



Type of Game

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

Object and Summary of the Game

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

Seven-Card Stud is a card game played with two face-down cards and one face-up card dealt before the final betting round. The first round of betting is followed by three more face-up cards being dealt with a round of betting that occurs after each deal. The final round of betting occurs after the seventh card is dealt face-down. After each round of dealing, the Casino dealer burns one card. The best five-card hand wins the pot.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled by an electronic shuffler and dealt by the house dealer. In the event that the electronic shuffler breaks or malfunctions, hand shuffling will be permitted, (the hand shuffle procedure will be standard poker game shuffling procedure).

Card Values and Hand Rankings

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

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

Seven Card Stud Hand Rankings

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



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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer is the last to receive cards.
2. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card (if two or more players have the highest ranked card, the card suit is used to determine the high card. Suits from worst to best: clubs, diamonds, hearts, spades), by suit shall receive the flat white disk with the words "dealer."
 - b. The cards are then placed back into the deck and electronically shuffled, ready to be dealt.
 - c. The cards will be cut by the house dealer before being dealt.
3. Once the dealer button has been distributed by the house dealer, each player shall be required to place an "ante". The first round of betting is initiated with a forced bet known as the ante.
 - a. These are used to initiate action and are posted before players receive any cards.
 - b. All antes shall be placed in the center of the table, which is known as "the pot."
4. Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer, and continuing clockwise around the table until all players have two face-down cards. The house dealer shall then deal one face-up card to each player, starting with the player to the left of the dealer and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.



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5. Once each player has received their three cards, the first round of wagering will occur. The player that has been dealt the lowest face-up card, according to the card rank, shall be required to place a wager at least equal to the amount of the lower table limit, referred to as the bring in. Ties are broken by card suit. The player with the forced bet has the option of opening for a full bet. A full bet is a bet of the exact amount of the applicable limit. *For example, in a 3-6 game, \$3.00 would be a full bet for the first two betting rounds, and \$6.00 would be the full bet amount for the last two betting rounds.* Therefore, players must wait for the designated low hand to act before acting on their own hands.
6. Players are given the following options, starting with the player to the left of the player that placed the bring in and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the bring in or call a wager, meaning to match the amount wagered by another player;
 - b. Place their three cards face-down into the center of the table, referred to as a "fold." The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - c. Place a wager equal to the amount of the bring in as well as an additional amount within the lower table limit, referred to as a raise;
 - d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises;
 - e. Check their hand and place no additional wager at this time. This is only permitted for the player that placed the bring in and when all other players have called the bring in and there have been no raises.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
9. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer and continuing clockwise around the table until all players have a total of four cards; two face-down cards and two face-up cards.
 - a. The face-up cards are not community cards and are only available to the player whose hand they belong.
10. Once each player has been dealt their fourth card, the second round of betting will occur (commonly referred to as the fourth street.) A "street" is a specific round of betting as identified by the number of cards each player has in a stud game.
11. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player that has the highest ranked face-up cards:
 - a. If a player's two face-up cards are a pair during the second round of wagering, that player will initiate action and has the option of wagering at the lower or higher table limit. Whichever limit they choose, the rest of the table shall be required to use that limit during that round. However, for all subsequent rounds, the wagering limits shall remain unchanged. This rule only applies during the second round of wagering.
 - b. Do not make a wager, referred to as a "check", with the option to call or raise a wager by another player. This is only permitted if no other player has raised the pot. If a raise or re-raise occurs, a player shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit, or fold their hand;

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

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



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29. If, during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a "community card" and shall be available to play in everyone's hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player's have seven cards at the end of the game.

How Winners are Determined and Paid

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

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



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Collection Rates Schedule

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For **schedule options 1 through 8**, Designated Table Fee #1 will be taken by the house dealer after the first up card is dealt. The regular table collection fees shall be taken by the house dealer after fourth street, based on the number of players. Designated Table Fee #2 will be taken after seventh street is dealt. A "street" is a specific round of betting as identified by the number of cards each player has in a stud game.

**\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game**

Schedule Options	Number of Players	Regular Table Fee	Designated Table Fee #1	Designated Table Fee #2
1	6 or more	\$6	\$1	\$1
2	6 or more	\$5	\$1	\$1
3	6 or more	\$4	\$1	\$1
4	6 or more	\$3	\$1	\$1
5	5 or less	\$5	\$1	\$1
6	5 or less	\$4	\$1	\$1
7	5 or less	\$3	\$1	\$1
8	5 or less	\$2	\$1	\$1

For **schedule options 9 through 18**, the Designated Table Fee #1 shall be taken by the house dealer after the first up card, based on the number of players. The regular table collection fee will be taken after fourth street is dealt.

**\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game**

Schedule Options	Number of Players	Regular Table Fee	Designated Table Fee #1
9	6 or more	\$7	\$1
10	6 or more	\$6	\$1
11	6 or more	\$5	\$1
12	6 or more	\$4	\$1
13	6 or more	\$3	\$1
14	5 or less	\$6	\$1
15	5 or less	\$5	\$1
16	5 or less	\$4	\$1
17	5 or less	\$3	\$1
18	5 or less	\$2	\$1



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For **schedule options 19 through 30**, the collection, based on the number of players, shall be taken by the house dealer immediately after fourth street. If the hand does not reach fourth street no collection shall be taken.

\$1-\$2 Minimum Wagering Limit Game**\$500-\$1000 Maximum Wagering Limit Game**

Schedule Options	Number of Players	Regular Table Fee
19	6 or more	\$8
20	6 or more	\$7
21	6 or more	\$6
22	6 or more	\$5
23	6 or more	\$4
24	6 or more	\$3
25	5 or less	\$7
26	5 or less	\$6
27	5 or less	\$5
28	5 or less	\$4
29	5 or less	\$3
30	5 or less	\$2

Poker Collection Rate Procedures

- The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- If any time in any poker game, there is not a sufficient amount in the pot to take the full, required fee, the fee will consist of the total amount in the pot at the specified time of collection.
- Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- Player's 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.

Seven Card Stud High-Low Split

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Type of Game

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

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Object of the Game

Seven-Card Stud High-Low Split is a stud-format game that divides the pot between both the highest and the lowest ranking hands. The object of the game is for players to form a qualifying five-card poker hand that ranks higher or lower than the other players' five-card poker hands. Each player may use any combination of the seven cards dealt to them throughout the game to create their five-card poker hand. When making a five-card low hand and a five-card high hand, a player is not required to use the same combination of their dealt cards to satisfy each hand's requirements.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled by an electronic shuffler and dealt by the house dealer. In the event that the electronic shuffler breaks or malfunctions, hand shuffling will be permitted, (the hand shuffle procedure will be standard poker game shuffling procedure).

Card Values and Hand Rankings

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

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

Seven Card Stud High-Low Split Hand Rankings

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

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

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

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

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the words "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards.
2. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card (If two or more players have the highest ranked card, the card suit is used to determine the high card. Suits from worst to best: clubs, diamonds, hearts, spades), by suit shall receive the flat white disk with the words "dealer."
 - b. The cards are then placed back into the deck and electronically shuffled, ready to be dealt.

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3. Once the dealer button has been distributed by the house dealer, each player shall be required to place an ante.
 - a. These are used to initiate action are posted before players receive any cards.
 - b. All antes shall be placed in the center of the table, which is known as the pot.
4. Once the antes have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, and continuing clockwise around the table until all players have two face-down cards. The house dealer shall then deal one face-up card to each player, starting with the player to the left of the dealer and continuing clockwise around the table until all players have a total of three cards; two face-down and one face-up.
5. Once each player has received their three cards, the first round of wagering will occur. The player that has been dealt the lowest face-up card, according to the card rank, shall be required to place a wager equal to the amount of the lower table limit, referred to as the "bring in." Ties are broken by card suit (the suit rankings shall be spade, hearts, diamonds, and then clubs). The player with the forced bet has the option of opening for a full bet. A full bet is a bet of the exact amount of the applicable limit. *For example, in a 3-6 game, \$3.00 would be a full bet for the first two betting rounds, and \$6.00 would be the full bet amount for the last two betting rounds.* Therefore, players must wait for the designated low hand to act before acting on their own hands.
6. Players are given the following options, starting with the player to the left of the player that placed the bring in and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the bring in or call a wager, meaning to match the amount wagered by another player;
 - b. Place their three cards face-down into the center of the table, referred to as a fold. The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play;
 - c. Place a wager equal to the amount of the bring in as well as an additional amount within the lower table limit, referred to as a raise;
 - d. Call the raise, re-raise, or fold their hand. There is a maximum of three raises per round of wagering, unless there are only two players participating during a round of wagering, in which case there is no limit to the number of raises;
 - e. Check their hand and place no additional wager at this time. This is only permitted for the player that placed the bring in and when all other players have called the bring in and there have been no raises.
7. After all players have acted in turn and either called all wagers, raised or folded their hand, the house dealer shall move all player wagers into the pot.
8. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it.
9. The house dealer shall then deal one card face-up to each player, starting with the player to the left of the dealer button and continuing clockwise around the table until all players have a total of four cards; two face-down cards and two face-up cards.
 - a. The face-up cards are not community cards and are only available to the player whose hand they belong.
10. Once each player has been dealt their fourth card, the second round of betting will occur (commonly referred to as the fourth street). A "street" is a specific round of betting as identified by the number of cards each player has in a stud game.

