest; Ace card (A), King card (K), Queen card (Q), Jack card (J), Ten card (10), Nine card (9), Eight card (8), Seven card (7), Six card (6), Five card (5), Four card (4), Three card (3), Two card (2), Joker (wild).

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HAND RANK CHART			
2 CARD			
1	A, A	1	Four Aces and Joker
2	K, K	2	Royal Flush
3	Q, Q	3	Straight Flush
4	J, J	4	Four of a Kind
5	10, 10	5	Full House
6	9, 9	6	Flush
7	8, 8	7	Straight
8	7, 7	8	Three of a Kind
9	6, 6	9	Two Pair
10	5, 5	10	One Pair
11	4, 4	11	High Card
12	3, 3		
13	2, 2		
14	High Card		

Description of Table Used and Total Number of Seated Positions

The game shall be played on an industry standard semi-circle or bat wing table. The game is played with a minimum of two and a maximum of fourteen players.

Action and Distribution of Cards

The casino dealer will start in seat one and offer the player-dealer position to the player. In the event the player passes, the dealer will continue clockwise until the position is filled.

Shuffler Distribution

Players place their wagers in the designated areas. The player receives the first hand and the banker receives the second hand from the shuffling machine.

Manual Distribution

The casino dealer starts by dealing seven piles of seven cards. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time to in front of him or herself until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed into the discard pile.

The player-dealer chooses one of the seven piles, and shakes a dice cup containing 3 standard dice. The total of the three dice determines which pile of seven cards will be distributed to the player's position, by counting the pile of cards chosen by the player-dealer position as one and continuing clockwise until the total is reached, the next stack of seven cards in order is the banker's hand.

Dealing Procedures and Round of Play

- Players at a table will place a wager on either the Ultimate Player wager or the Ultimate Banker wager in the designated betting area located on the felt.
- Players will also have the option of placing a wager on the Ultimate Tie wager and/or the Ultimate Push wager.

ULTIMATE PAI GOW POKER

- The action on payouts will always begin with the player to the left of the player-dealer and continue clockwise.
- Furthermore, all wagers shall be settled from seat to seat in the following order: the Ultimate Pai Gow Player Bet, then the Ultimate Pai Gow Banker Bet, then the Ultimate Pai Gow Push Bet, and finally, the Ultimate Pai Gow Tie Bet. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- At the beginning of the game one seven-card hand will be placed out on the table to represent the player and another seven-card hand will be placed out on the table to represent the banker. Both hands are opened by the dealer and set house way. The dealer is required to form a two-card hand and a five-card hand for both the player and banker according to the house way strategy. The five-card hand must always rank higher than the two card hand. Once each of the hands have been set house way the dealer will compare the two hands to determine if the wagers placed on the table win, lose, or push.
- The player-dealer will pay and collect all wagers back to front seat by seat according to action until the hand is over or the bank money has been depleted. After all wagers are settled and the cards are collected, the dealer will drop the house collection into the box. The player-dealer button is turned over to read deal #2 and the game starts over again. Once a player has occupied the player-dealer position twice, it will be offered to the next player in a clockwise rotation.

Pai Gow Poker "House Way"	
Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.

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Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.

How Wagers Are Resolved

The player's two and five card hands are compared against the banker's two and five card hands to determine if the wager wins, loses or pushes.

Ultimate Player Bet

- Wins when the player hand beats the banker hand, otherwise the wager loses. The wager pays 2:1 when the player wins and 3:1 if the player wins with a pair of 3's or higher in the front two card hand. Both hands will always be set house way to determine the outcome of the wager.

Qualifying Hands	Pays
Player Wins	2:1
	3:1

Ultimate Banker Bet

- Wins when the banker hand beats the player hand, otherwise the wager loses. The wager pays 2:1 when the banker wins and 3:1 if the banker wins with a pair of 3's or higher in the front two card hand. Both hands will always be set house way to determine the outcome of the wager.

ULTIMATE PAI GOW POKER

Qualifying Hands	
Banker Wins	2:1
Banker Wins w/ 2 Card 3's or Higher	3:1

Ultimate Push Bet

- Wins when the outcome of the player hand and banker hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the players hand, bankers hand, or both hands containing a pair of 3's or higher in their two card hand. Both hands will always be set house way to determine the outcome of the wager.
- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate Push Bet wager. A player may only place an Ultimate Push Bet wager if they have also placed a wager on either the Ultimate Player Bet or on the Ultimate Banker Bet prior to the initial deal.
- Backline betting is permitted on the Ultimate Push Bet.
- All winning Ultimate Push Bet wagers shall be paid according to the chart below.
- **The player-dealer shall pay all winning Ultimate Push Bet wagers and shall collect all losing Ultimate Tie Bet wagers.** 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Qualifying Hands	Pays
	1 to 1
	2 to 1

Ultimate Tie Bet

- The Ultimate Tie Bet wins when the player and bankers hand copies on their 2 card, 5 card, or 7 card hand otherwise the wager loses.
- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate Tie Bet wager. A player may only place an Ultimate Tie Bet wager if they have also placed a wager on either the Ultimate Player Bet or on the Ultimate Banker Bet prior to the initial deal.
- Backline betting is permitted on the Ultimate Tie Bet.
- All winning Ultimate Tie Bet wagers shall be paid according to the chart below.
- **The player-dealer shall pay all winning Ultimate Tie Bet wagers and shall collect all losing Ultimate Tie Bet wagers.** 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action shall begin.

Qualifying Hands	Pays
Two Card Hand Tie	30:1
Five Card Hand Tie	250:1
Seven Card Tie	1000:1

GLOSSARY

Action - This is the amount of money that is wagered or at stake to be won or lost.

Back Hand – The five card hand.

Betting Limits - These limits mark the minimum and maximum amounts that can be bet.

Copy – When two hands are of equal rank.

Cut Card - This is the card that is put on the bottom of the deck to cover it from view.

Dice Cup – Used to determine the action or starting point.

Even Money - This means you get paid equal to your original bet.

Front Hand – The two card hand.

House Way – A set way to play a hand according to the Casino rules that are posted.

Joker Card – Used as an Ace or to complete a straight or flush.

Layout – A felt placed on top of the table used to describe the games playing surface.

Player-dealer Button – A two sided button that represents who is occupying the player-dealer position. A player may occupy the position for two consecutive hands before it's offered to the next player clockwise. The player-dealer position is not dealt a hand.

Push – When a player wins one hand and loses the other.

Random Number Generator – Used to determine the Action number.

Random Shuffler – An electronic machine to shuffle the cards.

ULTIMATE PAI GOW POKER**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 Ultimate Pai Gow Poker; (2) notify all law enforcement agencies and gambling establishments if further review determines Ultimate Pai Gow Poker to be unlawful; (3) require gambling establishments to cease and desist offering Ultimate Pai Gow Poker 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 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Ultimate Pai Gow Poker are as shown below:

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Fee	
1	\$5-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
2	\$25-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
3	\$100-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
4	\$5-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	

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5	\$25-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
6	\$100-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
7	\$5-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
8	\$25-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
9	\$100-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
10	\$5-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
11	\$25-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
12	\$100-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
13	\$5-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	

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14	\$25-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	
15	\$100-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	

ULTIMATE WAR

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Type of Game

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

Object of the Game

The object of the game is to assemble two hands of one card each with the players competing against the player-dealer position.

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 one deck and a maximum of eight decks shall be used during the play of the game. The deck will be shuffled in between each round of play.

Card Values and Hand Rankings

The rank of the cards used in Ultimate War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting areas specifically designated for five separate wagers; the Player Bet, the Banker Bet, the War Bet, the Ultimate 5 Player Bet, and the Ultimate 5 Banker Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted on all wagers.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all Player Bet wagers, all Banker Bet wagers, all War Bet wagers, all Ultimate 5 Player Bet, and then all Ultimate 5 Banker Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player -dealer shall be returned to the respective players.

Dealing Procedures and Round of Play

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

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

- The Player Bet which pays 1 to 1;
- The Banker Bet which pays 1 to 1;

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- The War Bet, which pays according to the pay table below;
- The Ultimate 5 Player Bet, which pays according to the pay table below;
- The Ultimate 5 Banker Bet, which pays according to the pay table below.

Once all wagers are placed, the house dealer deals one card to the right and one card to the left. The hand to the left of the house dealer is a community hand that belongs to those that placed a wager on the Player Bet. The hand to the right of the house dealer is a community hand that belongs to those that placed a wager on the Banker Bet.

The hand that has the highest card value wins. If the both hands have the same value they are considered a tie and the hand “goes to war”. When a hand goes to war the house dealer will deal an additional card to the Player Bet hand and the Banker Bet hand to determine the winner. The hand that is dealt the highest card wins. In the event that the hands tie again, the hand will go to war again and the process will repeat until a winner is determined. There is no limit to the amount of times the Player and Banker Bet hands may go to war. The winner is determined by a comparison of the last card given to each player.

How Each Wager Wins, Loses, or Pushes

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

- The player-dealer shall pay all winning Player Bet wagers when the card dealt to the Player’s hand is higher than the card dealt to the Banker Bet hand. However, when the Player Bet hand wins with a 5, the Player Bet is not paid and is a push. The Banker’s Bet loses and is collected as normal.
- The player-dealer shall collect all losing Player Bet wagers made by players when the Banker Bet hand is higher in value than the Player Bet hand.
- The player-dealer shall pay all winning Banker Bet wagers when the card dealt to the Banker Bet hand is higher than the card dealt to the Player Bet hand. However, when the Banker Bet hand wins with a 5, the Banker Bet is not paid and is a push. The Player Bet loses and is collected as normal.
- The player-dealer shall collect all losing Banker Bet wagers made by players when the Player Bet hand is higher in value than the Banker Bet hand.

War Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a War Bet wager. A player may place a War Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning War Bet wagers when the card dealt to a Player’s hand and the card dealt to the Banker’s hand have the same value.
- The player-dealer shall collect all losing War Bet wagers when the card dealt to the Player’s hand and the card dealt to the Banker’s hand do not have the same value.
- Backline betting is permitted on the War Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the War Bet and any collection fees that may be taken.

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- The War Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand and Banker Bet hand are of the same value (tie), the War Bet wager shall win. In the event that the Player Bet hand and the Banker Bet hand are not of the same value, the player-dealer shall win the War Bet wager.
- All winning War Bet wagers shall be according to the pay table below.
- 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.

War Bet	Payout
First War	10 to 1
Second War	20 to 1
Third War	100 to 1
Fourth War & more	300 to 1

Ultimate 5 Player Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Player Bet wager. A player may place and Ultimate 5 Player Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.
- The player-dealer shall pay all winning Ultimate 5 Player Bet wagers when the Player Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Player Bet wagers when Player Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Player Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Player Bet and any collection fees that may be taken.
- The Ultimate 5 Player Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Player Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Player Bet wager.
- All winning Ultimate 5 Player Bet wagers shall be according to the pay table below.
- 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.

Ultimate 5 Player Bet	Payouts
Player Wins with 5 before War	40:1
Player Wins with 5 after War	120:1

Ultimate 5 Banker Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ultimate 5 Banker Bet wager. A player may place and Ultimate 5 Banker Bet wager even if he/she has not also placed either a Player Bet wager or a Banker Bet wager prior to the initial deal.

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- The player-dealer shall pay all winning Ultimate 5 Banker Bet wagers when the Banker Bet hand wins with a 5 either before or after going to war.
- The player-dealer shall collect all losing Ultimate 5 Banker Bet wagers when Banker Bet hand does not win with a 5 either before or after going to war.
- Backline betting is permitted on the Ultimate 5 Banker Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ultimate 5 Banker Bet and any collection fees that may be taken.
- The Ultimate 5 Banker Bet takes into account the card dealt to the Player Bet hand and the card dealt to the Banker Bet hand. In the event that the Banker Bet hand does not win with a 5 either before or after going to war the player-dealer shall win the Ultimate 5 Banker Bet wager.
- All winning Ultimate 5 Banker Bet wagers shall be according to the pay table below.
- 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.

Ultimate 5 Banker Bet	
Banker Wins with 5 before War	40:1
Banker Wins with 5 after War	120:1

GLOSSARY

Action - This is the amount of money a player uses during an entire play of the hand.

Betting Limits - These limits mark the minimum and maximum amounts that can be bet.

Copy – when two hands are of equal rank with out regard to suit.

Cut Card - This is the card that is put on the bottom of the deck to cover it from view as well as determining when to shuffle.

Even Money - This means you get paid the same as your original bet.

Face Cards - These cards are the Jack, Queen, and King of each of the four suits.

Layout – a felt placed on top the table and used to describe the games playing surface.

Player-Dealer tile – a double-sided with a 1 on one side and a 2 on the other as well as designates the player who is occupying the house position. The player may occupy the position for two consecutive hands before its offered to the next player in action. The player-dealer position is not dealt a hand.

Random Shuffler – a machine to shuffle the cards.

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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 through 15, 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 opening the player-dealer's hand and dropped into a collection box after all wagers are resolved. The approved collection fees and schedules for the game of Ultimate War are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
1	\$5 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20
2	\$25 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20
3	\$100 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20

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4	\$5 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
5	\$25 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
6	\$100 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
7	\$5 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
8	\$25 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
9	\$100 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
10	\$5 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35

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11	\$25 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35
12	\$100 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35
13	\$5 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75
14	\$25 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75
15	\$100 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75

Collection Procedures

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

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wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.

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

BLACKJACK X



Cordova Restaurant and Casino

Blackjack X

Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a "Natural" which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a "Natural" the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player's hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

- ♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.
- ♣ A "Blackjack X" consists of an Ace/King of Spades.
- ♣ All cards have face value. Face cards have a value of 10.
- ♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.
- ♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.
- ♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

Hand Ranking

1. Natural 31
2. "Blackjack X"
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10
16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3

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Blackjack X

23. A hand totaling a 2

24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of one (1) and a maximum of eight (8) decks. All Aces of spade will have an "x" stamped on the card.