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

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

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- d. Fold their hand according to the rules and guidelines used in the previous round of play;
27. After the final round of betting has been completed, the house dealer shall move all player bets into the pot.
28. All active players shall then enter into a showdown with each other and compare their hands.
29. If, during the play of the game during any round, there are not enough cards left in the deck for all active players to receive seven cards up to the fifth and final round of betting, the house dealer shall deal each player cards until there are not enough cards left in the deck to give each player a card. The house dealer shall take all remaining cards in the deck and mix them with the cards that were taken from the top of the deck and placed in the discard pile during each previous round. The house dealer shall then shuffle using an electronic shuffler and cut these cards, then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall place one card face-up in the center of the table. This card becomes a "community card" and shall be available to play in everyone's hand. It also shall be used with all active player hands to determine which player starts action in the round. The house dealer shall use this procedure for each round that it is necessary in order to ensure that all active player's have seven cards at the end of the game.

How Winners are Determined and Paid

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

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

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- In the instance that there are an odd number of chips, the odd chip shall be awarded to the player closest to the left of the dealer button.

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Collection Rates Schedule

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For **schedule options 1 through 8**, Designated Table Fee #1 will be taken by the house dealer after the first up-card is dealt. The regular table collection fees shall be taken by the house dealer after fourth street is dealt, based on the number of players. Designated Table Fee #2 will be taken after seventh street is dealt. A "street" is a specific round of betting as identified by the number of cards each player has in a stud game.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

Schedule Options	Number of Players	Regular Table Fee	Designated Table Fee #1	Designated Table Fee #2
1	6 or more	\$6	\$1	\$1
2	6 or more	\$5	\$1	\$1
3	6 or more	\$4	\$1	\$1
4	6 or more	\$3	\$1	\$1
5	5 or less	\$5	\$1	\$1
6	5 or less	\$4	\$1	\$1
7	5 or less	\$3	\$1	\$1
8	5 or less	\$2	\$1	\$1

For **schedule options 9 through 18**, the Designated Table Fee #1 shall be taken by the house dealer after the first up card, based on the number of players. The regular table collection fee will be taken after fourth street is dealt.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

Schedule Options	Number of Players	Regular Table Fee	Designated Table Fee #1
9	6 or more	\$7	\$1
10	6 or more	\$6	\$1
11	6 or more	\$5	\$1
12	6 or more	\$4	\$1
13	6 or more	\$3	\$1
14	5 or less	\$6	\$1
15	5 or less	\$5	\$1
16	5 or less	\$4	\$1
17	5 or less	\$3	\$1
18	5 or less	\$2	\$1

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For **schedule options 19 through 30**, the collection, based on the number of players, shall be taken by the house dealer immediately after fourth street. If the hand does not reach fourth street no collection shall be taken.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

Schedule Options	Number of Players	Regular Table Fee
19	6 or more	\$8
20	6 or more	\$7
21	6 or more	\$6
22	6 or more	\$5
23	6 or more	\$4
24	6 or more	\$3
25	5 or less	\$7
26	5 or less	\$6
27	5 or less	\$5
28	5 or less	\$4
29	5 or less	\$3
30	5 or less	\$2

Poker Collection Rate Procedures

- The players of the Poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.
- Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- If any time in any poker game, there is not a sufficient amount in the pot to take the full, required fee, the fee will consist of the total amount in the pot at the specified time of collection.
- Furthermore, no fee may be calculated as a fraction or percentage of wagers made or winnings earned.
- Player's 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.

Pan

Number of Players: 2-8.

The Deck: 320 Cards. 8's, 9's, 10's are omitted.

Rank of Cards: Cards in each suit rank: King (high), Queen, Jack, 7,6,5,4,3,2, Ace. The Jack and 7 are in sequence. There is no rank of suits, except that spades pay double.

The Deal: The deal and play are counter-clockwise.

To Start Play: Five cards are dealt to each player with one card turned face up. The player dealt the lowest card will be first one to act. Each player then receives 5 more cards. From then on the winner of the last hand will be dealt first.

Before Action: Starting with the winner of the previous hand, each player declares ~~whether~~ whether he/she will play the hand.

Action Begins: Action begins with the first person drawing a card from the top of the deck. If he/she chooses not to use the first card drawn he/she is allowed to draw again. A player drawing a card from the deck or from the top of the discard pile must use the card immediately in a meld never placing the card in his/her hand. If a drawn card can not be used it must be discarded. After drawing a playable card and using it in a meld a player may meld as many melds as he/she holds or may add to his/her existing melds and collect any pays due before discarding which ends his/her turn.

Melds: Each meld must be at least 3 cards and may be as many as 11.

Ropes: Any 3 cards in sequence of the same suit ie: hearts, queens, Jacks, 7's.

Squares: 3 cards of the same rank and of different suits or of the same suit. In addition any 3 aces or any 3 kings form a square regardless of suit.

Conditions: Certain melds are called conditions. On melding a condition the player immediately collects chips from every other play as follows: all 3's,5's, 7's are valle cards, that is; cards of value. The condition are:

1. Any set of valle cards not in same suit -- one chip
2. any set of valle cards in the same suit -- 4 chips in spades, 2 chips in any other suit.
3. Any set of non -valle in the same suit --2 chips in spades, 1 chip in any other suit.
4. Any sequence of Ace, 2, 3 in the same suit-- 2 chips in spades, 1 chip in any other suit.
5. Any sequence of Kings, Queens, Jacks in the same suit -- 2 chips in spades, 1 chip in any other suit.

Going out: When a player shows 11 cards in melds he collects 2 chips from each player and also collects all over again for each condition in his cards.

Omaha

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played highlow split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

Omaha High-Low Split (8-or-better)

Rules of Omaha High-Low Split (8-or-Better):

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).
2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'em rules apply.

Lowball

Lowball is Draw Poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit Poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of Lowball are ace-to-five Lowball (also known as California lowball), and deuce-to-seven Lowball (also known as Kansas City Lowball). In ace-to-five Lowball, the best hand is 5-4-3-2-A and in deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of Lowball, please see the individual section for each game.

Hold'Em

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

Crazy Pineapple

Crazy Pineapple is similar to Hold'em except the third card is discarded after the flop.

Rules of Crazy Pineapple

1. A player who fails to discard when asked has a dead hand.
2. If the dealer forgets to ask for discards and prematurely turns the fourth card, that card will be taken out of play for that round (See Hold'em Rule number 13).
3. All the rules of Hold'em apply to Crazy Pineapple.

Lazy Pineapple

Lazy Pineapple is similar to Hold'em except that players keep all three cards. Players may play zero, one or two cards from their hand but not all three. In Hi-Lo Split you can use one combination of cards for a high hand and the same or different combination of cards for a low hand as long as all three cards are not used one way.

Rules for Lazy Pineapple

1. A player who discards accidentally may continue to play the hand with just two cards.
2. All the Rules of Hold'em apply to Lazy Pineapple.

PINEAPPLE

Pineapple is similar to Hold'em except that each player is dealt three cards instead of two. The player then chooses which two cards he wants to play and discards the third card face-down before the flop. From that point on the game is played exactly as Hold'em.

RULES OF PINEAPPLE

1. A player who fails to discard when asked has a dead hand.
2. If the dealer forgets to ask for discards and prematurely flops the flop is returned to the deck and reshuffled (Refer to Rules of Hold'em number 12.)
3. All the rules of Hold'em apply to Pineapple.

EZ BACCARAT™ Panda 8



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EZ BACCARAT

Type of Game

The game of EZ Baccarat 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 two or three cards with an accumulated point value as close to nine as possible.

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.

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard 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 spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is not permitted.

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 line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

EZ BACCARAT

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 line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 9 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, 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. All cards are dealt face-up. 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's hand is resolved first and then the banker's 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.

- The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
- If the player's hand stands, then the dealer hand hits on a total of 5 or less.
- If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
 - If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
 - If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
 - If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

The following chart shows when 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

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

EZ BACCARAT

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is not permitted on the Tie Bet wager.
- 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.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 9 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

EZ BACCARAT

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is not permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 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's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

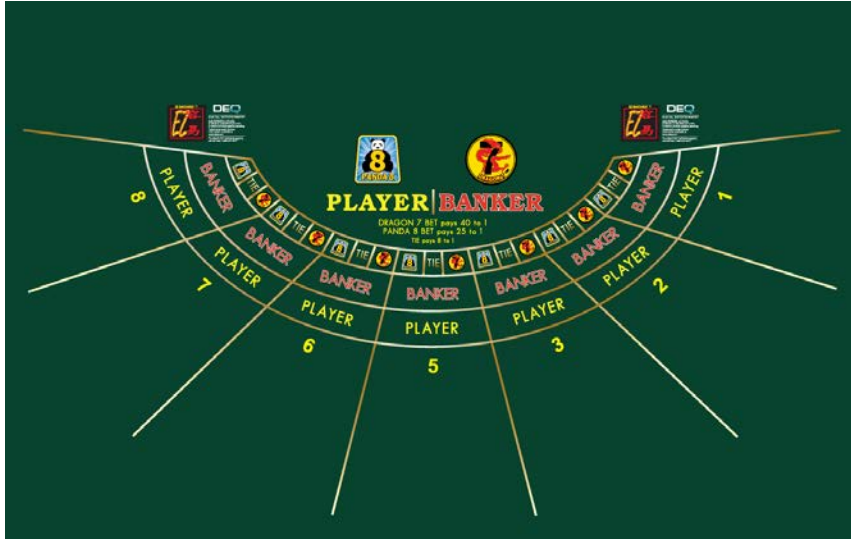
For **schedule options 1 through 9**, a collection fee shall be taken per hand from the player-dealer position. A collection fee shall also be taken per player, per bet for each Player line or Banker line wager placed. There shall be no additional collection fee taken from players for placing a Tie, Dragon 7, or Panda 8 wager. For **schedule option 10**, 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, Dragon 7, and Panda 8 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, Dragon 7, or the Panda 8. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The Tie, Dragon 7, and Panda 8 wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits. 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 EZ Baccarat Panda 8 are as shown below:

Schedule Option	Table Limit	Player-Dealer Fee	Player Fee
1	\$5- \$99	\$2	\$1
2	\$10 - \$100	\$2	\$1
3	\$25 - \$100	\$2	\$1
4	\$25 - \$200	\$3	\$2
5	\$50 - \$300	\$4	\$2
6	\$100 - \$500	\$5	\$3
7	\$200 - \$500	\$5	\$3
8	\$300 - \$1,000	\$6	\$4
9	\$500 – \$1,000	\$6	\$4

EZ BACCARAT

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	
1	\$5 - \$5,000	\$5 - \$130	\$1	\$0
		\$135 - \$350	\$2	
		\$355 - \$550	\$4	
		\$555 - \$750	\$6	
		\$755 +	\$8	

Table Layout



Equipment Used



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

EZ Baccarat table with EZ TRAK Baccarat Edition system.



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

EZ BACCARAT

Key Features

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



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

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. 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:
- a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;
 - b. Resolve the play, blind, and trips bonus bets normally (see below "When player/dealer qualifies"); and
 - c. 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:
- a. 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;
 - b. 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);
 - c. Compare the player's hand with that of the player/dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.



11. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player/dealer's hand;
 - b. Lose if it has a lower poker value than that of the player/dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.
 - d. 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 Paytables

UTH-03		
Hand	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	7 to 1	3 to 2
Straight	4 to 1	1 to 1
Three of a Kind	3 to 1	



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.



Standards of play:

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the Player-dealer to make the best possible hand.

In Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker is fully wild.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker is fully wild. All suits shall be considered equal in rank.

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

<i>Hand Dealt</i>	<i>Hand Requirements</i>
<i>7 Card Straight Flush (No Joker)</i>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (No Joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (No Joker) hand.</i>
<i>Royal Flush + Royal Match</i>	<i>A hand that consists of ace, king, queen, jack, 10 and king, queen suited.</i>
<i>7 Card Straight Flush (With Joker)</i>	<i>A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7 Card Straight Flush (With Joker) hand, with one of those cards being substituted with a joker.</i>
<i>Five Aces</i>	<i>A hand that consists of five cards containing all aces.</i>
<i>Royal Flush</i>	<i>A hand that consists of an ace, king, queen, jack and 10 of the same suit.</i>



Straight Flush	<i>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.</i>
Four of a Kind	<i>A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.</i>
Full House	<i>A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.</i>
Flush	<i>A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.</i>
Straight	<i>A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked Straight and a 5, 4, 3, 2 and ace is the lowest ranked Straight.</i>
Three of a Kind	<i>A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.</i>
Two Pairs	<i>A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.</i>
One Pair	<i>A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.</i>
High Card	<i>A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.</i>

Dealing procedures:

- ❖ The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven 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 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 in the discard pile.



- ❖ Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
- ❖ To determine the placement of the "Action" button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. 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. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. A table felt with the game name and segregated marked Fortune Bonus Bet areas. The game will be played on a standard pai gow poker table

Number of players in the game:

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

How and when are house fees collected:

- ❖ Backline betting is permitted on all wagers.



- ❖ Fortune Pai Gow Poker 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. Additionally, the Player-dealer position is identified with a "Bank" tile and is placed in front of that player's seat position. The Player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a Fortune Pai Gow Poker game wager and will then have the option to make a Fortune Bonus Bet wager as well. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the casino dealer must place an "Envy" button next to that player's Fortune Bonus Bet wager.

The Player-dealer may place a wager to cover some or all of the action on the table.

Round of Play

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
 - ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
-
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.



- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown below.

PAI GOW POKER HOUSE WAY

HAND	HOW TO PLAY *	EXAMPLE
NO PAIR	Put 2nd and 3rd highest cards in front.	
ONE PAIR	Put pair in back, highest two other cards in front.	
TWO PAIR	If high pair is A's, K's, Q's - always split. If high pair is J's, 10's, 9's - split unless A in front. If high pair is 8's, 7's, 6's - split unless K in front. If high pair is 5's, 4's, 3's, 2's - split unless Q in front.	
THREE PAIRS	Put highest pair in front.	
THREE OF A KIND	If A's - always split. If K's and below - never split. If two sets of three of a kind - split highest set.	
STRAIGHT, FLUSH, STRAIGHT FLUSH	With no pair - always play the complete hand. With one pair - always play the complete hand. With two pairs - play according to two pairs strategy. With 3 of a kind - play complete hand in back, pair in front. If straight, flush, and/or straight flush - put the two highest cards in front that will leave any complete hand behind.	
FULL HOUSE	Put the highest permissible pair in front.	
FOUR OF A KIND	If A's, K's, Q's - always split. If J's, 10's, 9's - split unless K in front. If 8's, 7's, 6's - split unless Q in front. If 5's and below - never split. If 4 of a kind with a pair - play complete hand behind.	
FIVE ACES	Put pair of A's in front.	

* When possible, always play the highest pair in front that will leave a complete hand (straight or better) behind.



- ❖ Once the Player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.
- ❖ Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
 - a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
 - b. The Fortune Pai Gow Poker 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.
 - c. The Fortune Pai Gow Poker 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.
 - 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."
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
 - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.



- ❖ The Player-dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
 - In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own hand or for the Player-dealer's hand.
- ❖ The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.
- ❖ The cards are collected, shuffled, and a new round begins.
- ❖ 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 position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Backline bettors as well as seated players are eligible to place a Fortune Bonus Bet wager.
- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall 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 (7) cards dealt, other than the hands shown below, shall lose. There is



no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

- ❖ The Joker can be used as an ace or to complete a straight or flush on the Fortune Bonus Bet.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.

Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) "Envy" button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Seated players as well as back-line bettors are eligible to receive an "Envy" button.
- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an "Envy" button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an "Envy" button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has



received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

- ❖ The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- ❖ **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

BONUS BET PAYTABLE

Hand	FPG-02	
	Pays	Envy
7 Card Straight Flush (No Joker)	8,000 to 1	\$5,000
7 Card Straight Flush (With Joker)	2,000 to 1	\$1,000
5 Aces	1,000 to 1	\$500
5 of a Kind	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
Straight	3 to 1	



Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the Player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- “Action” button** A token used to designate where the settling of bets will begin (the action).
- Action Copy** The player position where the settling of bets begins. When a players hand is ranked equally to the Player-dealers hand.
- Envy Bonus** A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the paytable.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Push** When a player wins either the high or the low hand and the Player-dealer wins the other.