The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of an Ace and King suited. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.
- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
 - A Natural 31 will be paid 6:5
 - A Hard 31 will be paid 3:1
 - A "Blackjack X" will be paid 2:1
 - All other winning player hands will be paid 1:1
- Split
 - The Player may split any two cards of equal value.
 - Player may split three times for a total of four hands.
 - Split Aces receive one hit card.
 - The Player may not re-split aces.
 - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
 - The Player may receive only one hit card after Doubling Down.
 - The Player may double on any two cards, except a "Natural 31."

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- The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
- The Player may double down after the split.
- Surrender
 - The Player may surrender before the Dealer checks the Player Dealers hole card.
 - The Player may forfeit half their wager when surrendering.
 - Players may only surrender prior to taking a hit.
 - The Player may surrender after the split.
- Insurance
 - Insurance will only be offered when the Player Dealer is showing an Ace card.
 - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
 - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
 - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
 - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
 - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.
2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
 - a. At this point the Player will be offer the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
 - b. In the event the Player Dealer is dealt a "Natural," the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
 - a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
 - b. The Player loses on a hand with a value between 22 and 30.
 - c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer's hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

Buster Blackjack



US Patent 6,845,981

Rules of Play

Buster Blackjack Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet. A player may only place a Buster Blackjack Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as back-line bettors may place a Buster Blackjack Bonus Bet wager.
- The Buster Blackjack Bonus Bet wagers may be less than or equal to, but may not exceed the game wager.
- Once all players have made their decisions regarding their hand, according to the base game rules above, the player-dealer shall reveal their face-down card and complete the hand. The payoff odds vary based on the number of cards in the player-dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player-dealer's hand busts, all Buster Blackjack Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers shall be collected in rotation to the extent of the money in action. There is no opportunity for the Buster Blackjack Bonus Bet wager to tie as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
- A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- **The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Pay Table

Number of Cards in the Player-dealer's Busted Hand	Payout
3	2 to 1
4	2 to 1
5	4 to 1
6	15 to 1
7	50 to 1
8 or more	200 to 1

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Blackjack X

Lucky Pair Bonus Bet

A distinct area of the felt in front of each player will be allowed to place an optional bonus bet where if they are dealt any pair, their bet will be paid 10 to 1. The bets will be in line with the posted table minimum and maximums.

Lucky Pair Bonus Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Lucky Pair Bonus Bet. A player may only place a Lucky Pair Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as backline bettors may place a Lucky Pair Bonus wager.
- The Lucky Pair wagers may be less than or equal to, or more than the base game wager as long as it is within the table limits.
- If the player is dealt any pair in the first two cards that they are dealt they will win the bonus wager. Any additional pairs dealt after the first two shall not win the Lucky Pair Bonus wager.
- A Lucky Pair wager remains in action regardless of whether the player wins or loses the base game wager. The player-dealer must always complete their hand as long as there are bonus bets in play.
- **The player-dealer shall pay all winning Lucky Pair wagers and shall collect all losing Lucky Pair wagers.** Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Lucky Pair wagers shall be paid 10 to 1.
- The Lucky Pair Bonus pays 40:1 if a player has a pair and the player-dealer has a Natural.

California Game

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

Wagering Limits and Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of Blackjack X; (2) notify all law enforcement agencies and gambling establishments if further review determines the modified game of Blackjack X to be unlawful; (3) require gambling establishments to cease and desist offering the game of Blackjack X 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 15**, the collection fees shall be taken per hand from the player-dealer position based on the total of each wager placed. There is no collection fee taken when a player places a wager, doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Buster Blackjack Bonus Bet wager, or places an Lucky Pair Bonus Bet wager. 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. 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 Blackjack X are as shown below:

Cordova Restaurant and Casino

Blackjack X

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
2	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
3	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
4	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
5	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
6	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
7	\$5- \$500	\$5 - \$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
8	\$25- \$1,000	\$25 - \$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	

Cordova Restaurant and Casino

Blackjack X

9	\$100- \$1,000	\$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
10	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
11	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
12	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
13	\$5- \$1,000	\$5 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	
14	\$25- \$1,000	\$25 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	
15	\$100- \$1,000	\$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	

Cordova Casino

Poker Collections Rates

Texas Hold'em (GEGA-002063) – Limit:

For schedule options 1 through 14, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drops it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Schedule Options	Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
1	\$1 - \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
2	\$2 - \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00
3	\$3 - \$6	\$1 / \$3	\$30	\$4.00	\$2.00	\$2.00
4	\$4 - \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
5	\$5 - \$10	\$3 / \$5	\$50	\$4.00	\$3.00	\$2.00
6	\$6 - \$12	\$2 / \$6	\$60	\$4.00	\$3.00	\$2.00
7	\$8 - \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
8	\$9 - \$18	\$3 / \$9	\$90	\$4.00	\$3.00	\$2.00
9	\$10 - \$20	\$5 / \$10	\$100	\$5.00	\$4.00	\$3.00
10	\$12 - \$24	\$6 / \$12	\$120	\$5.00	\$4.00	\$3.00
11	\$15 - \$30	\$5 / \$15	\$150	\$5.00	\$4.00	\$3.00
12	\$20 - \$40	\$10 / \$20	\$200	\$5.00	\$4.00	\$3.00
13	\$50 - \$100	\$25 / \$50	\$500	\$6.00	\$5.00	\$4.00
14	\$75 - \$150	\$25 / \$75	\$750	\$6.00	\$5.00	\$4.00

Texas Hold'em (GEGA-002063) – No Limit

For Schedule options 1 through 5, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drops it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Schedule Options	Minimum Buy-In	Maximum Buy-In	Blinds (Small/Big)	7 or more Players	4 – 6 Players	3 or less Players
1						
2	\$50.00	\$300.00	\$1 / \$3	\$3.00	\$1.00	\$1.00
3	\$100.00	\$300.00	\$1 / \$3	\$4.00	\$2.00	\$1.00
4	\$200.00	\$500.00	\$2 / \$5	\$4.00	\$2.00	\$2.00
5	\$500.00	\$1,000.00	\$5 / \$10	\$5.00	\$3.00	\$2.00
6	\$1,000.00	No Limit	\$10 / \$20	\$6.00	\$3.00	\$2.00

Cordova Casino

Poker Collections Rates

Omaha (GEGA-002064) & Omaha High/Low Split (GEGA-002065) – Limit:

For **schedule options 1 through 14**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drops it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown:

Schedule Options	Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
1	\$1 - \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
2	\$2 - \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00
3	\$3 - \$6	\$1 / \$3	\$30	\$4.00	\$2.00	\$2.00
4	\$4 - \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
5	\$5 - \$10	\$3 / \$5	\$50	\$4.00	\$3.00	\$2.00
6	\$6 - \$12	\$2 / \$6	\$60	\$4.00	\$3.00	\$2.00
7	\$8 - \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
8	\$9 - \$18	\$3 / \$9	\$90	\$4.00	\$3.00	\$2.00
9	\$10 - \$20	\$5 / \$10	\$100	\$5.00	\$4.00	\$3.00
10	\$12 - \$24	\$6 / \$12	\$120	\$5.00	\$4.00	\$3.00
11	\$15 - \$30	\$5 / \$15	\$150	\$5.00	\$4.00	\$3.00
12	\$20 - \$40	\$10 / \$20	\$200	\$5.00	\$4.00	\$3.00
13	\$50 - \$100	\$25 / \$50	\$500	\$6.00	\$5.00	\$4.00
14	\$75 - \$150	\$25 / \$75	\$750	\$6.00	\$5.00	\$4.00

Seven Card Stud (GEGA-002066) & Seven Card Stud High/Low Split (GEGA-002067) – Limit

schedule options 1 through 4, the house dealer will collect the appropriate collection fee from ‘the pot’ and drop into the collection box after players have posted the pre-determined and designated antes but prior to the start of any cards being dealt. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown:

Schedule Options	Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
1	\$2 - \$4	\$1 / \$2	\$20	\$4.00	\$3.00	\$2.00
2	\$4 - \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
3	\$8 - \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
4	\$15 - \$30	\$5 / \$15	\$100	\$4.00	\$3.00	\$2.00

Cordova Casino

Poker Collections Rates

Mexican Poker (GEGA-002068) – No Limit

For **schedule options 1 through 3**, the house dealer will collect the collection fee from ‘the pot’ after the first round of betting has been completed. If after the first round of betting, there are insufficient funds in the pot to satisfy the collection fee, the difference will be collected during each subsequent round until the total collection fee has been collected. However, if after the first round of betting, there are insufficient funds in the pot to satisfy the collection fee, and there are no additional wagers added to ‘the pot’ during that round of play, the collection fee will be considered complete for that round of play. The collection fee is dependent on the table limited that players are seated and participating in, as shown:

Schedule Options	Minimum Buy-In	Maximum Buy-In	Wagering Amount		Collection Fee
			Minimum	Maximum	
1	\$50.00	\$300.00	\$2.00	\$5.00	\$5.00
2	\$100.00	\$300.00	\$3.00	\$6.00	\$6.00
3	\$500.00	\$1,000.00	\$5.00	\$8.00	\$10.00

Poker Game Collection 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.
- Only one (1) collection rate schedule is permitted to be used at any given time on a single table.
- Collection rates shall be determined prior to the start of play of any hand or round.
- Flat fees on wagers may be assessed at different collection rates. However, no more than five (5) collection rates may be permitted per table limit. Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- The Cordova Restaurant & 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.



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Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player/dealer and an optional bonus bet.

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

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

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

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:



1. For ante wagers on the word “Ante”;
2. For blind wagers on the word “Blind”;
3. For trips bonus wagers on the word “Trips”; and
4. For play wagers on the word “Play.”

Number of players in the game:

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

Type of card deck used:

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

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.



3. Hands of cards shall rank, from lowest to highest, as follows:

- a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
- b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
- c. 3 of a Kind 3 cards of the same value.
- d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.
- e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

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



- b. An equal wager in the “Ante” and “Blind” circles and a “Trips Bonus Wager.”

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

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

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the casino dealer shall:
 - a. Call “No more bets”; and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:
 - a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by
 - b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by
 - c. 5 community cards in the center of the table.
4. When an automatic shuffler is used the cards shall be dealt as follows:
 - a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by
 - b. 2 cards to the player/dealer; followed by
 - c. 5 community cards in the center of the table.



5. After the cards have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player/dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.



When the player/dealer does not qualify:

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the player/dealer's left, the casino dealer shall:
- 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 "When player/dealer qualifies"); and
 - Collect, count and place the player's cards in the discard holder.

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.

When the player/dealer qualifies:

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



12. If a player's hand loses, the casino dealer shall:
 - a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;
 - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
 - a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager if the hand is a straight or better;
 - c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and
 - d. Collect, count and place the payer's cards in the discard holder.
14. If a player's hand constitutes a push, the casino dealer shall:
 - a. Pay any trips bonus wager if the hand is a 3 of a kind or better;
 - b. Collect, count and place the player's cards in the discard holder.
15. Winning ante wagers and play wagers shall be paid 1 to 1.
16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.



19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
20. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.



Ultimate Texas Hold'em Paytable

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

Collection Rates

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 through 3**, a collection fee will be taken per hand from 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 action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.



Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5 - \$300	\$5 - \$50	\$1	\$0
		\$51 - \$100	\$2	
		\$101 - \$200	\$3	
		\$201 - \$300	\$6	
		\$301+	\$9	
2	\$25- \$1000	\$25 - \$200	\$3	\$0
		\$201 - \$400	\$6	
		\$401 - \$600	\$12	
		\$601 - \$800	\$15	
		\$801+	\$20	
3	\$100 - \$2000	\$100 - \$400	\$6	\$0
		\$401 - \$800	\$15	
		\$801 - \$1200	\$20	
		\$1201 - \$1600	\$25	
		\$1601+	\$30	



Glossary of terms used in the controlled game:

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

CA Games Collection Rates

Although the Bureau has approved this game, 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.