Players Club
21st Century Blackjack Switch

21st CENTURY



Players Club 21st Century Blackjack Switch

OBJECT OF THE GAME

The object of 21st Century Blackjack Switch is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 ½, referred to as a “Natural.” A natural beats all other hands.

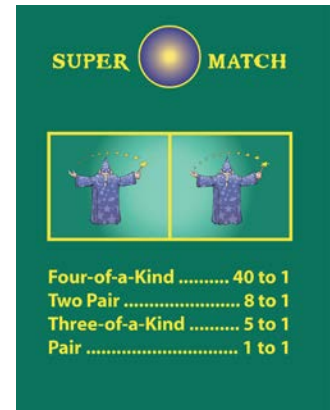
HOW TO PLAY

Each player plays two (2) hands and places a wager in both betting spots. Players have the chance of keeping the hands that have been dealt or switching their second cards around.

For example, if a player is dealt a king on the first card and 5 on the second card (with the value of 15) for one hand and 6 on the first card and ace on the second card (with the value of 7 or 17) for the second hand, the player can request to switch the A & 5. The player will end up with K & A on one hand and 6 & 5 on the other hand.

TYPE OF TABLE

The game shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each 21st Century Blackjack Switch table shall have a drop box attached to it. The cloth covering a 21st Century Blackjack Switch table (the layout) shall have wagering areas for six players. The wagering areas shall be designated as shown in the picture to the right. The game wager for each of the two player’s hands will be placed on the wizards and the Super Match wager will be placed on the circles with a crown inside. Backline betting is not permitted.



VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. However, all four (4) of the Ace cards shall be removed from the deck and shall be replaced with four (4) specially marked Aces with the word “Bonus” on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- Any two card hand, before a switch, consisting of a specially marked “Bonus” ace with any 10 or face card is a “Natural” and beats all other hands. **A switched “Natural” is considered a 21 ½ not a “Natural.”**
- A “Bonus” Ace has the following values :
 - 11 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2 - 9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
“Bonus” Ace	a) 11 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Ten, Jack, Queen, King	10
Two - Nine	Hold their face value.

Players Club 21st Century Blackjack Switch

ROUND OF PLAY

1. 21st Century Blackjack Switch is played on a raised gaming table. The table seats six players who face the house dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.
2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.
3. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in accordance with the collection rate schedules.
5. Collection fees will be taken in accordance with the collection rate schedule.
6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards.
7. The house dealer deals the first card to the player seated to the left of house dealer and continues in a clockwise fashion around the table. Each player will be dealt one card, face up, to each of their hands for a total of two cards. After each player has received their cards, the player-dealer receives one card face up. The player-dealer's card will be placed in front of the house dealer face up.
8. The house dealer will deal a second card, face up, to each of the players' two hands, again starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players have received their cards, face up, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.
9. When each player has two hands and the player-dealer has two starting cards, the Super Match wager will be settled beginning with the player to the right of the house dealer and continuing in a counter-clockwise manner until all Super Match wagers have been acted upon or the player-dealer's funds are exhausted.
10. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" Ace card. If the player-dealer is dealt a "Bonus" Ace face-up, players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of

Players Club 21st Century Blackjack Switch

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

11. If the player-dealer does not have a “Natural,” each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to switch the second card of each hand (See Procedure for Switching the Cards). After the player has made their decision on whether or not to switch their second card, the player then has the opportunity to “Hit” and be dealt additional cards to make the best possible hand for each of their two hands. The players will signal to the house dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The player may also decide to “double-down,” “split,” or “stand.” Each player shall be required to hit or stand according to the chart below:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 “Naturals”	11 Or Less	12 - 20

A Hard hand is achieved when a hand contains a combination of three or more cards totaling 21. In the event that the hand includes an Ace, the Ace is only able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 21 with an Ace counted as 1 or 11.

12. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer’s hole (second) card.
13. The player-dealer’s cards will always be dealt and placed in front of the house dealer’s tray.
14. The house dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

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

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

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

Players Club 21st Century Blackjack Switch

15. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The Player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
16. Beginning with the player to the right of the house dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon or the player-dealer's funds are exhausted. Furthermore, wagers will be settled in the following order: All Super Match wagers (see number 8 above), then all game wagers on the table.
17. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is offered in a clock-wise fashion around the table.
18. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.
19. 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.
20. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

GAME RULES

1. A "Natural" is an initial two card hand containing a "Bonus" Ace and any card with a value of 10 and is the best possible hand. A switched "Natural" is considered a 21 ½ not a "Natural."
 - a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
 - b. A switched "Natural" (considered a 21 ½) loses against a player-dealer "Natural" and pushes against a player-dealer 21 or 22.
 - c. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "PUSH" and no action is taken on the wager.
 - d. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
 - e. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
 - f. If a player and the player-dealer's hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.

Players Club 21st Century Blackjack Switch

- g. If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
 - i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
 - ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will "PUSH" and no action is taken on the wager.
2. Double-Down:
 - a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
 - b. There is no extra collection fee taken by the casino on any double-down executed by a player, nor is there any extra collection fee charged to the player-dealer.
 - c. A player may double down for less than his original wager
3. Splits:
 - a. Players can split two cards of the same value or rank on the first two cards of each hand dealt to them. A split may occur before or after a switch. The player must place a second wager for each split equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split hand to make the best hand. Players may double-down after each split.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of three times for a total of 4 hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
 - c. Players can split any two "Bonus" Aces originally dealt to them but can only receive one extra card per "Bonus" Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. "Bonus" Aces may only be split once and cannot qualify for a "Natural" hand after the split.
 - d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.
4. Insurance:
 - a. Players may make an optional insurance wager.
 - b. When the player-dealer has a "Bonus" Ace showing, players can take insurance by betting up to half (1/2) of their original wager. If the player-dealer has a "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
 - c. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.
5. Players cannot surrender.
6. Odds: All winning player hands pay 1 to 1 including "Naturals."

Players Club 21st Century Blackjack Switch

7. Optional Bonus Bet: Super Match

The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

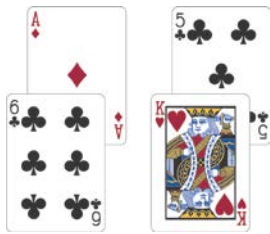
1. A player shall only place a Super Match wager if he/she has also placed a game wager prior to the initial deal.
2. See the collection rate schedule for any restrictions on the amount that may be wagered on the Super Match and any collection fees that may be taken.
3. The Super Match wager considers the first four cards dealt to both of the player's two hands before any switches occur.
4. If the player's hand qualifies for payouts, the player is paid according to the posted payout below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Super Match wager.
6. The Super Match wager may win or lose regardless of the outcome of the base game wager.
7. Backline betting is not allowed.
8. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Winning Super Match wagers pay as follows:

Super Match wager is paid according to posted paytable:

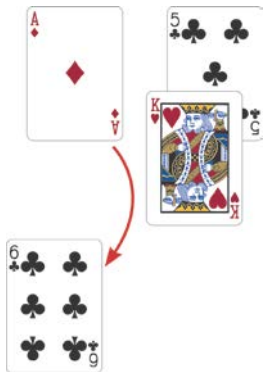
First 4 cards	6 Decks	8 Decks
4 of a Kind	40 to 1	50 to 1
Two Pair	8 to 1	7 to 1
Three of a Kind	5 to 1	5 to 1
Pair	1 to 1	1 to 1

Players Club 21st Century Blackjack Switch

Procedure for Switching the Cards



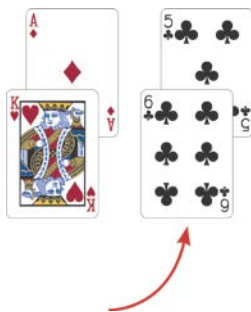
Starting position of the player's hand



Using the right hand only, the dealer will first pull the left hand card to be "switched".



Next, the dealer will move the right hand card into the position originally taken by the left card.



Finally, the dealer will move the original left card into the position left vacant by the right card.

Players Club 21st Century Blackjack Switch

TABLE LIMITS & 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 9**, a collection fee will be taken per hand from the player-dealer position based on the posted table limit, 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 square that they place a base game wager on. For **Schedule Options 10 through 15**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, or place an insurance wager. There shall be no collection fee taken from any players for placing any wagers. There is not additional collection fee when a player doubles-down, splits cards, places an insurance wager, or places a Super Match wager; however, a collection will be taken for each of the two hands that a player is dealt. The Super Match wager may be more than, less than or equal to the base game wager. All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to five separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

Schedule Option	Table LIMIT	Player-Dealer Table Fee	Player Collection Fee
1	\$5 - \$99	\$ 2.00 per hand	\$ 1.00 per bet
2	\$10 - \$100	\$ 2.00 per hand	\$ 1.00 per bet
3	\$25 - \$100	\$ 2.00 per hand	\$ 1.00 per bet
4	\$25 - \$200	\$ 3.00 per hand	\$ 2.00 per bet
5	\$50 - \$300	\$ 4.00 per hand	\$ 2.00 per bet
6	\$100 - \$500	\$ 5.00 per hand	\$ 3.00 per bet
7	\$200 - \$500	\$ 5.00 per hand	\$ 3.00 per bet
8	\$300 - \$1,000	\$ 6.00 per hand	\$ 4.00 per bet
9	\$500 - \$1,000	\$ 6.00 per hand	\$ 4.00 per bet

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
10	\$10-\$600	\$10-\$130	\$0	\$1
		\$131-\$350	\$0	\$2
		\$351-\$550	\$0	\$4
		\$551-\$750	\$0	\$6
		\$751+	\$0	\$8
11	\$25-\$1000	\$25-\$350	\$0	\$2
		\$351-\$550	\$0	\$4
		\$551-\$750	\$0	\$6
		\$751-\$1200	\$0	\$8
		\$1201+	\$0	\$15

**Players Club
21st Century Blackjack Switch**

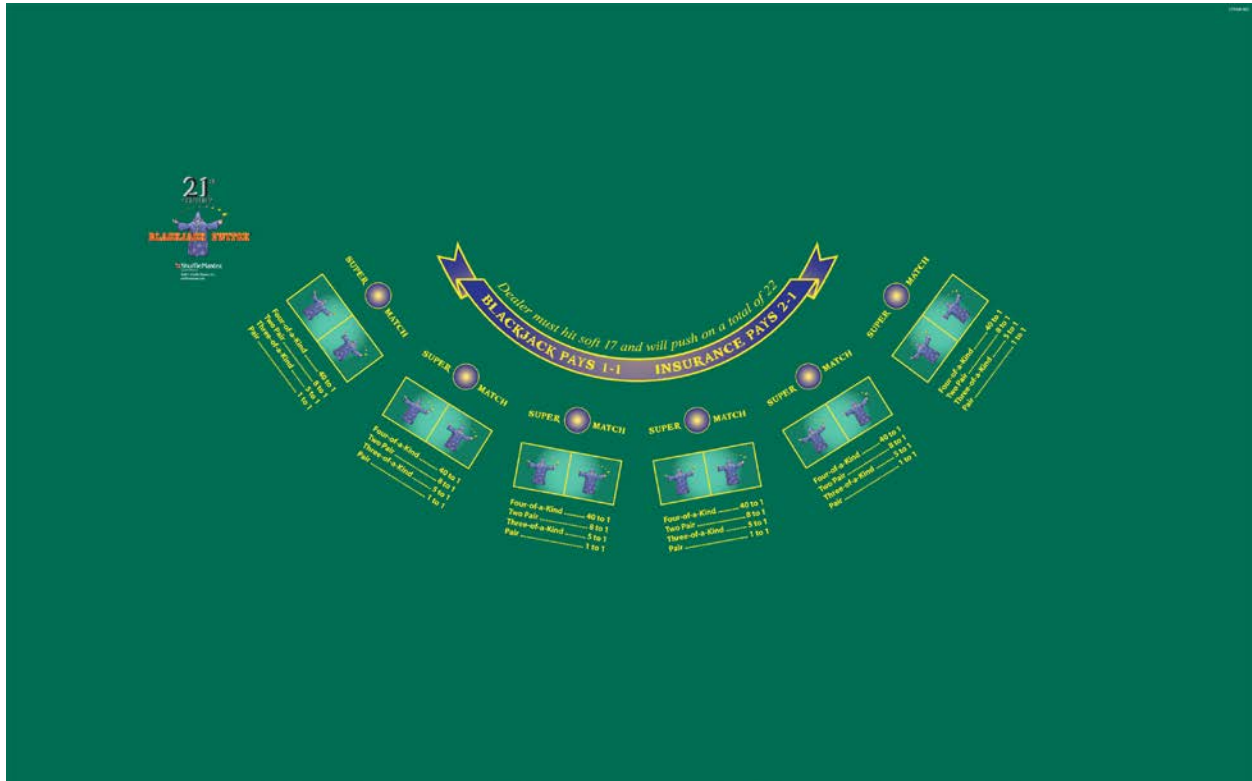
12	\$50-\$1000	\$50-\$350	\$0	\$2
		\$351-\$550	\$0	\$4
		\$551-\$750	\$0	\$6
		\$751-\$1200	\$0	\$8
		\$1201+	\$0	\$15

Players Club
21st Century Blackjack Switch

13	\$100 - \$1000	\$100-\$350	\$0	\$3
		\$351-\$550	\$0	\$5
		\$551-\$750	\$0	\$8
		\$751-\$1200	\$0	\$10
		\$1201+	\$0	\$15
14	\$100 - \$2000	\$100-\$550	\$0	\$4
		\$551-\$750	\$0	\$6
		\$751-\$1200	\$0	\$8
		\$1201-\$2000	\$0	\$15
		\$2000+	\$0	\$25
15	\$200 - \$2000	\$200-\$550	\$0	\$4
		\$555-\$750	\$0	\$6
		\$755-\$1200	\$0	\$8
		\$1205-\$2000	\$0	\$15
		\$2000+	\$0	\$25

Players Club 21st Century Blackjack Switch

This is a sample table layout only. All wording will match the game rules on the actual table layout.



Players Club
21st Century Blackjack Switch

**21st Century Blackjack 5.0
With Buster Blackjack Bonus Bet**

Rules of Play:

21st Century Blackjack is played using a fifty-two card deck with no Joker. The game shall be played with a minimum of one deck of cards. The game shall be played on a standard Blackjack table which accommodates up to eight main seated positions with a betting area for each main seated position. The table is designed with betting spaces specifically designated for the 21st Century Blackjack game wager and the Buster Blackjack Bonus Bet wager. Each position on the table has a fixed amount of wagering limits defining the minimum and maximum amounts that may be wagered for each position. Players participating in the game must wager at least the table designated table minimum. Back-line betting is permitted for all wagers. Wagers shall be settled in a counter-clockwise manner, starting with the player to the right of the house dealer. Furthermore, all wagers shall be settled from seat to seat in the following order: 21st Century Blackjack game wager and then followed by the Buster Blackjack Bonus Bet wager.

Object of the game and Card Values:

The object of 21st Century Blackjack is for the player and the player-dealer to individually add the numerical value of their cards to achieve the best possible hand. This is accomplished by being dealt a 'Natural' ace card, with a ten point card on the initial two cards dealt. This hand is referred to as a "Natural". A player whose initial two card hand is a "Natural" shall be paid six to five when the wager wins. If neither the player nor the player-dealer receives a "Natural", the object of the game is to draw additional cards, if needed, until they achieve a hand as close to a 'Natural' without going over, as restricted by the chart below. A "Natural" Ace has a value of eleven-and-a-half if dealt with a card holding a value of ten on the initial two card hand. If dealt with three cards or a card with a numerical value of two through nine a "Natural" Ace is worth one or eleven at the player's discretion. Furthermore, if dealt two "Natural" Aces on the initial two card hand, the hand will be valued at two or twelve. All King, Queen, Jack, and ten cards are each worth ten. All other cards of two through nine hold their face value. All suits shall be considered equal in rank.

Card	Value
"Natural" Ace	11.5 if dealt with a card worth 10
	1 or 11 when dealt with three cards
	1 or 11 when dealt with 2 though 9
	2 or 12 when two "Natural" Aces are dealt together
King, Queen, Jack, 10	10
2 through 9	Hold their face value

Hand Ranking Chart:

The highest ranked hands for 21st Century Blackjack, in order from highest to lowest rank shall be as follows:

Hand Dealt	Hand Requirement
Natural	A "Natural" shall only be achieved when the first two cards dealt to either the player or the player/dealer's hand as a "Natural" Ace as well as either a King, Queen, Jack or 10.
21	A hand that contains three or more cards with a value of 21.
20	A hand that contains two or more cards that have a value of 20.

**21st Century Blackjack 5.0
With Buster Blackjack Bonus Bet**

19	A hand that contains two or more cards that have a value of 19.
18	A hand that contains two or more cards that have a value of 18.
17	A hand that contains two or more cards that have a value of 17.