21st Century Baccarat 8.0 (GEGA-002712); Commission Free Baccarat (GEGA-002862) EZ Baccarat Panda 8 (GEGA-002713) - For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, and any bonus bets at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, or any bonus bets. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. Any other bonus bet wagers may be less than, equal to, or greater than the game wager but must be a minimum of \$5 and no more than a maximum of \$500.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	\$5- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
2	\$25- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
3	\$100- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
4	\$5- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
5	\$25- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	

CA Games Collection Rates

6	\$100- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
7	\$5- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
8	\$25- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
9	\$100- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
10	\$5- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
11	\$25- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
12	\$100- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
13	\$5- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	
14	\$25- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	

CA Games Collection Rates

15	\$100- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	

Pure 21.5 Blackjack (GEGA-002070); Blackjack X (GEGA-003058) - For schedule options 1 through 15, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all base game wagers and bonus bets that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall be no collection fee taken when a player doubles-down, splits cards, surrenders their hand, places an insurance wager, or places any game and/or Bonus Bet wagers. 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	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
2	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
3	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
4	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
5	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
6	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	

CA Games Collection Rates

7	\$5- \$500	\$5 - \$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
8	\$25- \$1,000	\$25 - \$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
9	\$100- \$1,000	\$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
10	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
11	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
12	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
13	\$5- \$1,000	\$5 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	
14	\$25- \$1,000	\$25 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	
15	\$100- \$1,000	\$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	

CA Games Collection Rates

Pai Gow Poker (GEGA-002071); Fortune Pai Gow Poker (GEGA-002714) – for **schedule option 1**, a collection fee shall be taken per betting spot from each player for placing a game wager. There shall also be a collection fee taken from the player-dealer position per round of play. No collection fee will be taken for any bonus bets. The collection fees shall be collected from the players and player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player Collection Rate	Player- Dealer Collection Rate
1	\$10 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	

Pai Gow Poker with Triple Bonus Bets (GEGA-004027): For **schedule options 1 through 6**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no additional collection fee on the Ultimate Push and Happy Pai Gow Bonus bet. For **schedule options 7 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The approved collection fees and schedules for the game of Pai Gow Poker with Ultimate Push and Happy Pai Gow Bet are as shown below:

Schedule Options	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	\$10 - \$100	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
2	\$10 - \$200	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
3	\$25 - \$200	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
4	\$10 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	
5	\$25 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	

CA Games Collection Rates

6	\$100- \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	
7	\$10 - \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
8	\$25 - \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
9	\$100- \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
10	\$10 - \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
11	\$25 - \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
12	\$100- \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
13	\$10 - \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	
14	\$25 - \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	

CA Games Collection Rates

15	\$100- \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	

Ultimate Pai Gow Poker (GEGA-004026): For **schedule options 1 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The approved collection fees and schedules for the game of Ultimate Pai Gow Poker are as shown below:

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
2	\$25-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
3	\$100-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
4	\$5-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
5	\$25-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
6	\$100-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	

CA Games Collection Rates

7	\$5-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
8	\$25-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
9	\$100-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
10	\$5-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
11	\$25-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
12	\$100-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
13	\$5-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	
14	\$25-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	
15	\$100-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	

CA Games Collection Rates

Mini Pai Gow Poker (GEGA-003405) – for schedule option 1 through 3, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Mini Pai Gow game wagers and Mini Pai Gow Aces Bonus wagers placed, referred to as “total table action.” The total table action shall not include any bonus wagers placed. A collection fee shall not be taken from players for placing any game wagers or bonus bet wagers. The Mini Pai Gow Aces Bonus wager may be less than, equal to, or greater than the Mini Pai Gow game wager, but must fall within the table limits. The collection fees shall be collected from the player-dealer and dropped by the casino dealer while the players set their hands but prior to hands being compared and wagers being settled.

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 +	\$8.00	
2	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$5.00	
		\$501 - \$700	\$7.00	
		\$701 +	\$10.00	
3	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 +	\$15.00	

Three Card Poker 6 Card Bonus (GEGA-002069) - For schedule options 1 through 4, a collection fee shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players when placing a wager on the Ante, Play, Pair Plus, and/or the 6 Card Bonus.

Schedule Options	Table Limit	Pair Plus Wager	Player Wagers	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$5 - \$100	\$5 - \$100	\$1.00	\$0.00
			\$101 - \$300	\$3.00	
			\$301 - \$500	\$5.00	
			\$501 - \$800	\$8.00	
			\$801 +	\$12.00	
2	\$25 - \$200	\$5 - \$200	\$5 - \$100	\$1.00	\$0.00
			\$101 - \$300	\$3.00	
			\$301 - \$500	\$5.00	
			\$501 - \$800	\$8.00	
			\$801 +	\$12.00	

CA Games Collection Rates

3	\$5 - \$100	\$5 - \$100	\$5 - \$300	\$3.00	\$0.00
			\$301 - \$600	\$6.00	
			\$601 - \$1,000	\$10.00	
			\$1,001 - \$2,000	\$15.00	
			\$2,001 +	\$22.00	
4	\$25 - \$200	\$5 - \$200	\$5 - \$300	\$3.00	\$0.00
			\$301 - \$600	\$6.00	
			\$601 - \$1,000	\$10.00	
			\$1,001 - \$2,000	\$15.00	
			\$2,001 +	\$22.00	

Two Card Peek (GEGA-003047) - For **schedule options 1 through 9**, the collection fees shall be taken per hand from the player-dealer position based on the sum of all wagers placed. There is no collection fee taken from the player for any wager. A player that has placed a Pick Row bet may place a wager on the Super Bet at a maximum of \$1. A player that has placed a Pick Row bet may place a Peek Bonus at a maximum of \$50. 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 Limits			Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
	(Pick Row and 2 Card Poker)	Peek Bonus	Super Bet			
1	\$1 - \$100	\$1 - \$50	\$1	\$1 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$150	\$2.00	
				\$151 - \$200	\$3.00	
				\$201 +	\$5.00	
2	\$5 - \$100	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$150	\$2.00	
				\$151 - \$200	\$3.00	
				\$201 +	\$5.00	
3	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$150	\$2.00	
				\$151 - \$200	\$3.00	
				\$201 +	\$5.00	
4	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	
5	\$5 - \$500	\$5 - \$50	\$1	\$5 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	

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6	\$10 - \$500	\$10 - \$50	\$1	\$10 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	
7	\$10 - \$1,000	\$10 - \$50	\$1	\$10 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	
8	\$25 - \$1,000	\$25 - \$50	\$1	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$300	\$2.00	
				\$301 - \$600	\$6.00	
				\$601 - \$1,000	\$10.00	
				\$1,000 +	\$15.00	
9	\$25 - \$2,000	\$25 - \$50	\$1	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$300	\$2.00	
				\$301 - \$600	\$6.00	
				\$601 - \$1,000	\$10.00	
				\$1,000 +	\$15.00	

Ultimate War (GEGA-004024) - For **schedule options 1 through 15**, 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 opening the player-dealer's hand and dropped into a collection box after all wagers are resolved. The approved collection fees and schedules for the game of Ultimate War are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
1	\$5 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2000	\$0	\$10
		\$2001 +	\$0	\$20
2	\$25 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20
3	\$100 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20

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4	\$5 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
5	\$25 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
6	\$100 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
7	\$5 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
8	\$25 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
9	\$100 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
10	\$5 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35

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11	\$25 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35
12	\$100 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35
13	\$5 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75
14	\$25 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75
15	\$100 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75

Ultimate Texas Hold'em (GEGA-004373): For **schedule options 1 through 20**, a collection fee will be taken per hand from 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 action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

CA Games Collection Rates

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5 - \$300	\$5 - \$100	\$1	\$0
		\$101 - \$300	\$2	
		\$301 - \$600	\$4	
		\$601 - \$1000	\$7	
		\$1001+	\$12	
2	\$5 - \$300	\$5 - \$200	\$1	\$0
		\$201 - \$400	\$2	
		\$401 - \$700	\$4	
		\$701 - \$1000	\$8	
		\$1001+	\$12	
3	\$5 - \$300	\$5 - \$200	\$1	\$0
		\$201 - \$500	\$2	
		\$501 - \$800	\$6	
		\$801 - \$1500	\$10	
		\$1501+	\$20	
4	\$5 - \$300	\$5 - \$300	\$1	\$0
		\$301 - \$600	\$3	
		\$601 - \$1000	\$7	
		\$1001 - \$1500	\$13	
		\$1501+	\$20	
5	\$5 - \$300	\$5 - \$50	\$1	\$0
		\$51 - \$100	\$2	
		\$101 - \$200	\$3	
		\$201 - \$300	\$6	
		\$301+	\$9	
6	\$25 - \$1000	\$25 - \$200	\$1	\$0
		\$201 - \$400	\$2	
		\$401 - \$700	\$5	
		\$701 - \$1500	\$9	
		\$1501+	\$20	
7	\$25 - \$1000	\$25 - \$200	\$1	\$0
		\$201 - \$500	\$2	
		\$501 - \$800	\$6	
		\$801 - \$1500	\$10	
		\$1501+	\$20	
8	\$25 - \$1000	\$25 - \$300	\$1	\$0
		\$301 - \$600	\$3	
		\$601 - \$1000	\$7	
		\$1001 - \$1500	\$12	
		\$1501+	\$20	
9	\$25 - \$1000	\$25 - \$200	\$3	\$0
		\$201 - \$400	\$6	
		\$401 - \$600	\$12	
		\$601 - \$800	\$15	
		\$801+	\$20	

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10	\$25 - \$1000	\$25 - \$400	\$1	\$0
		\$401 - \$800	\$5	
		\$801 - \$1200	\$10	
		\$1201 - \$1800	\$15	
		\$1801+	\$25	
11	\$100 - \$2000	\$100 - \$200	\$1	\$0
		\$201 - \$500	\$3	
		\$501 - \$1200	\$7	
		\$1201 - \$1500	\$15	
		\$1501+	\$20	
12	\$100 - \$2000	\$100 - \$300	\$1	\$0
		\$301 - \$800	\$5	
		\$801 - \$1500	\$10	
		\$1501 - \$2300	\$15	
		\$2301+	\$25	
13	\$100 - \$2000	\$100 - \$400	\$2	\$0
		\$401 - \$1000	\$6	
		\$1001 - \$2000	\$12	
		\$2001 - \$3000	\$25	
		\$3000+	\$40	
14	\$100 - \$2000	\$100 - \$500	\$2	\$0
		\$501 - \$1600	\$7	
		\$1601 - \$2500	\$20	
		\$2501 - \$4000	\$35	
		\$4001+	\$50	
15	\$100 - \$2000	\$100 - \$400	\$6	\$0
		\$401 - \$800	\$15	
		\$801 - \$1200	\$20	
		\$1201 - \$1600	\$25	
		\$1601+	\$30	
16	\$300 - \$5000	\$300 - \$1200	\$3	\$0
		\$1205 - \$4000	\$12	
		\$4005 - \$8000	\$20	
		\$8005 - \$20,000	\$35	
		\$20,005+	\$60	
17	\$300 - \$5000	\$300 - \$1000	\$3	\$0
		\$1005 - \$4000	\$15	
		\$4005 - \$8000	\$25	
		\$8005 - \$20,000	\$50	
		\$20,005+	\$80	
18	\$300 - \$5000	\$300 - \$1200	\$4	\$0
		\$1205 - \$4000	\$15	
		\$4005 - \$8000	\$25	
		\$8005 - \$20,000	\$50	
		\$20,005+	\$80	

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19	\$300 - \$5000	\$300 - \$1000	\$4	\$0
		\$1005 - \$2000	\$25	
		\$2005 - \$8000	\$40	
		\$8005 - \$20,000	\$65	
		\$20,005+	\$90	
20	\$300 - \$5000	\$300 - \$1000	\$5	\$0
		\$1005 - \$2000	\$30	
		\$2005 - \$8000	\$50	
		\$8005 - \$20,000	\$70	
		\$20,005+	\$100	

Collection Procedures

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 limit.
- The Cordova 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.

Pai Gow Poker with Triple Bonus Bets

Synopsis:

This game uses the traditional Pai Gow Poker game and adds three bonus bets, Ultimate Push, Happy Pai Gow and Double Luck Bonus Bet. The bonus bets have to be placed prior to the hands being played. A player has the option to place an Ultimate Push wager; the wager will win when the player's hand and the player-dealer's hand push. This Ultimate Push Bonus Bet pays 1:1 except when there is a pair of 3's or higher, then it will pay 2:1. In addition, a player has the option to place a Happy Pai Gow wager; the wager will win when the player's hand is a Pai Gow Hand. A "Pai Gow" Hand consists of seven cards that have no pairs and do not make a straight or flush. Finally, a player has the option to place a Double Luck Bet; the wager wins if the player's hand contains one of the hands in the Double Luck Pay Table.

Object of the Game:

The object of the game is for both of the player's two hands to rank higher than both of the player-dealer's two hands by strategically playing the seven-card poker hand with a two card low hand and a five-card poker high hand. Should one hand rank exactly the same as the player-dealer's hand, this is a tie. The player-dealer wins all ties. If the player wins one hand, but loses the other, this is considered a "push", and no money exchanges hands.

Type of Deck Used:

The traditional Pai Gow Poker game uses a total of 52 cards and a Joker. The Joker is used as an Ace or to complete a straight or flush.

Table Layout:

Each table has 7 active seats and 1 inactive seat. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the player-dealer, from the Dealer's perspective.

Number of Players:

There is no minimum number of players, as long as there is at least one player and one player-dealer.

Ranking of Hands:

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The PGPQ hand rankings, based on traditional poker rankings, are as follows:

Rank	Combination of Cards
1 st	Five Aces (A-A-A-A-Joker)
2 nd	Royal Flush (10-J-Q-K-A of the same suit)
3 rd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
4 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
5 th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
6 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)

Pai Gow Poker with Triple Bonus Bets

7 th	Straight (Five cards of different suits ranked in order)
8 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9 th	Two Pair (Two sets of pairs)
10 th	A Pair (Two cards of the same value)
11 th	High Card

Game Rules and Structure:

Each player at the table is dealt seven cards to make two hands, a two-card hand and a five-card hand. Rankings are based on basic poker rankings. The five-card hand must be higher than the two-card hand.

Play of the game is as follows:

a. The dealer places seven hands of seven cards each, face down in front of the dealer's tray. The dealer checks that exactly four cards are left over, and then places those cards into the dealer's tray.

b. There are two steps taken to determine which of the seven hands goes to which player. In the first step, the player-dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways.

c. If a dice cup is used, the player-dealer then shakes the dice cup containing three dice. The cup is opened only by the house dealer, after all bets are placed in the betting circles. If a random number generator is used, the number generated by the random generator will be used.

d. The player-dealer's position is always 1, 8 or 15. The dealer counts clockwise from the player-dealer's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button, will then be placed in front of the player indicated by the dice or number generated by the random number generator. The remaining piles will then be distributed clockwise. The player-dealer's hand is left in front of the dealer and the dealer button is placed on top of it.

e. Each player then arranges their cards into a two-card low and a five-card high hand as described above.

f. The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going "house way" will have a "house way" button placed on them.

g. The dealer then turns his cards over and sets his hand face up. Losing hands should be turned face down and losing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

h. If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set according to the "house way". Players and the player-dealer must place their bets before the dice cup is opened or the random number generator is finalized. No change in bets can occur after that point. Only chips placed in the appropriate position(s) on the table constitute a valid bet. Each player is responsible for the chips he/she places on the table.

Pai Gow Poker with Triple Bonus Bets

Pai Gow Poker “House Way”:

Hand Dealt	Logical Way Hand Setting
No Pairs	Put 2 nd and 3 rd highest cards in front.
One Pair	Put the pair in the back and the highest two other cards in the front.
Two Pairs	If the largest pair is a pair of aces, kings, or queens, put the small pair in front and the higher pair in back. If the largest pair is a pair of jacks, 10's, or 9's, put both pairs in back if you can put an ace or joker in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 8's, 7's, or 6's, put both pairs in back if you can put a king or higher in front, otherwise, place the small pair in front and the higher pair in back. If the largest pair is a pair of 5's, 4's or 3's, put both pairs in back if you can put a queen or higher in front, otherwise, place the small pair in front and the higher pair in back.
Three Pairs	Put the highest pair in the front and the two lower pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the pair of aces in the back. If three kings or lower, never split the three of a kind, place the three of a kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest pair in front and put the lower three of a kind in the back.
Five Aces	Put a pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (straight or flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (straight or flush) in the back and the two highest remaining cards (pair or no pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a pair in the front and a complete hand in the back
Full House	Play the highest possible pair in front and the three of a kind in the back.
Four of a Kind	If the four of a kind is aces, kings or queens, play the four of a kind in the back if you can put at least a pair in front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is jacks, 10's, or 9's, play the four of a kind in the back if you can put at least a king in the front, otherwise, split the four of a kind and play a

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	pair in the front and a pair in the back. If the four of a kind is 8's, 7's, or 6's, play the four of a kind in the back if you can put at least a queen in the front, otherwise, split the four of a kind and play a pair in the front and a pair in the back. If the four of a kind is 5's or lower, play the four of a kind in back and the two highest remaining cards in front.
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Foul Hand:

If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.

Payoff:

The base Pai Gow game winning hands are paid even money. The payout starts with the person to the left of the player-dealer then continues clockwise. The succession of payoff starts with the base Pai Gow game wager then followed by the Ultimate Push bet, the Happy Pai Gow bet and lastly the Double Luck Bet. All wagers are paid all at once from person to person. Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.

Player-dealer (Banker):

Any player may be the player-dealer position. All players bet against the player-dealer. The Bank must rotate in a continuous and systematic fashion. The player-dealer position is offered to each seated player seat in a clockwise fashion. That player may accept or pass, in which case the player-dealer position is offered to the next player. When the player-dealer position passes to the next seat, the player seated in that seated position has the first option. If he/she refuses the player-dealer position, any player betting on that seated position, the previous hand, is eligible to be the player-dealer for the next hand, in order of the betting spot in which they bet the prior hand.

Ultimate Push Bonus Bet:

The Ultimate Push Bet is an optional wager for players. The wager wins when the outcome of the player hand and player-dealer hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the player's hand, player-dealer's hand, or both hands containing a pair of 3's or higher in their two-card hand. Both hands will always be set house way to determine the outcome of this bonus wager.

1. Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.
2. The Ultimate Push Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.
3. The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.

Pai Gow Poker with Triple Bonus Bets

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

6. Ultimate Bonus Bet pays as follows:

Ultimate Push Hands	Pays
Push	1 to 1
Push w/ 2 Card Hand of 3's or Higher	2 to 1

Happy Pai Gow Bonus Bet:

The Happy Pai Gow Bonus Bet is an optional wager for players. A "Pai Gow" in Pai Gow Poker represents a hand with seven singletons, where no straight or flush or pair is possible. This bonus bet wins if the player has a Pai Gow hand, and the lower the highest card, the more it pays. The wagered hand will always be set House Way to determine the outcome of the wager.

1. Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.

2. The Happy Pai Gow Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

3. In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.

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

6. The Happy Pai Gow Bonus Bet pays as follows:

Happy Pai Gow Bonus Bet Hands	Payout
9 High Pai Gow (Same color for all 7 cards)	1,000 to 1 (This odd will only be offered if a shuffle machine is use)
9 High Pai Gow	100 to 1
10 High Pai Gow	25 to 1
J High Pai Gow	15 to 1
Q High Pai Gow	7 to 1
K High Pai Gow	5 to 1
A High Pai Gow	3 to 1

Double Luck Bet

The Double Luck Bet is an optional wager for players. The wager wins if the player's hand contains one of the Double Luck hands, as noted in the chart below.

- a. The player is paid based on the "odds" for the bonus hand. If the player has a bonus hand plus an additional pair, the payout increases, as shown in the table below under the "+Pair" column. The Pai Gow hand will be set the House Way to determine the outcome of the Double Luck Bet.

Pai Gow Poker with Triple Bonus Bets

- b. Players have the option to wager on the Double Luck Bet only. They are not required to place a base wager in order to have a bonus wager.
- c. The Double Luck Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.

The Double Luck Bet pays as follows::

Double Luck Bet – Pay Table	Odds	+Pair
7 Card Straight Flush (no joker)	2,000 to 1	N/A
5 Aces	500 to 1	1,000 to 1
Royal Flush	100 to 1	200 to 1
7 Card Straight Flush w/ joker	30 to 1	N/A
Straight Flush	30 to 1	60 to 1
4 of a Kind	20 to 1	40 to 1
Full House	10 to 1	20 to 1
Flush	5 to 1	10 to 1
Straight	2 to 1	4 to 1

Collection Schedule:

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.

The schedule below identifies all the fees collected for all base and bonus wagers in the play of Pai Gow Poker Triple Bonus Bets. For **schedule options 1 through 6**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no additional collection fee on the Ultimate Push, Happy Pai Gow and the Double Luck Bonus bet. For **schedule options 7 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of Pai Gow Poker with Triple Bonus Bets are as shown below:

Pai Gow Poker with Triple Bonus Bets

Schedule Options	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	\$10 - \$100	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
2	\$10 - \$200	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
3	\$25 - \$200	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
4	\$10 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	
5	\$25 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	
6	\$100- \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	

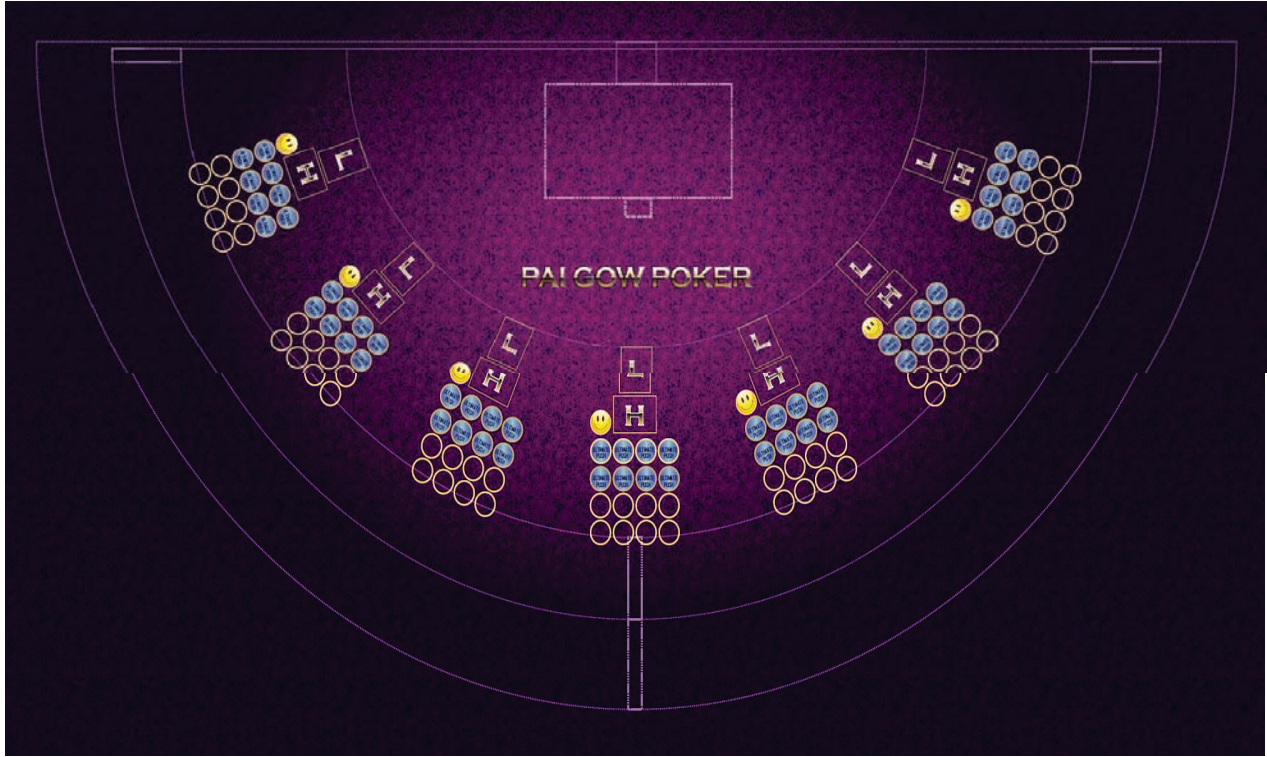
Schedule Options	Limit Per Spot	Total Table Action	Player-Dealer Fee	Player Fee
7	\$10 - \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
8	\$25 - \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
9	\$100- \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	

Pai Gow Poker with Triple Bonus Bets

10	\$10 - \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
11	\$25 - \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
12	\$100- \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
13	\$10 - \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	
14	\$25 - \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	
15	\$100- \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	

Pai Gow Poker with Triple Bonus Bets

Table Layout



Commission-Free



Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The house dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make a tie bet.

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. Cards between 1 and 9 have face value.
4. Picture cards and 10's are counted as 0.
5. Prior to the deal, all players must place a wager in accordance with table limits.
6. Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1 on all wins
 - b. Dealer line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
 - c. Tie line which pays 8 to 1 on all push (tie) hands
7. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.
8. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
9. The house dealer deals two hands, in rotation, one at a time. The dealer will deal one card face-up to the player, one card face-up to the dealer, and then one card face-up to the player again.
10. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
11. *Game Rules For The Player Hand:*
 - a. The player hand must stand when the cards dealt are valued between 6 and 9.
 - b. The player hand must hit when the cards dealt are valued between 0 and 5.
12. The house dealer will deliver additional hit card to player's hand as requested.
13. The dealer will then deal the player/dealer's final card to determine the final value of the player/dealer hand.

Commission-Free Baccarat

14. Game Rules for the Player/Dealer Hand:

- a. If the player stands, then the banker hits on a total of 5 or less.
- b. If the player hits then the banker hits using the following rules:
 - i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
 - ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
 - iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
 - iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

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

15. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

16. *Natural 8 and 9:* When the first two cards of the player or dealer's hand has a value of 8 or 9, the other hand will not be allowed to draw.

17. Determining Outcomes:

- a. If the player hand is closer to nine, then the player wagers win.
 - b. If the dealer hand is closer to nine then the dealer wagers win. If the dealer hand wins with a total of 6 it will only receive half pay on its wager (1:2).
 - c. If the player and dealer hands are a tie, then the player/dealer will lose all ties to any player that made a tie wager.
 - d. All ties are a push for player wagers and dealer wagers.
18. Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
19. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player/Dealer and 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

Commission-Free Baccarat

position more than two consecutive hands or rounds of play. 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 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. The game will be broken 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. 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.

Commission-Free Baccarat

Collection Fees

Schedule 1

Table Limit	Player/Dealer Collection Rate	Player Collection Rate
\$5 - \$50		

Schedule 2

Table Limit	Total Bet	Player/Dealer Collection Rate	Player Collection Rate
\$10 - \$800	\$10 - \$50	\$1.00	\$0.00
	\$51 - \$300	\$2.00	
	\$301 - \$600	\$4.00	
	\$601 - \$900	\$7.00	
	\$901 +	\$10.00	
\$5- \$100	\$5-\$200	\$1.00	\$0.00
	\$201 - \$400	\$3.00	
	\$401 - \$600	\$5.00	
	\$601 - \$900	\$8.00	
	\$901 +	\$12.00	
\$25 - \$200	\$25 - \$300	\$2.00	\$0.00
	\$301 - \$600	\$5.00	
	\$601 - \$1,000	\$8.00	
	\$1,001 - \$2,000	\$15.00	
	\$2,001 +	\$20.00	

CA Games Collection Rates

Although the Bureau has approved this game, 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.

21st Century Baccarat 8.0 (GEGA-002712); Commission Free Baccarat (GEGA-002862) EZ Baccarat Panda 8 (GEGA-002713) - For **schedule options 1 through 15**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, and any bonus bets at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, or any bonus bets. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Tie bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. Any other bonus bet wagers may be less than, equal to, or greater than the game wager but must be a minimum of \$5 and no more than a maximum of \$500.