Round of Play:

At the start of the game, any player seated at the table is offered the player-dealer position starting at seat 1 and progressing clockwise around the table. Once a player-dealer position has been established for that game, the casino dealer shall wait for each player to make their wager in accordance to the table limit.

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

- Place a wager of at least the table minimum
- With a wager of at least the table minimum in a given seat position, a player may place a Buster Blackjack Bonus Bet wager, which pays according to the play table as shown below.

Once all bets are placed, the casino dealer shall deal each player two cards face-up. All cards dealt throughout the game are face-up or face down, at the discretion of the casino, with the exception of the player-dealer's up card, which shall remain face-down until all players have received their first card. Once each player has received one card, the player-dealer shall receive their first card face-down, which shall be placed in front of the casino dealer instead of the actual position of player-dealer. A second card is then dealt to each player, starting to the left of the casino dealer in a clockwise manner. Once each player has received a second card, the player/dealer is dealt a second card face-down. Second card is face-down and first card is flipped up, so as to be seen by the players. The player-dealer's face-down card shall be checked for a "Natural" when the player-dealer's face-up card is a "Natural" Ace or a card with a value of 10. If the player-dealer has a "Natural", players shall not be given the opportunity to draw additional cards and the hands will be compared immediately. If the player-dealer does not have a "Natural", each player is given an opportunity, starting with the player seated to the left of the casino dealer and continuing clockwise, to be dealt additional cards to make the best possible hand. This shall include doubling-down, splitting, surrendering, buying insurance, or standing with the two cards dealt to them provided that total a value of 12 or more has been achieved.

Each player shall be required to hit or stand according to the guidelines below:

Player Options:

Must Stand on	Must hit on	Have Options on
"Natural" or drawn to 21	11 or less	12 through 20

Once the casino dealer has acted in accordance with the player's request, in accordance with the rules above, the casino dealer shall expose the player-dealer's face-down card by placing it face-up. The player-dealer's hand shall be played according to the table and rules as shown below:

Player-Dealer Options:

Must Stand on	Must Hit on	Have Options on
Hard 17 or more	Soft 17 or less	No options

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How Wagers are Paid and Collected:

Once the player-dealer's hand has been revealed and set, the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. All wagers shall be settled in a counter-clockwise rotation around the table, starting with the position to the right of the casino dealer. Furthermore, all wagers shall be settled from seat to seat in the following order: 21st Century Blackjack game wager followed by the Buster Blackjack Bonus Bet wager. The following shall apply for each possible outcome when determining which hand wins, loses, or ties:

- The player's 21st Century Blackjack game wager shall win if the player's hand total is less than a "Natural" and the player-dealer's hand total is more than a "Natural".
- The player-dealer shall pay the winning 21st Century Blackjack game wager six to five if the player hand is a "Natural" and one to one if the player hand is anything less than a "Natural" and the player's wager wins.
- The player's 21st Century Blackjack game wager shall lose if the player's hand total is more than a 'Natural' and the player/dealer's hand total is less than a 'Natural'. The player/dealer shall collect the losing 21st Century Blackjack game wager.
- The 21st Century Blackjack game wager shall 'push' if the player and the player-dealer's hand are both "Naturals", or if the player and player/dealer have the same hand total and it is less than a "Natural". In either case, neither the player nor the player-dealer wins or loses; the 21st Century Blackjack game wager shall 'push', no action shall be taken on the 21st Century Blackjack game wager, and it shall be returned to the player.
- If the player's hand total and the player/dealer's hand total are less than a "Natural", the player's 21st Century Blackjack game wager shall win when the player's hand total is closer to a "Natural" than the player/dealer hand total and the player's 21st Century Blackjack game wager shall lose when the player-dealer hand total is closer to a "Natural" than the player's hand total.
- The Buster Blackjack Bonus Bet wager shall win if the player/dealer's hand qualifies according to the rules below.

If the player's hand total and the player dealer's hand total are more than a "Natural", the following shall apply:

- The 21st Century Blackjack game wager shall lose if both player's hand and the player-dealer's hand total are more than a "Natural". The player-dealer shall collect the losing 21st Century Blackjack game wager.
- The 21st Century Blackjack game wager shall "push" if the player's hand is a three card hand totaling 23, 24 or 25 and the player-dealer's hand total is higher than the player's hand total. The 21st Century Blackjack game wager shall push, no action shall be taken on the 21st Century Blackjack game wager, and it shall be returned to the player.

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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 wager of at least the table minimum must be made in a given seat position before betting the Buster Blackjack Bonus Bet. The Buster Blackjack Bonus Bet wagers may be less than, equal to, or greater than the 21st Century Blackjack game wager but must be within the posted table limit for the Buster Blackjack Bonus Bet wager. Once all the players have made the decision concerning their hand, according to the game rules, the player-dealer shall reveal their face-down card and play out 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 that the player-dealer wager covers. 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 remains in action regardless of whether the player's 21st Century Blackjack game wager wins or loses. The player-dealer must always complete their hand as long as there are Buster Blackjack Bonus Bet wagers 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:

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

Player Options:

Double-Down-Players may double-down on the first two cards initially dealt to them or after splitting cards. The player must place a second wager that is equal to or less than the base game wager that was originally placed prior to the start of the game; the player shall receive only one card regardless of the total.

Split- Players may split any two cards with the same value or rank originally dealt to them. The player must place a second wager equal to base game wager placed prior to the start of the game. A player may draw as many cards as they desire per split card to make their best hand. A maximum of three splits is allowed for a total of four hands per seat position. Players splitting two aces originally dealt to them cannot qualify for a "Natural" and shall only receive one draw card per "Natural" ace. If the draw card is a card with a value often (10), the player will be paid even money when the wager wins, as this does not constitute a "Natural". "Natural" aces may also be split a maximum of three times for a total of four

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hands. Furthermore, players may double-down after each split except when splitting Aces. A player may not split for less than their original wager.

Insurance- If the player-dealer's face-up card is a "Natural" ace, all players will have the option to place an 'insurance' wager. Insurance wagers must be less than or equal to % of the player's original base game wager. When placing this wager, a player is wagering that the player-dealer's face-down card is a card with a value of ten, which would give the player/-dealer a "Natural". If the player-dealer does have a "Natural", the insurance wager shall be paid two to one (2 to 1). If the player/dealer does not have a "Natural", the insurance wager shall lose.

Surrender- Players may surrender any time before their hand exceeds a "Natural" unless the value of their hand is 11 or less. After splitting or doubling-down, players cannot surrender.

Odds- A "Natural" pays six to five.

Collections Rates:

For **schedule options 1 through 15**, a collection shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall also be a collection taken from a player per bet when placing a game wager. However, there shall be no additional collection taken from players for placing a bonus bet, doubling-down, splitting, surrendering their cards, or placing an insurance bet.

Schedule Options	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	\$5 - \$50	\$0.50	\$1.00
2	\$10 - \$100	\$1.00	\$2.00
3	\$25 - \$100	\$1.00	\$2.00
4	\$25 - \$200	\$2.00	\$3.00
5	\$50 - \$300	\$2.00	\$4.00
6	\$100 - \$500	\$3.00	\$5.00
7	\$100 - \$1,000	\$5.00	\$10.00
8	\$300 - \$1,000	\$5.00	\$10.00
9	\$500 - \$1,000	\$5.00	\$10.00
10	\$500 - \$2,000	\$10.00	\$15.00
11	\$25 - \$100 (12 bets per seat maximum)	\$1.00	\$2.00
12	\$100 (per betting circle)	\$1.00	\$2.00

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13	\$50 - \$100 (12 bets per seat maximum)	\$1.00	\$3.00
14	100 (20 betting circle per seat maximum)	\$1.00 per betting circle	\$2.00
15	\$50 - \$100 (20 betting circles per seat maximum)	\$1.00 per betting circle	\$2.00

For **schedule options 16 through 20**, a collection shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to the cards being dealt referred to as total table action. The total table action does not count the player-dealer's wager or any split cards, place an insurance wager or when a hand is surrendered. There shall also be a collection taken from a player per bet when placing a game wager. There shall be no additional collection taken from players for placing a bonus bet, doubling-down, splitting, surrendering their cards or placing an insurance bet.