Schedule Option	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	\$5- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
2	\$25- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
3	\$100- \$1,000	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
4	\$5- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
5	\$25- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	

CA Games Collection Rates

6	\$100- \$1,000	\$5 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	
7	\$5- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
8	\$25- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
9	\$100- \$1,000	\$5 - \$300	\$3.00	\$0.00
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$12.00	
		\$1,001 - \$2,000	\$20.00	
		\$2,001 +	\$30.00	
10	\$5- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
11	\$25- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
12	\$100- \$1,000	\$5 - \$200	\$2.00	\$0.00
		\$201 - \$500	\$5.00	
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 +	\$35.00	
13	\$5- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	
14	\$25- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	

CA Games Collection Rates

15	\$100- \$1,000	\$5 - \$500	\$5.00	\$0.00
		\$501 - \$1,000	\$15.00	
		\$1,001 - \$2,000	\$25.00	
		\$2,001 - \$4,000	\$50.00	
		\$4,001 +	\$75.00	

Pure 21.5 Blackjack (GEGA-002070); Blackjack X (GEGA-003058) - For schedule options 1 through 15, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all base game wagers and bonus bets that are initially placed on the table by players prior to cards being dealt, referred to as “total table action.” There shall be no collection fee taken when a player doubles-down, splits cards, surrenders their hand, places an insurance wager, or places any game and/or Bonus Bet wagers. 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	Wager Limit Per Betting Circle/Square	Total Table Action	Player-dealer Fee	Player Fee
1	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
2	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
3	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
4	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
5	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	
6	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$4.00	
		\$301 - \$600	\$5.00	
		\$601 +	\$8.00	

CA Games Collection Rates

7	\$5- \$500	\$5 - \$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
8	\$25- \$1,000	\$25 - \$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
9	\$100- \$1,000	\$100	\$2.00	\$0.00
		\$101 - \$200	\$3.00	
		\$201 - \$300	\$5.00	
		\$301 - \$600	\$7.00	
		\$601 +	\$10.00	
10	\$5- \$500	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
11	\$25- \$1,000	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
12	\$100- \$1,000	\$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$600	\$6.00	
		\$601 - \$1,000	\$10.00	
		\$1,001 +	\$15.00	
13	\$5- \$1,000	\$5 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	
14	\$25- \$1,000	\$25 - \$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	
15	\$100- \$1,000	\$100	\$2.00	\$0.00
		\$101 - \$300	\$4.00	
		\$301 - \$600	\$7.00	
		\$601 - \$1,000	\$11.00	
		\$1,001 +	\$16.00	

CA Games Collection Rates

Pai Gow Poker (GEGA-002071); Fortune Pai Gow Poker (GEGA-002714) – for **schedule option 1**, a collection fee shall be taken per betting spot from each player for placing a game wager. There shall also be a collection fee taken from the player-dealer position per round of play. No collection fee will be taken for any bonus bets. The collection fees shall be collected from the players and player-dealer and dropped by the house dealer after all wagers have been placed on the table but prior to cards being dealt or any round of play being conducted.

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player Collection Rate	Player- Dealer Collection Rate
1	\$10 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	

Pai Gow Poker with Triple Bonus Bets (GEGA-004027): For **schedule options 1 through 6**, the collection fees shall be taken per hand from the player-dealer position prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting circle that he or she places a base game wager on. There shall be no additional collection fee on the Ultimate Push and Happy Pai Gow Bonus bet. For **schedule options 7 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The approved collection fees and schedules for the game of Pai Gow Poker with Ultimate Push and Happy Pai Gow Bet are as shown below:

Schedule Options	Limit Per Spot	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	\$10 - \$100	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
2	\$10 - \$200	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
3	\$25 - \$200	\$10 - \$100	\$1.00	\$1.00
		\$101 - \$200		
4	\$10 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	
5	\$25 - \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	

CA Games Collection Rates

6	\$100- \$1,000	\$10 - \$100	\$1.00	\$2.00
		\$101 - \$200	\$2.00	
		\$201 - \$300	\$3.00	
		\$301 - \$400	\$4.00	
		\$401 - \$1,000	\$5.00	
7	\$10 - \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
8	\$25 - \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
9	\$100- \$1,000	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$3.00	
		\$501 - \$700	\$5.00	
		\$701+	\$8.00	
10	\$10 - \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
11	\$25 - \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
12	\$100- \$1,000	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$8.00	
		\$2,001+	\$12.00	
13	\$10 - \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	
14	\$25 - \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	

CA Games Collection Rates

15	\$100- \$1,000	\$10 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$15.00	

Ultimate Pai Gow Poker (GEGA-004026): For **schedule options 1 through 15**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The approved collection fees and schedules for the game of Ultimate Pai Gow Poker are as shown below:

Schedule Option	Table Limit (per spot)	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
2	\$25-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
3	\$100-\$200	\$5-\$300	\$1.00	\$0.00
		\$301-\$600	\$3.00	
		\$601-\$1,000	\$6.00	
		\$1,001-\$2,000	\$10.00	
		\$2,001+	\$20.00	
4	\$5-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
5	\$25-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
6	\$100-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	

CA Games Collection Rates

7	\$5-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
8	\$25-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
9	\$100-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
10	\$5-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
11	\$25-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
12	\$100-\$200	\$5-\$200	\$2.00	\$0.00
		\$201-\$500	\$5.00	
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001+	\$35.00	
13	\$5-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	
14	\$25-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	
15	\$100-\$200	\$5-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$15.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$50.00	
		\$4,001+	\$75.00	

CA Games Collection Rates

Mini Pai Gow Poker (GEGA-003405) – for **schedule option 1 through 3**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Mini Pai Gow game wagers and Mini Pai Gow Aces Bonus wagers placed, referred to as “total table action.” The total table action shall not include any bonus wagers placed. A collection fee shall not be taken from players for placing any game wagers or bonus bet wagers. The Mini Pai Gow Aces Bonus wager may be less than, equal to, or greater than the Mini Pai Gow game wager, but must fall within the table limits. The collection fees shall be collected from the player-dealer and dropped by the casino dealer while the players set their hands but prior to hands being compared and wagers being settled.

Schedule Option	Wager Limit Per Betting Circle	Player Wager Per Betting Circle	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$700	\$6.00	
		\$701 +	\$8.00	
2	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$5.00	
		\$501 - \$700	\$7.00	
		\$701 +	\$10.00	
3	\$5 - \$1,000	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 +	\$15.00	

Three Card Poker 6 Card Bonus (GEGA-002069) - For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position, based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players when placing a wager on the Ante, Play, Pair Plus, and/or the 6 Card Bonus.

Schedule Options	Table Limit	Pair Plus Wager	Player Wagers	Player-Dealer Fee	Player Fee
1	\$5 - \$100	\$5 - \$100	\$5 - \$100	\$1.00	\$0.00
			\$101 - \$300	\$3.00	
			\$301 - \$500	\$5.00	
			\$501 - \$800	\$8.00	
			\$801 +	\$12.00	
2	\$25 - \$200	\$5 - \$200	\$5 - \$100	\$1.00	\$0.00
			\$101 - \$300	\$3.00	
			\$301 - \$500	\$5.00	
			\$501 - \$800	\$8.00	
			\$801 +	\$12.00	

CA Games Collection Rates

3	\$5 - \$100	\$5 - \$100	\$5 - \$300	\$3.00	\$0.00
			\$301 - \$600	\$6.00	
			\$601 - \$1,000	\$10.00	
			\$1,001 - \$2,000	\$15.00	
			\$2,001 +	\$22.00	
4	\$25 - \$200	\$5 - \$200	\$5 - \$300	\$3.00	\$0.00
			\$301 - \$600	\$6.00	
			\$601 - \$1,000	\$10.00	
			\$1,001 - \$2,000	\$15.00	
			\$2,001 +	\$22.00	

Two Card Peek (GEGA-003047) - For **schedule options 1 through 9**, the collection fees shall be taken per hand from the player-dealer position based on the sum of all wagers placed. There is no collection fee taken from the player for any wager. A player that has placed a Pick Row bet may place a wager on the Super Bet at a maximum of \$1. A player that has placed a Pick Row bet may place a Peek Bonus at a maximum of \$50. 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 Limits			Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
	(Pick Row and 2 Card Poker)	Peek Bonus	Super Bet			
1	\$1 - \$100	\$1 - \$50	\$1	\$1 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$150	\$2.00	
				\$151 - \$200	\$3.00	
				\$201 +	\$5.00	
2	\$5 - \$100	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$150	\$2.00	
				\$151 - \$200	\$3.00	
				\$201 +	\$5.00	
3	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$50	\$0.50	\$0.00
				\$51 - \$100	\$1.00	
				\$101 - \$150	\$2.00	
				\$151 - \$200	\$3.00	
				\$201 +	\$5.00	
4	\$5 - \$200	\$5 - \$50	\$1	\$5 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	
5	\$5 - \$500	\$5 - \$50	\$1	\$5 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	

CA Games Collection Rates

6	\$10 - \$500	\$10 - \$50	\$1	\$10 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	
7	\$10 - \$1,000	\$10 - \$50	\$1	\$10 - \$100	\$1.00	\$0.00
				\$101 - \$200	\$2.00	
				\$201 - \$300	\$3.00	
				\$301 - \$600	\$5.00	
				\$601 +	\$8.00	
8	\$25 - \$1,000	\$25 - \$50	\$1	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$300	\$2.00	
				\$301 - \$600	\$6.00	
				\$601 - \$1,000	\$10.00	
				\$1,000 +	\$15.00	
9	\$25 - \$2,000	\$25 - \$50	\$1	\$25 - \$100	\$1.00	\$0.00
				\$101 - \$300	\$2.00	
				\$301 - \$600	\$6.00	
				\$601 - \$1,000	\$10.00	
				\$1,000 +	\$15.00	

Ultimate War (GEGA-004024) - For **schedule options 1 through 15**, 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 opening the player-dealer's hand and dropped into a collection box after all wagers are resolved. The approved collection fees and schedules for the game of Ultimate War are as shown below:

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	
1	\$5 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2000	\$0	\$10
		\$2001 +	\$0	\$20
2	\$25 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20
3	\$100 - \$1,000	\$5 - \$300	\$0	\$1
		\$301 - \$600	\$0	\$3
		\$601 - \$1,000	\$0	\$6
		\$1,001 - \$2,000	\$0	\$10
		\$2,001 +	\$0	\$20

CA Games Collection Rates

4	\$5 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
5	\$25 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
6	\$100 - \$1,000	\$5 - \$300	\$0	\$2
		\$301 - \$600	\$0	\$5
		\$601 - \$1,000	\$0	\$9
		\$1,001 - \$2,000	\$0	\$15
		\$2,001 +	\$0	\$25
7	\$5 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
8	\$25 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
9	\$100 - \$1,000	\$5 - \$300	\$0	\$3
		\$301 - \$600	\$0	\$6
		\$601 - \$1,000	\$0	\$12
		\$1,001 - \$2,000	\$0	\$20
		\$2,001 +	\$0	\$30
10	\$5 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35

CA Games Collection Rates

11	\$25 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35
12	\$100 - \$1,000	\$5 - \$200	\$0	\$2
		\$201 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 +	\$0	\$35
13	\$5 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75
14	\$25 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75
15	\$100 - \$1,000	\$5 - \$500	\$0	\$5
		\$501 - \$1,000	\$0	\$15
		\$1,001 - \$2,000	\$0	\$25
		\$2,001 - \$4,000	\$0	\$50
		\$4,001 +	\$0	\$75

Ultimate Texas Hold'em (GEGA-004373): For **schedule options 1 through 20**, a collection fee will be taken per hand from 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 action on the table. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection fee required from a player when placing the Ante, Blind or Trips wagers. The Trips Bonus wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection fee shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

CA Games Collection Rates

Schedule Option	Limit Per Spot	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5 - \$300	\$5 - \$100	\$1	\$0
		\$101 - \$300	\$2	
		\$301 - \$600	\$4	
		\$601 - \$1000	\$7	
		\$1001+	\$12	
2	\$5 - \$300	\$5 - \$200	\$1	\$0
		\$201 - \$400	\$2	
		\$401 - \$700	\$4	
		\$701 - \$1000	\$8	
		\$1001+	\$12	
3	\$5 - \$300	\$5 - \$200	\$1	\$0
		\$201 - \$500	\$2	
		\$501 - \$800	\$6	
		\$801 - \$1500	\$10	
		\$1501+	\$20	
4	\$5 - \$300	\$5 - \$300	\$1	\$0
		\$301 - \$600	\$3	
		\$601 - \$1000	\$7	
		\$1001 - \$1500	\$13	
		\$1501+	\$20	
5	\$5 - \$300	\$5 - \$50	\$1	\$0
		\$51 - \$100	\$2	
		\$101 - \$200	\$3	
		\$201 - \$300	\$6	
		\$301+	\$9	
6	\$25 - \$1000	\$25 - \$200	\$1	\$0
		\$201 - \$400	\$2	
		\$401 - \$700	\$5	
		\$701 - \$1500	\$9	
		\$1501+	\$20	
7	\$25 - \$1000	\$25 - \$200	\$1	\$0
		\$201 - \$500	\$2	
		\$501 - \$800	\$6	
		\$801 - \$1500	\$10	
		\$1501+	\$20	
8	\$25 - \$1000	\$25 - \$300	\$1	\$0
		\$301 - \$600	\$3	
		\$601 - \$1000	\$7	
		\$1001 - \$1500	\$12	
		\$1501+	\$20	
9	\$25 - \$1000	\$25 - \$200	\$3	\$0
		\$201 - \$400	\$6	
		\$401 - \$600	\$12	
		\$601 - \$800	\$15	
		\$801+	\$20	

CA Games Collection Rates

10	\$25 - \$1000	\$25 - \$400	\$1	\$0
		\$401 - \$800	\$5	
		\$801 - \$1200	\$10	
		\$1201 - \$1800	\$15	
		\$1801+	\$25	
11	\$100 - \$2000	\$100 - \$200	\$1	\$0
		\$201 - \$500	\$3	
		\$501 - \$1200	\$7	
		\$1201 - \$1500	\$15	
		\$1501+	\$20	
12	\$100 - \$2000	\$100 - \$300	\$1	\$0
		\$301 - \$800	\$5	
		\$801 - \$1500	\$10	
		\$1501 - \$2300	\$15	
		\$2301+	\$25	
13	\$100 - \$2000	\$100 - \$400	\$2	\$0
		\$401 - \$1000	\$6	
		\$1001 - \$2000	\$12	
		\$2001 - \$3000	\$25	
		\$3000+	\$40	
14	\$100 - \$2000	\$100 - \$500	\$2	\$0
		\$501 - \$1600	\$7	
		\$1601 - \$2500	\$20	
		\$2501 - \$4000	\$35	
		\$4001+	\$50	
15	\$100 - \$2000	\$100 - \$400	\$6	\$0
		\$401 - \$800	\$15	
		\$801 - \$1200	\$20	
		\$1201 - \$1600	\$25	
		\$1601+	\$30	
16	\$300 - \$5000	\$300 - \$1200	\$3	\$0
		\$1205 - \$4000	\$12	
		\$4005 - \$8000	\$20	
		\$8005 - \$20,000	\$35	
		\$20,005+	\$60	
17	\$300 - \$5000	\$300 - \$1000	\$3	\$0
		\$1005 - \$4000	\$15	
		\$4005 - \$8000	\$25	
		\$8005 - \$20,000	\$50	
		\$20,005+	\$80	
18	\$300 - \$5000	\$300 - \$1200	\$4	\$0
		\$1205 - \$4000	\$15	
		\$4005 - \$8000	\$25	
		\$8005 - \$20,000	\$50	
		\$20,005+	\$80	

CA Games Collection Rates

19	\$300 - \$5000	\$300 - \$1000	\$4	\$0
		\$1005 - \$2000	\$25	
		\$2005 - \$8000	\$40	
		\$8005 - \$20,000	\$65	
		\$20,005+	\$90	
20	\$300 - \$5000	\$300 - \$1000	\$5	\$0
		\$1005 - \$2000	\$30	
		\$2005 - \$8000	\$50	
		\$8005 - \$20,000	\$70	
		\$20,005+	\$100	

Collection Procedures

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 limit.
- The Cordova 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.

Cordova Casino

Poker Collections Rates

Texas Hold'em (GEGA-002063) – Limit:

For schedule options 1 through 14, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drops it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Schedule Options	Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
1	\$1 - \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
2	\$2 - \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00
3	\$3 - \$6	\$1 / \$3	\$30	\$4.00	\$2.00	\$2.00
4	\$4 - \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
5	\$5 - \$10	\$3 / \$5	\$50	\$4.00	\$3.00	\$2.00
6	\$6 - \$12	\$2 / \$6	\$60	\$4.00	\$3.00	\$2.00
7	\$8 - \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
8	\$9 - \$18	\$3 / \$9	\$90	\$4.00	\$3.00	\$2.00
9	\$10 - \$20	\$5 / \$10	\$100	\$5.00	\$4.00	\$3.00
10	\$12 - \$24	\$6 / \$12	\$120	\$5.00	\$4.00	\$3.00
11	\$15 - \$30	\$5 / \$15	\$150	\$5.00	\$4.00	\$3.00
12	\$20 - \$40	\$10 / \$20	\$200	\$5.00	\$4.00	\$3.00
13	\$50 - \$100	\$25 / \$50	\$500	\$6.00	\$5.00	\$4.00
14	\$75 - \$150	\$25 / \$75	\$750	\$6.00	\$5.00	\$4.00

Texas Hold'em (GEGA-002063) – No Limit

For Schedule options 1 through 5, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drops it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no “flop,” the appropriate collection fee shall be removed from “the pot” before it is awarded to the winner of the hand.

Schedule Options	Minimum Buy-In	Maximum Buy-In	Blinds (Small/Big)	7 or more Players	4 – 6 Players	3 or less Players
1						
2	\$50.00	\$300.00	\$1 / \$3	\$3.00	\$1.00	\$1.00
3	\$100.00	\$300.00	\$1 / \$3	\$4.00	\$2.00	\$1.00
4	\$200.00	\$500.00	\$2 / \$5	\$4.00	\$2.00	\$2.00
5	\$500.00	\$1,000.00	\$5 / \$10	\$5.00	\$3.00	\$2.00
6	\$1,000.00	No Limit	\$10 / \$20	\$6.00	\$3.00	\$2.00

Cordova Casino

Poker Collections Rates

Omaha (GEGA-002064) & Omaha High/Low Split (GEGA-002065) – Limit:

For **schedule options 1 through 14**, the house dealer will spread the ‘flop,’ move all pre-flop wagers into the center of the table, which is referred to as ‘the pot,’ then remove the appropriate collection fee from ‘the pot’ and drops it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of these controlled games, as shown:

Schedule Options	Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
1	\$1 - \$2	\$1 / \$1	\$10	\$2.00	\$1.00	\$1.00
2	\$2 - \$4	\$1 / \$2	\$20	\$3.00	\$2.00	\$1.00
3	\$3 - \$6	\$1 / \$3	\$30	\$4.00	\$2.00	\$2.00
4	\$4 - \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
5	\$5 - \$10	\$3 / \$5	\$50	\$4.00	\$3.00	\$2.00
6	\$6 - \$12	\$2 / \$6	\$60	\$4.00	\$3.00	\$2.00
7	\$8 - \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
8	\$9 - \$18	\$3 / \$9	\$90	\$4.00	\$3.00	\$2.00
9	\$10 - \$20	\$5 / \$10	\$100	\$5.00	\$4.00	\$3.00
10	\$12 - \$24	\$6 / \$12	\$120	\$5.00	\$4.00	\$3.00
11	\$15 - \$30	\$5 / \$15	\$150	\$5.00	\$4.00	\$3.00
12	\$20 - \$40	\$10 / \$20	\$200	\$5.00	\$4.00	\$3.00
13	\$50 - \$100	\$25 / \$50	\$500	\$6.00	\$5.00	\$4.00
14	\$75 - \$150	\$25 / \$75	\$750	\$6.00	\$5.00	\$4.00

Seven Card Stud (GEGA-002066) & Seven Card Stud High/Low Split (GEGA-002067) – Limit

schedule options 1 through 4, the house dealer will collect the appropriate collection fee from ‘the pot’ and drop into the collection box after players have posted the pre-determined and designated antes but prior to the start of any cards being dealt. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown:

Schedule Options	Table Limit	Blinds (Small/Big)	Minimum Buy-In	7 or more Players	5 – 6 Players	4 or less Players
1	\$2 - \$4	\$1 / \$2	\$20	\$4.00	\$3.00	\$2.00
2	\$4 - \$8	\$2 / \$4	\$40	\$4.00	\$3.00	\$2.00
3	\$8 - \$16	\$4 / \$8	\$80	\$4.00	\$3.00	\$2.00
4	\$15 - \$30	\$5 / \$15	\$100	\$4.00	\$3.00	\$2.00

Cordova Casino

Poker Collections Rates

Mexican Poker (GEGA-002068) – No Limit

For **schedule options 1 through 3**, the house dealer will collect the collection fee from ‘the pot’ after the first round of betting has been completed. If after the first round of betting, there are insufficient funds in the pot to satisfy the collection fee, the difference will be collected during each subsequent round until the total collection fee has been collected. However, if after the first round of betting, there are insufficient funds in the pot to satisfy the collection fee, and there are no additional wagers added to ‘the pot’ during that round of play, the collection fee will be considered complete for that round of play. The collection fee is dependent on the table limited that players are seated and participating in, as shown:

Schedule Options	Minimum Buy-In	Maximum Buy-In	Wagering Amount		Collection Fee
			Minimum	Maximum	
1	\$50.00	\$300.00	\$2.00	\$5.00	\$5.00
2	\$100.00	\$300.00	\$3.00	\$6.00	\$6.00
3	\$500.00	\$1,000.00	\$5.00	\$8.00	\$10.00

Poker Game Collection 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.
- Only one (1) collection rate schedule is permitted to be used at any given time on a single table.
- Collection rates shall be determined prior to the start of play of any hand or round.
- Flat fees on wagers may be assessed at different collection rates. However, no more than five (5) collection rates may be permitted per table limit. Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- The Cordova Restaurant & 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.

Cash-In Baccarat

Type of Game

The game of Cash-In Baccarat 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 the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game. The cards will either be hand shuffled by the dealer or shuffled in a continuous or multi-deck machine shuffler. The cards may also arrive at the table in pre-shuffled packs that are sealed and tamper-proof to be directly inserted into the game. Cards are burned at the beginning of new shoe. Once the cards have been placed in a shoe, the first card exposed is used to determine the number of additional cards that will be burned. Burn values are as follows:

Card	Burn Value
Ace	1
King	10
Queen	10
Jack	10
2-10	Face value

Card Values and Hand Rankings

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

Cash-In Baccarat Hand Rankings

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 total of 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 total of 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.

Cash-In Baccarat

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard blackjack style table that accommodates up to nine players and a player-dealer position for a total of ten seated positions. The game may also be played around a standard bat-wing table, and/or a standard craps table up to 12 feet long that accommodates up to 10 seated players. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Tiger 8 Bet, and the Phoenix 7 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 permitted on all wagers.

Dealing Procedures and Round of Play

When money does not cover, the action on payouts will always begin with the player one spot clockwise from the player-dealer's position and continue clockwise. Also, wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bet, all Tiger 8 wagers, and then all Phoenix 7 wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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

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

- The Player line, which pays 1 to 1;
- The Banker line, which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- The Phoenix 7 Bet, which pays 40 to 1;
- The Tiger 8, which pays 25 to 1;

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

- If there is a Natural on either side, there are no more draws, and the game is settled as is.
- The player hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player hand stands, then the banker hand hits on a total of 5 or less.
- If the player hand hits for a complete hand then the banker hand hits using the following rules:
 - If the banker hand total is 3, then the banker hand is dealt a third card unless the third card dealt to the player hand was an 8.
 - If the banker hand total is 4, then the banker hand is dealt a third card unless the third card dealt to the player hand was a 0, 1, 8, or 9.

Cash-In Baccarat

- If the banker hand total is 5, then the banker hand is dealt a third card if the third card dealt to the player hand was 4, 5, 6, or 7.
- If the banker hand total is 6, then the banker hand is dealt a third card if the third card dealt to the player hand was a 6 or 7.
- If the banker hand total is 7, then the banker hand is not dealt a third card regardless of the value of the player third card.

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

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

How Winners are Determined and Paid

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

- The player-dealer shall pay all winning player line wagers made by players when the player hand is closer to nine than the banker hand.
- The player-dealer shall pay all winning banker line wagers made by players when the banker hand is closer to nine than the player hand. If the banker hand has a point value of seven using three cards and the player hand has a value of six or less, regardless of the number of cards, the banker hand will push.
- 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.
- The player does not have to place a Player line or Banker line wager in order to place a Tie Bet.
- Backline betting is permitted on the Tie Bet.
- The player-dealer shall pay all winning Tie Bets when the total of the player hand and the total of the banker hand are equal.
- The player-dealer shall collect all losing Tie Bets when the total of the player hand and the total of the banker hand are not equal.
- 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.

Cash-In Baccarat

- 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.

Phoenix 7 Bet

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

Tiger 8 Bet

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

Cash-In Baccarat

Table Layout



Equipment Used



An LCD-based hand tracking system that provides players with statistical data, enabling them to look at trends and percentages for the Baccarat table.

Key Features

- Numbers and percentages for Player, Banker, and Bonus Bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer that counts down in between hands

Collection Rates Schedule

For wagering limits and collection rates for the game of Cash-In Baccarat, please refer to the California Games Collection Rates (GEGA-002072).

Lucky Pai Gow Poker

Type of Game

The game of Lucky 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 is to form two hands that beat the player-dealer's two hands. The two hands must be: a high five-card hand and a high two-card hand. The two-card hand must be a lower poker ranking than the five-card hand, according to standard poker rankings, as shown below. The highest five-card hand is five aces, and the highest two-card hand is a pair of aces.

Description of the Deck and Number of Decks Used

The game is played using a standard 52 card deck and one joker for a total of 53 cards. Cards may be dealt using either an automated shuffling machine or by the dealer manually shuffling the cards. The joker will only be used as an ace or to complete any Straight or Flush.

Card Values and Hand Rankings

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

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

Lucky Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of five cards containing all aces, including the 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 are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are 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.

Lucky Pai Gow Poker

Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s 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 3s and two 2s is the lowest ranked Two Pair. Two hands of identically ranked pairs are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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. Two hands consisting of the same Pair are then ranked by the remaining cards in the hand accordingly from highest to lowest.
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

The game will be played on a standard Pai Gow Poker table, which may accommodate up to seven seated positions. Within each betting area for each seated position, there shall be two separate betting spaces specifically designated for two separate wagers: the Pai Gow Poker base game wager and the Lucky Bonus Bet. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Backline betting is permitted for the base game wager and the Lucky Bonus Bet. Wagers will be settled in a clockwise manner, starting with the action seat in the following order: all base game wagers, then all Lucky Bonus Bets. However, if money covers, the dealer may begin the resolution of wagers in any order.

Dealing Procedures and Round of Play

1. At the start of a game, a player is offered the player-dealer position. Once a player-dealer position has been established for that game, 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 Lucky Bonus Bet which pays according to the paytable, as shown below.
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.
4. Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, cards will be shuffled and dealt to players in the following way:
 - a. If 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 him/her.
 - i. The designated 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 received the action button, 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. The player-dealer's position is always one, eight, and fifteen.