Schedule Option	Table Limit	Player Wager	Total Table Action	Player Fee	Player-Dealer Fee
16	\$10 - \$200	\$10 - \$100	\$1 - \$100	\$1.00	\$1.00
		\$101 - \$200	\$101+	\$2.00	\$2.00
17	\$25 - \$600	\$25 - \$100	\$25 - \$300	\$1.00	\$2.00
		\$101 - \$300		\$2.00	
		\$301 - \$600	\$301+	\$3.00	\$4.00
18	\$50 - \$600	\$50 - \$100	\$25 - \$300	\$1.00	\$2.00
		\$101 - \$300		\$2.00	
		\$301 - \$600	\$301+	\$3.00	\$4.00
19	\$100 - \$600	\$100 - \$200	\$100 - \$500	\$2.00	\$3.00
		\$201 - \$400		\$3.00	
		\$401 - \$600	\$500+	\$4.00	\$5.00
20	\$200 - \$1,000	\$200 - \$400	\$200 - \$600	\$3.00	\$5.00
		\$401 - \$600		\$4.00	
		\$601 - \$1,000	\$601+	\$5.00	\$8.00

For **schedule options 21 through 26**, a collection shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager or when a hand is surrendered. There shall also be a collection taken from a player per bet when placing a game wager. There shall be no additional collection taken from the player when placing a bonus bet, doubling-down, splitting, surrendering their cards or placing and insurance bet.

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Schedule Option	Table Limit	Total Table Action	Player Dealer Fee	Player Fee
21	\$10 - \$200	\$10 - \$100	\$1.00	\$0.50
		\$101 - \$300	\$2.00	
		\$301 - \$600	\$4.00	
		\$601+	\$6.00	
22	\$25 - \$600	\$25 - \$200	\$2.00	\$1.00
		\$201 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,000+	\$12.00	
23	\$50 - \$600	\$50 - \$200	\$2.00	\$1.00
		\$201 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001+	\$12.00	
24	\$100 - \$600	\$100 - \$200	\$2.00	\$1.00
		\$201 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001+	\$12.00	
25	\$100 - \$1,000	\$100 - \$500	\$4.00	\$1.00
		\$501 - \$1,000	\$8.00	
		\$1,001+	\$15.00	
26	\$200 - \$2,000	\$200 - \$1,000	\$6.00	\$2.00
		\$1,001 - \$2,000	\$15.00	
		\$2,001+	\$20.00	

For **schedule options 27 through 32**, a collection shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager or surrender a hand. There shall be no collection taken from any players for placing any wager.

Schedule Option	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
27	\$10 - \$200	\$10 - \$130	\$0	\$1.00
		\$131 - \$350	\$0	\$2.00
		\$351 - \$550	\$0	\$4.00
		\$551 - \$750	\$0	\$6.00
		\$751+	\$0	\$8.00

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28	\$25 - \$600	\$25 - \$350	\$0	\$2.00
		\$351 - \$550	\$0	\$4.00
		\$551 - \$750	\$0	\$6.00
		\$751 - \$1,200	\$0	\$8.00
		\$1,201+	\$0	\$15.00
29	\$50 - \$600	\$50 - \$350	\$0	\$2.00
		\$351 - \$550	\$0	\$4.00
		\$551 - \$750	\$0	\$6.00
		\$751 - \$1,200	\$0	\$8.00
		\$1,201+	\$0	\$15.00
30	\$100 - \$600	\$100 - \$350	\$0	\$3.00
		\$351 - \$550	\$0	\$5.00
		\$551 - \$750	\$0	\$8.00
		\$751 - \$1,200	\$0	\$10.00
		\$1,201+	\$0	\$15.00
31	\$100 - \$1,000	\$100 - \$550	\$0	\$4.00
		\$551 - \$750	\$0	\$6.00
		\$751 - \$1,200	\$0	\$8.00
		\$1,201 - \$2,000	\$0	\$15.00
		\$2,001+	\$0	\$25.00
32	\$200 - \$2,000	\$200 - \$550	\$0	\$4.00
		\$555 - \$750	\$0	\$6.00
		\$75 - \$1,200	\$0	\$8.00
		\$1,205 - \$2,000	\$0	\$15.00
		\$2,005+	\$0	\$25.00

Big O High/Low Split

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker. Cards used to play Big O High/Low Split shall be dealt from a single deck automatic card shuffling device, cut, and then manually dealt by the house dealer.

Card Values and Hand Rankings

Five-Card High Card Values

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

Five-Card Low Card Values

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

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

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

Big O High/Low Split

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table which shall accommodate up to nine seated positions for patrons; however, once the "dealer button" is distributed, per the procedures below, only 8 hands shall be distributed. When there are eight players present at the table, all players shall receive a hand. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Action and Distribution of Cards

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

Big O High/Low Split

The small and the big blind, which are used to initiate action, are made from the positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind position shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

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

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

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

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card off the deck and place it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are available to all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all

Big O High/Low Split

wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

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

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

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

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

- Place a wager according to the established table limits;
- Fold their hand according to the rules and guidelines used in the previous betting round;
- Check their hand according to the rules and guidelines used in the previous betting round;
- Raise the pot according to the rules and guidelines used in the previous betting round;

Big O High/Low Split

- Call a raise according to the rules and guidelines used in the previous betting round.

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the five hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand and lowest ranking five-card poker hand, according to the rules above. However, players are not required to use the same hole cards and community cards when making their five-card high poker hand and their five-card low poker hand. The following shall apply for determining which player wins the pot:

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

Collection Fee Schedule

For **schedule options 1 - 12**, the regular table fees shall be taken from the pot in all hands that proceed past the flop. In hands that conclude prior to the flop, a collection fee shall not be taken. The appropriate fees are dependent on the number of players as shown. 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 Big O High/Low Split are as shown below:

Schedule Options			Player Fee
1	\$4-\$8	7 or more	\$5.00

Big O High/Low Split

2	\$4-\$8	5 or 6	\$4.00
3	\$4-\$8	4 or less	\$3.00
4	\$8-\$16	7 or more	\$5.00
5	\$8-\$16	5 or 6	\$4.00
6	\$8-\$16	4 or less	\$3.00
7	\$15-\$30	7 or more	\$5.00
8	\$15-\$30	5 or 6	\$4.00
9	\$15-\$30	4 or less	\$3.00
10	\$5-\$100	7 or more	\$5.00
11	\$5-\$100	5 or 6	\$4.00
12	\$5-\$100	4 or less	\$3.00



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Type of Game

The game of Three Card Poker 6 Card Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only “bank” the hand (including bonus bets) 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 beats the player-dealer’s three card hand.

Description of the Deck and Number of Decks Used

Shuffling Machine: Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).

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

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

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

Card Values and Hand Rankings

Three Card Poker 6 Card Bonus Card Values-The rank of each card used in Three Card Poker 6 Card Bonus when forming a three card poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and all suits shall be considered equal in rank.

Three Card Poker 6 Card Bonus Hand Rankings

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

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

- a. For Ante wagers the word "Ante";
- b. For Play wagers the word "Play";
- c. For the Bonus wager the word(s) "Bonus" or "Pair Plus."
- d. For 6 Card Bonus wagers on the words "6 Card Bonus."

Dealing Procedures and Round of Play

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. Back-line betting may not be permitted on the base game or the bonus bet.
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.



5. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has placed their wagers, the house dealer will announce, “no more bets.” No Ante or Pair Plus wagers shall be made, increased, or withdrawn after the house dealer has announced, “no more bets.”
6. 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.
7. Prior to the commencement of play, the house dealer will determine where the action will begin on the table, as noted below:

No Action Button Utilized – Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed). 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 stacks have been delivered to each player, face-down, the player-dealer’s bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player shall examine his/her cards.
10. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
11. 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, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
12. After each player has either placed a wager on the table in the Play wager area or forfeited his/her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
13. The house dealer shall then reveal the remaining player-dealer’s cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer’s hand does not have a minimum of a queen-high, the ***player-dealer 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-****Each Cardroom must select one of the following options for the Ante Payout when a player-dealer does not qualify.**

Ante Pays Option – If the player-dealer’s hand does NOT qualify, the player-dealer will **automatically pay each Ante**, not surrendered by folding, even money regardless of whether the player’s hand ranks higher than the player-dealer’s or not.