Lucky Pai Gow Poker

- 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.
- b. If a machine shuffler is used the house dealer will use the shuffle machine to randomly intermix and deliver 7 cards to each seat.
 - i. To determine who received the action button, 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. The player-dealer's position is always one, eight, and fifteen.
 - ii. Once the action is determined, the dealer will deliver the first 7 cards to the action seat and continue clockwise around the table.
5. Once the action button and the cards have been distributed, 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 standard poker rankings, as shown above.
 - b. The player has the option to ask the house dealer to set their hand to the House Way (see chart below).
6. Once all players have set their hands, the house dealer will expose the player-dealer's hand.
 - a. The player-dealer sets their hand by arranging the seven cards into a two-card hand in front, and a five-card hand in the back.
 - b. The five-card hand must rank higher than the two-card hand, according to standard poker rankings, as shown above.
 - c. The player-dealer has the option to ask the house dealer to set their hand to the House Way (see chart below).

Lucky Pai Gow Poker House Way

Hand	How To Play	Example
No Pair	Put 2 nd & 3 rd highest cards in front.	K♥Q♦ A♠10♥8♠7♠2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair is: As, Ks, Qs	Put small pair in front	8♠8♥ Q♥Q♦9♦7♦3♣
Big pair is: Js, 10s, 9s	Put both pairs in back if you can put an ace or joker in front, otherwise split.	A♦5♣ 10♣10♦6♥6♠3♣
		8♣8♦ 9♠9♣Q♥7♠3♣
Big pair is: 8s, 7s, 6s	Put both pairs in back if you can put a king or higher in front, otherwise split.	K♠9♠ 7♠7♣4♥4♦3♠
		4♥4♦ 7♠7♣Q♣9♠3♠

Lucky Pai Gow Poker

Big pair is: 5s, 4s, 3s	Put both pairs in back if you can put a queen or higher in front, otherwise split.	Q♠10♦
		5♠5♦2♠2♦8♥
Three Pair	Put high pair in front.	2♠2♦
		5♠5♦J♠10♦8♥
Three of a Kind Aces	Put an ace and next highest card in front.	10♦10♣
		9♠9♣5♦5♥3♦
Kings and Below	Put three of a kind in back, two other highest cards in front.	A♦Q♠
		A♥A♦9♠8♠2♣
Two Sets	Put pair from higher set in front.	Q♦9♠
		K♥K♦K♣7♣2♦
Straight or Flush With no pair	Put two highest cards in front that will leave completed hand in back.	K♥K♦
		6♥6♠6♣K♠9♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	8♣7♠
		6♥5♠4♦3♣2♦
With two pair	Play according to two pair strategy.	K♣Q♥
		Q♦J♥10♠9♠8♣
With Three of a Kind	Put completed hand in back, pair in front.	3♠3♥
		A♣K♥Q♥J♦10♣
Full House	Put highest possible pair in front.	3♣3♥
		6♦6♠5♥4♣2♦
Four of a Kind As, Ks, Qs	Play four of a kind in back if you can put at least a pair in front, otherwise split.	9♦9♠
		9♣8♥7♦6♠5♣
		9♠9♥
		5♥5♣5♠9♣4♣
		A♣A♥
		4♠4♦4♥A♠6♥
Js, 10s, 9s	Play four of a kind in back if you can put at least a king up front, otherwise split.	Q♦Q♠
		Q♥Q♣A♠K♦4♥
		K♣J♠
		10♦10♠10♥10♣7♣
		10♥10♠
		10♦10♣8♦3♣2♥
8s, 7s, 6s	Play four of a kind in back if you can put at least a queen up front, otherwise split.	Q♦10♣
		7♠7♦7♥7♣2♦
		7♠7♦
		7♥7♣10♠9♠2♦
5s and below	Never split	K♠Q♦
		4♠4♦4♥4♣7♦
Five Aces	Put pair of aces in front.	A♠Joker
		A♥A♣A♦8♦3♣

How Winners are Determined and Paid

Once each player has set their hands and the house dealer has set the player-dealer's hand, a series of showdowns begins, with each player comparing their hand against the player-dealer's hand. The following will apply for each possible outcome when determining the winner. The player-dealer will pay and collect all wagers accordingly:

Lucky Pai Gow Poker

- 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. The player-dealer will pay all winning base game wagers.
- 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 player-dealer will collect all losing base game wagers.
- The Pai Gow Poker base game wager 'pushes' if one of the hands held by the player ranks higher than the player-dealer's hands and the other hand ranks lower than the player-dealer's 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."
- The player-dealer will pay all winning Lucky Bonus Bets when the player's hand qualifies according to the chart below.
- The player-dealer will collect all losing Lucky Bonus Bets when the player's hand does not qualify according to the chart below (Payout chart listed below in the "Bonus Bet" section).

Bonus Bet

Lucky Bonus Bet

The Lucky Bonus Bet is an optional bonus bet that complements the game of Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a pre-determined 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.

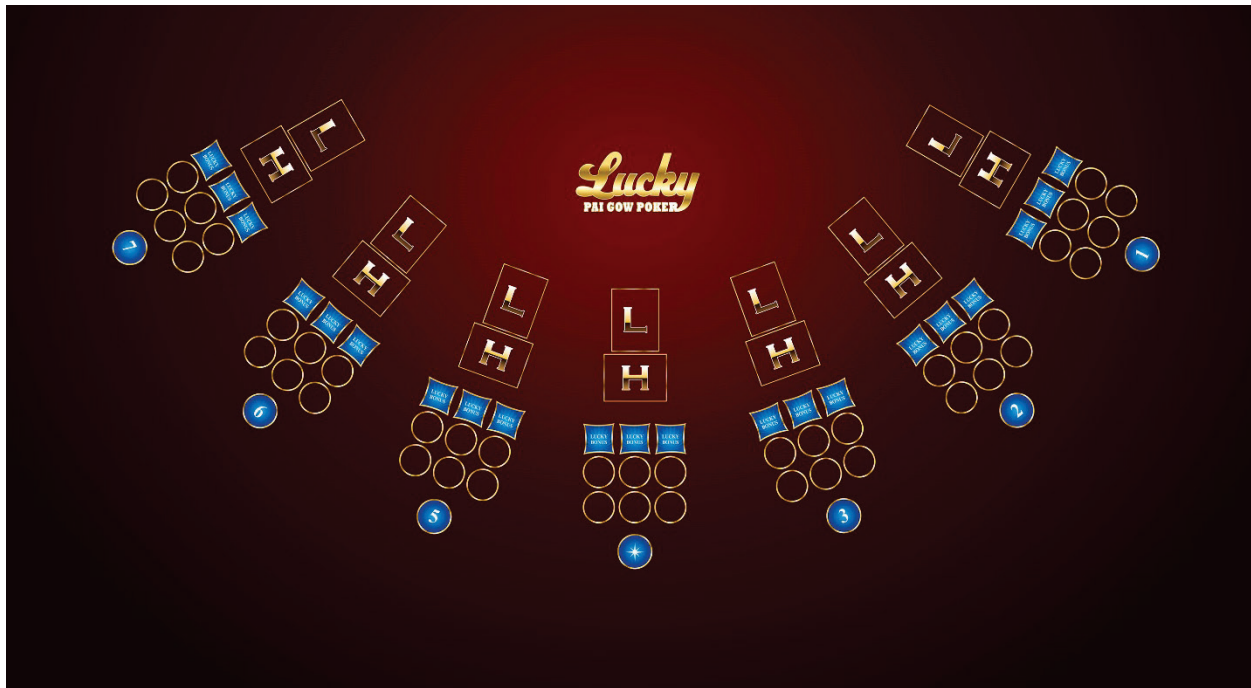
- A player does not have to place a base bet in order to place a Lucky Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Any seated player as well as any backline bettor may place a Lucky Bonus Bet.
- The Lucky Bonus Bet may be less than, equal to, or may exceed the base game 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 pre-determined 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 paytable, 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.
- There is no additional collection fee for placing a Lucky Bonus Bet. All collection fees are for the base game only.
- The player-dealer will pay all winning Lucky Bonus bets and will collect all losing Lucky 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 Lucky Bonus bets will be paid according to the table, as shown below.

Lucky Pai Gow Poker

Lucky Bonus Bet Paytable

Qualifying Hands	Payout
Natural Seven Card Straight Flush	2,000 to 1
Royal Flush + Royal Match (King & Queen suited)	1,000 to 1
Wild Seven-Card Straight Flush with Joker	500 to 1
Five Aces	250 to 1
Royal Flush	100 to 1
Straight Flush	25 to 1
Four of a Kind	15 to 1
Full House	10 to 1
Flush	4 to 1
Three of a Kind	3 to 1
Straight	1 to 1

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Lucky Pai Gow Poker, please refer to the California Games Collection Rates (GEGA-002072).

3 Card Poker

Type of Game

The game of 3 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 to assemble a three-card hand that ranks higher than the player-dealer's three-card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play 3 Card Poker shall be dealt from a single deck automatic card shuffling device ('shuffler').

Physical Characteristics: Cards used to play 3 Card Poker shall be in standard decks of 52 cards. No jokers shall be utilized.

Number of Decks: Cards used to play 3 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 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 each card used in 3 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, 2 and all suits shall be considered equal in rank.

3-Card Hand Dealt	Hand Ranking
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 is 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 2s 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 is 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.

3 Card Poker

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 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

3 Card Poker shall be played on a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Each 3 Card Poker table shall have a drop box attached to it.

The wagering areas shall be designated as follows:

- For Ante wagers the word “Ante”;
- For Play wagers the word “Play”;
- For the Bonus wager the word(s) “Bonus” or “Pair & Up”;
- For Bonus 6 wagers the words “Bonus 6.”

Dealing Procedures and Round of Play

1. All wagers in 3 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.
2. Backline betting is permitted on all wagers.
3. At the beginning of each round of play, each player shall be required to place an Ante wager, or a Pair & Up wager, or a Bonus 6 wager. Each player that has placed an Ante wager will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. The house dealer shall wait for each player to place their wagers. After each player has placed their wagers, the house dealer will signal that no more bets shall be placed. No Ante, or Pair & Up, or Bonus 6 wagers shall be made, increased, or withdrawn after the house dealer has made the notification.
5. 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. The dealer will deliver three cards to each seat with a wager followed by three cards to the player-dealer.
6. The delivery of cards will start with the player one spot clockwise from the player-dealer’s position and continue in a clockwise manner.
7. When money does not cover the settling of wagers will start with the player one spot clockwise from the player-dealer’s position and continue in a clockwise manner. Also, wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair & Up wager and then Bonus 6. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. After the cards 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(s) with an eligible wager shall examine his/her cards.

3 Card Poker

10. 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. The house dealer shall offer this option to each player.
 - a. If a player has placed an Ante, but does not make a Play wager, the player shall forfeit the Ante wager.
 - b. If a player has placed a Bonus 6 wager, but does not make an Ante or Play wager, they are still eligible for the Bonus 6 payout.
11. 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.
12. 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. Play Bet Payout- the Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
 - b. Ante Bet Payout- If the player-dealer's hand does NOT qualify, any hand that did not fold will be paid 1:1 on the Ante.
2. If the player-dealer's hand has a queen or better, the ***player-dealer's hand qualifies***. The house dealer shall then reveal the three card hand of each active player and compare them to the player-dealer's hand.
 - a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - b. 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.
3. 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.
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 & Up Bonus

The Pair & Up is an optional bonus bet for 3 Card Poker. The rules are as follows:

- Pair & Up wagers must be placed prior to the initial deal. A player does not need to place a base wager in order to place a Pair & Up wager.
- The Pair & Up wager 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.

3 Card Poker

- If the player's hand does not qualify for payouts, the player-dealer collects the Pair & Up wager.
- The Pair & Up wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is permitted on the Pair & Up Wager.
- Winning Pair & Up wagers pay as follows:

Pair & Up Bonus Pay Table

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

Bonus 6

The Bonus 6 is an additional optional bonus bet for 3 Card Poker. The rules are as follows:

- Bonus 6 wagers must be placed prior to the initial deal. A player does not need to place a base game wager in order to place a Bonus 6 wager.
- The Bonus 6 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.
- 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 Bonus 6 wager.
- The player-dealer will pay all winning Bonus 6 wagers and will collect all losing Bonus 6 wagers.
- The Bonus 6 wager may win or lose regardless of the outcome of the base game wager. The Bonus 6 wager shall not be forfeited if the player folds their hand and does not place a Play wager (if an Ante wager was placed).
- Backline betting is permitted on the Bonus 6 wager.
- Winning Bonus 6 wagers pay as follows:

Bonus 6 Pay Table

5-Card Hand	Payoff
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

3 Card Poker

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of 3 Card Poker, please refer to the California Games Collection Rates (GEGA-002072).

Ace Up Pai Gow Poker

Type of Game

The game of Ace 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 Ace 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. Ace 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 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

Ace 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 Ace 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 can be used as an ace or to complete any Straight or Straight Flush. All suits will be considered equal in rank.

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

Hand Dealt	Hand Requirements
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 are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 5, 4, 3 and 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards 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.

Ace Up Pai Gow Poker

Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2s 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 3s and two 2s 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 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 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Positions

Ace 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 three separate betting areas representing each players' base game wager, the Lucky Bonus Bet and the Ace Up 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 Ace 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 Lucky Bonus Bet which pays according to the paytable, as shown below;
 - iii. The Ace Up Bonus Bet which pays according to the paytable, as shown below.
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.
 - 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.

Ace Up Pai Gow Poker

- iii. To determine who receives the action button, 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. The player-dealer's position is always one, eight, and fifteen.
- 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 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. The player-dealer's position is always one, eight, and fifteen.
 - 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 seven-card hand, all player's wagers shall automatically push and any Ace Up Bonus Bets will win.
 - b. If the player-dealer's hand does not contain a seven-card ace-high hand, each player shall then set their hand by arranging the seven cards in to 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.
 - i. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.
 - ii. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart.
 - 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.
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.
 - b. The player-dealer has the option to ask the house dealer to set their hand according to the House Way chart below.
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.

Ace Up Pai Gow Poker

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 Lucky Bonus Bet, and then the Ace Up Bonus Bet. However, if the money covers, the house dealer may begin the resolution of wagers in any order. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.


Ace 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 As, Ks, or Qs	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 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 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 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 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 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 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 ♠								
Three Pair: With or without a Straight, Flush, or Straight Flush	Put highest Pair in front.	<table style="border-collapse: collapse; margin: auto;"> <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 style="border-collapse: collapse; margin: auto;"> <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 ♠								

Ace Up Pai Gow Poker

<p style="text-align: center;">Three of a Kind: Kings and below</p>	<p style="text-align: center;">Put two highest single cards in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> </tr> </table>	J ♥	10 ♣				K ♥	K ♦	K ♣	7 ♠	5 ♥
J ♥	10 ♣											
K ♥	K ♦	K ♣	7 ♠	5 ♥								
<p style="text-align: center;">Two Three of a Kinds</p>	<p style="text-align: center;">Put highest Pair possible in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> </tr> </table>	J ♣	J ♦				5 ♠	5 ♥	5 ♣	J ♠	A ♦
J ♣	J ♦											
5 ♠	5 ♥	5 ♣	J ♠	A ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with no Pair</p>	<p style="text-align: center;">Put the highest possible two cards in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> </tr> </table>	A ♠	9 ♠				6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
A ♠	9 ♠											
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠								
<p style="text-align: center;">Straight, Flush, or Straight Flush with one Pair</p>	<p style="text-align: center;">Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> </tr> </table>	J ♥	8 ♦				9 ♠	8 ♥		6 ♠	5 ♦
J ♥	8 ♦											
9 ♠	8 ♥		6 ♠	5 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with two Pair</p>	<p style="text-align: center;">Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> </tr> </table>	7 ♦	7 ♣				9 ♥	9 ♦	Q ♦	J ♦	4 ♦
7 ♦	7 ♣											
9 ♥	9 ♦	Q ♦	J ♦	4 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with Three of a Kind</p>	<p style="text-align: center;">Put Pair or ace in front with complete hand behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> </tr> </table>	5 ♣	5 ♥				7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
5 ♣	5 ♥											
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥								
<p style="text-align: center;">Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)</p>	<p style="text-align: center;">Put the highest Pair in front while keeping at least Three of a Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>4 ♣</td> <td>4 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♥</td> <td>8 ♠</td> <td>8 ♦</td> <td>A ♣</td> <td>K ♥</td> </tr> </table>	4 ♣	4 ♥				8 ♥	8 ♠	8 ♦	A ♣	K ♥
4 ♣	4 ♥											
8 ♥	8 ♠	8 ♦	A ♣	K ♥								
<p style="text-align: center;">Four of a Kind As, Ks, or Qs</p>	<p style="text-align: center;">Split to Pair-Pair.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♣</td> <td>Q ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>Q ♥</td> <td>Q ♠</td> <td>9 ♠</td> <td>7 ♦</td> <td>5 ♣</td> </tr> </table>	Q ♣	Q ♦				Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Q ♣	Q ♦											
Q ♥	Q ♠	9 ♠	7 ♦	5 ♣								
<p style="text-align: center;">Four of a Kind: Js, 10s, or 9s</p>	<p style="text-align: center;">Play Four of a Kind in back if at least a king can be played up front, otherwise split.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♦</td> <td>J ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♥</td> <td>J ♣</td> <td>Q ♦</td> <td>10 ♠</td> <td>7 ♥</td> </tr> </table>	J ♦	J ♠				J ♥	J ♣	Q ♦	10 ♠	7 ♥
J ♦	J ♠											
J ♥	J ♣	Q ♦	10 ♠	7 ♥								
<p style="text-align: center;">Four of a Kind: 8s, 7s, or 6s</p>	<p style="text-align: center;">Play Four of a Kind in back if at least a queen can be played up front, otherwise split.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>8 ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♣</td> <td>8 ♠</td> <td>J ♣</td> <td>7 ♠</td> <td>4 ♦</td> </tr> </table>	8 ♥	8 ♦				8 ♣	8 ♠	J ♣	7 ♠	4 ♦
8 ♥	8 ♦											
8 ♣	8 ♠	J ♣	7 ♠	4 ♦								
<p style="text-align: center;">Four of a Kind: 5s or below</p>	<p style="text-align: center;">Always play Four of Kind behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>9 ♥</td> <td>8 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♦</td> <td>5 ♥</td> <td>5 ♣</td> <td>2 ♠</td> </tr> </table>	9 ♥	8 ♣				5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
9 ♥	8 ♣											
5 ♠	5 ♦	5 ♥	5 ♣	2 ♠								

Ace Up Pai Gow Poker

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 Aces	Play a Pair of aces in front.	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 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 Lucky Bonus Bets and pays winning Lucky Bonus Bets to the extent of the player-dealer's wager.
6. The cards are collected, shuffled, and a new round begins.

Bonus Bets

Lucky Bonus Bet

The Lucky Bonus Bet is an optional bonus bet that complements the game of Ace Up Pai Gow Poker, as listed above. It is a wager that allows a player to bet that they will be dealt a pre-determined 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 does not have to place a base bet in order to place a Lucky 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 Lucky Bonus Bet.
- The Lucky Bonus Bet may be less than, equal to, or may exceed the base game wager. However, it may not exceed the table limit.

Ace Up Pai Gow Poker

- 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 pre-determined 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 Lucky Bonus bets and will collect all losing Lucky 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 Lucky Bonus bets will be paid according to the table, as shown below.

Lucky Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays
Natural Seven 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.	2,000 to 1
Royal Flush + Royal Match	A hand that consists of an ace, king, queen, jack and 10 of the same suit and a king and queen of the same suit.	1,000 to 1
Wild Seven 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
Five Aces	A hand that consists of four aces and a joker.	250 to 1
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	100 to 1
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	25 to 1
Four of a Kind	A hand that consists of four cards of the same rank.	15 to 1
Full House	A hand that consists of a Three of a Kind and a Pair.	10 to 1
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1
Three of a Kind	A hand that consists of three cards of the same rank.	3 to 1
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	1 to 1

Ace Up Bonus Bet

The Ace Up Bonus Bet is an optional bonus bet that allows a player to bet that they and the player-dealer 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.

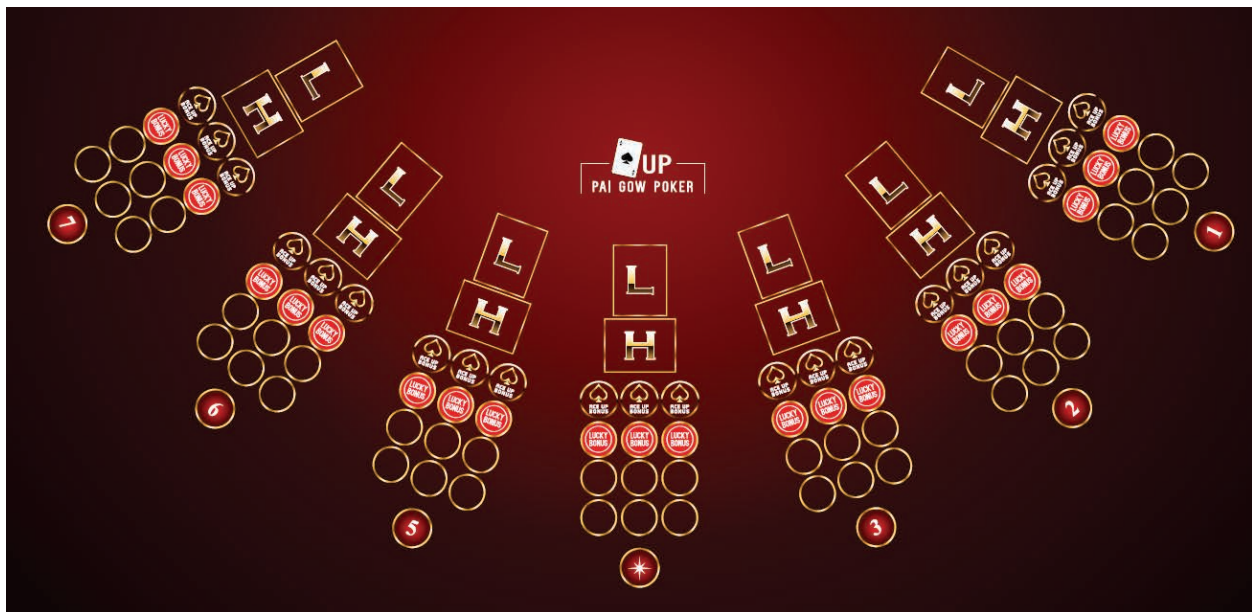
- A player does not have to place a base game wager in order to place the Ace Up Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- The Ace Up Bonus Bet may be less than, equal to, or may exceed the base game wager. However, it may not exceed the table limit.

Ace Up Pai Gow Poker

- The Ace Up Bonus Bet takes into account the first seven cards dealt as a player's hand and the player-dealer's hand. In the event that the first seven cards dealt to a player that placed a bonus bet and the player-dealer's hand 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.
- There is no additional collection fee for placing the Ace Up Bonus Bet.
- The player-dealer will pay all winning Ace Up Bonus Bets and will collect all losing Ace 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.
- Winning Ace Up Bonus Bets will be according to the table, as shown below.

Player and Player-Dealer Ace High Card Hand	40 to 1
Player-Dealer Ace High Card Hand (with Joker)	15 to 1
Player-Dealer Ace High Card Hand (No Joker)	5 to 1

Table Layout



Ace Up Pai Gow Poker

Collection Rates Schedules

For **schedule options 1 through 4**, the Player-Dealer Fee shall be taken per hand from the player-dealer position. Additionally, the Player Fee shall be taken from each seated player and backline bettor for each base game wager they place based on the amount of each wager. There will be no collection fee taken for placing a bonus bet. The Lucky Bonus Bet and the Ace Up Bonus Bet may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be taken and dropped by the house dealer prior to cards being dealt or any round of play being conducted.

Minimum wagering limits per spot shall be between \$5 and \$200

Maximum wagering limits per spot shall be between \$100 and \$1,000

Schedule Option	Player Wager Per Spot	Player Fee	Player-Dealer Fee
1	\$10 - \$200	\$1	\$1
2	\$5 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$500	\$5	
3	\$10 - \$100	\$1	\$2
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$1,000	\$5	
4	\$25 - \$100	\$1	\$3
	\$101 - \$200	\$2	
	\$201 - \$300	\$3	
	\$301 - \$400	\$4	
	\$401 - \$1,000	\$5	

For **schedule options 5 through 19**, the Player-Dealer Fee shall be taken per hand from the player-dealer position based on the total monetary value of all base game wagers and bonus bets placed before the initial deal, referred to as "Total Table Action." There shall be no collection fee taken from any player or backline bettor for placing a base game wager or bonus bet. The Lucky Bonus Bet and the Ace Up Bonus Bet may be less than, equal to, or greater than the base game wager, but must be within the table limits. The collection fees shall be taken and dropped by the house dealer prior to cards being dealt or any round of play being conducted.

Minimum wagering limits per spot shall be between \$5 and \$100

Maximum wagering limits per spot shall be between \$100 and \$1,000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Fee
5	\$10 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$500	\$3	
	\$501 - \$700	\$5	
	\$701+	\$8	

Ace Up Pai Gow Poker

6	\$5 - \$100	\$3	\$0
	\$101 - \$300	\$5	
	\$301 - \$500	\$7	
	\$501 - \$800	\$10	
	\$801+	\$15	
7	\$5 - \$100	\$2	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$10	
	\$801 - \$1,500	\$15	
	\$1,501+	\$20	
8	\$5 - \$100	\$3	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501+	\$25	
9	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$10	
	\$801 - \$1,500	\$15	
	\$1,501+	\$20	
10	\$10 - \$100	\$3	\$0
	\$101 - \$400	\$5	
	\$401 - \$800	\$8	
	\$801 - \$1,500	\$15	
	\$1,501+	\$25	
11	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$1,000	\$8	
	\$1001 - \$1,500	\$20	
	\$1,501+	\$25	
12	\$5 - \$100	\$4	\$0
	\$101 - \$500	\$7	
	\$501 - \$1,000	\$12	
	\$1,001 - \$2,000	\$20	
	\$2,001+	\$30	
13	\$10 - \$100	\$2	\$0
	\$101 - \$500	\$5	
	\$501 - \$1,000	\$10	
	\$1,001 - \$2,000	\$15	
	\$2,001+	\$25	
14	\$10 - \$100	\$4	\$0
	\$101 - \$500	\$7	
	\$501 - \$1,000	\$12	
	\$1,001 - \$2,000	\$20	
	\$2,001+	\$30	

Ace Up Pai Gow Poker

15	\$10 - \$300	\$2	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - \$2,000	\$8	
	\$2,001+	\$12	
16	\$10 - \$300	\$1	\$0
	\$301 - \$600	\$3	
	\$601 - \$1,000	\$6	
	\$1,001 - \$2,000	\$10	
	\$2,001+	\$15	
17	\$100 - \$500	\$5	\$0
	\$501 - \$1,000	\$10	
	\$1,001 - \$1,500	\$15	
	\$1,501 - \$2,000	\$20	
	\$2,001+	\$25	
18	\$100 - \$500	\$5	\$0
	\$501 - \$1,000	\$10	
	\$1,001 - \$2,000	\$20	
	\$2,001 - \$2,500	\$25	
	\$2,501+	\$30	
19	\$100 - \$500	\$3	\$0
	\$501 - \$1,000	\$8	
	\$1,001 - \$2,000	\$15	
	\$2,001 - \$2,500	\$20	
	\$2,501+	\$25	

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.
- The 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.