2. If the player-dealer’s hand has a queen or better, the **player-dealer’s hand qualifies**, the house dealer shall immediately stack each player’s Play wager atop the Ante. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position or the player that has the action button.
 - a. If the player’s hand beats the player-dealer’s hand, the player wins even money on the Ante and the Play 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 Plus Wager

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

- A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
- Pair Plus wagers must be placed prior to the initial deal.
- The Pair Plus 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.
- If the player’s hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
- The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
- The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
- 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 may not be permitted on the Pair Plus Wager.
- Winning Bonus/Pair Plus wagers pay as follows:



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

6 Card Bonus

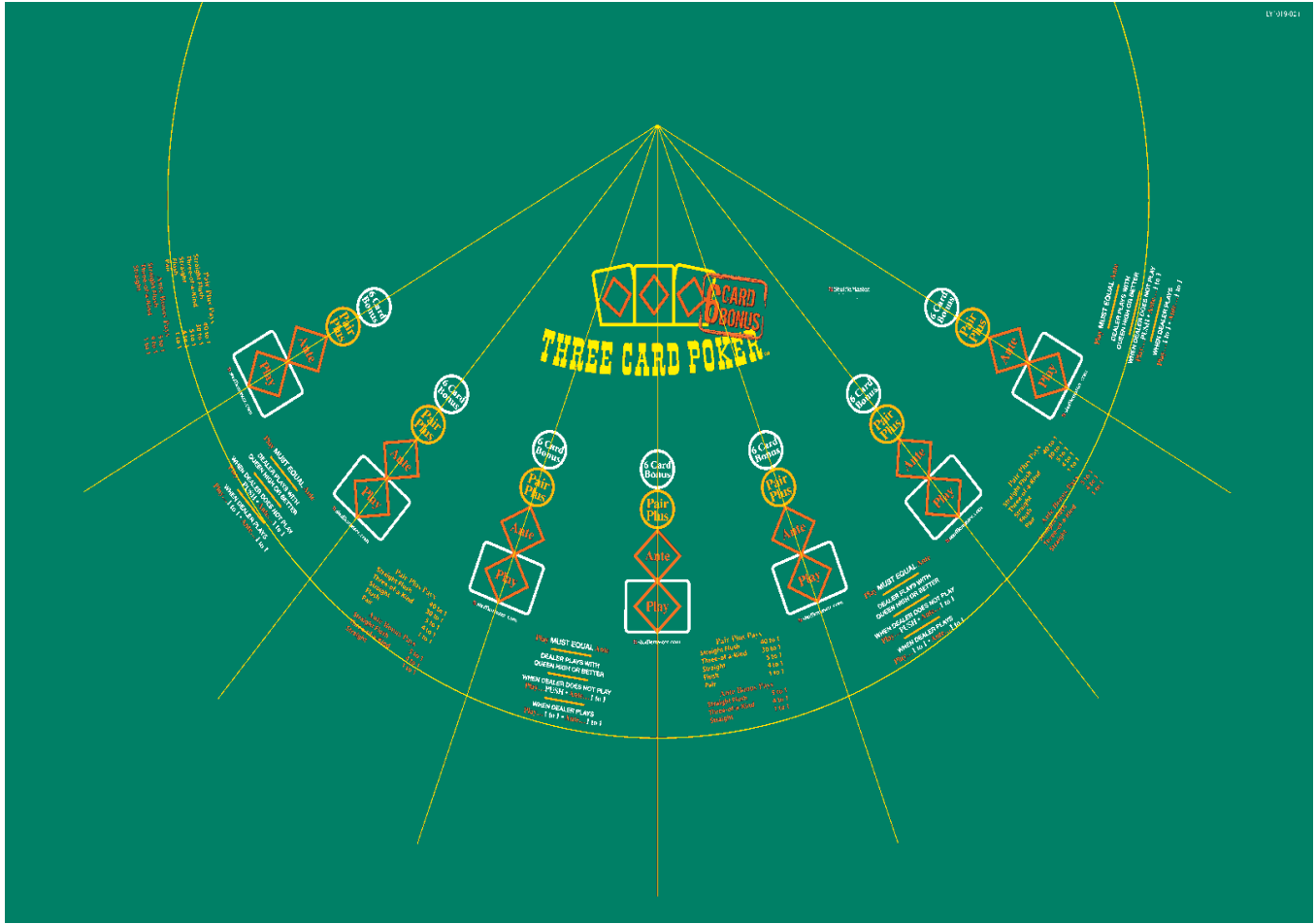
The 6 Card Bonus is an additional optional bonus bet for Three Card Poker. The rules are as follows:

- A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- 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 6 Card Bonus wager.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
- 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 may not be permitted on the 6 Card Bonus wager.
- Winning 6 Card Bonus wagers pay as follows:

	TCB-6B3
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
House Advantage	6.74%
Hit Frequency	7.2798%

THREE CARD POKER™

TABLE LAYOUT





Collection Rates Schedule

For **schedule options 1**, a collection fee shall be taken per hand from the player position based on the total table action amount that all players have wagered at the table, prior to cards being dealt or any round of play being conducted. There shall be a collection taken from the player-dealer as well. There shall be no additional collection taken for the player when placing a Play wager or any other Bonus wager. Players must bet within the table limit on the Ante, Play, Pair Plus, and 6 Card Bonus wagers. For **schedule options 2 through 9**, a collection fee shall be taken per hand from the player and the player-dealer position based on the total table limit all players have wagered at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection taken from the player when placing an Ante wager, a Play wager, a Pair Plus wager, or a 6 Card Bonus wager. Players must bet within the table limit on the Ante, Play, Pair Plus, and 6 Card Bonus wagers. For **schedule options 10 through 14**, a collection fee shall be taken per hand from the player-dealer 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 taken from the player when placing an Ante wager, a Play wager, a Pair Plus wager, or a 6 Card Bonus wager. Players must bet within the table limit on the Ante, Play, Pair Plus, and 6 Card Bonus wagers. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Schedule Options	Table Limit	Total Table Action	Player Collection Fee	Player-Dealer Collection Fee
1	\$5-\$300	\$5-\$100	\$1.00	\$2.00
		\$105-\$200	\$2.00	
		\$205-\$300	\$3.00	

Schedule Options	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
2	\$5-\$50	\$1.00	\$2.00
3	\$5-\$100	\$1.00	\$2.00
4	\$10-\$100	\$1.00	\$2.00
5	\$25-\$100	\$1.00	\$3.00
6	\$25-\$300	\$2.00	\$4.00
7	\$50-\$300	\$2.00	\$4.00
8	\$100-\$500	\$3.00	\$5.00
9	\$100-\$1,000	\$5.00	\$7.00



Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
10	\$5 Minimum	\$5 - \$75	\$1.00	\$0
		\$80 - \$200	\$2.00	
		\$205 - \$500	\$3.00	
		\$505 - \$1,500	\$4.00	
		\$1,505 or more	\$5.00	
11	\$10 Minimum	\$10 - \$75	\$1.00	\$0
		\$80 - \$200	\$2.00	
		\$205 - \$500	\$3.00	
		\$505 - \$1,500	\$4.00	
		\$1,505 or more	\$5.00	
12	\$25 Minimum	\$25 - \$100	\$1.00	\$0
		\$105 - \$400	\$3.00	
		\$405 - \$1,000	\$7.00	
		\$1,005 - \$3,000	\$18.00	
		\$3,005 or more	\$25.00	
13	\$50 Minimum	\$50 - \$600	\$4.00	\$0
		\$605 - \$1,500	\$9.00	
		\$1,505 - \$3,000	\$15.00	
		\$3,005 - \$6,000	\$20.00	
		\$6,005 or more	\$30.00	
14	\$100 Minimum	\$100 - \$600	\$6.00	\$0
		\$605 - \$1,500	\$11.00	
		\$1,505 - \$3,000	\$17.00	
		\$3,005 - \$6,000	\$22.00	
		\$6,005 or more	\$32.00	

California Games Collection Rates

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

21st Century Blackjack 5.0 With Buster Blackjack Bonus Bet (GEGA-002526), 21st Century Blackjack Switch GEGA-004022- For **schedule options 1 through 10**, a collection fee shall be taken per hand from the player in the player-dealer position. There shall also be a collection fee taken from a player per bet when placing a game wager. However, there shall be no additional collection fee taken from players for doubling-down, splitting, surrendering their cards, or placing an insurance bet. For **schedule options 11 and 12**, a collection fee shall be taken per hand from the player in the player-dealer position. There shall also be a fee taken from each player based on the amount each player wagers. However, there shall be no additional collection fee taken from players for doubling-down, splitting, surrendering their cards, or placing an insurance bet.

Schedule Options	Table Limit	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee (per hand)
1	\$5 - \$50	\$0.50	\$1.00
2	\$10 - \$100	\$1.00	\$2.00
3	\$25 - \$100	\$1.00	\$2.00
4	\$25 - \$300	\$2.00	\$3.00
5	\$50 - \$300	\$2.00	\$4.00
6	\$100 - \$500	\$3.00	\$5.00
7	\$100 - \$1,000	\$5.00	\$10.00
8	\$300 - \$1,000	\$5.00	\$10.00
9	\$500 - \$1,000	\$5.00	\$10.00
10	\$500 - \$2,000	\$10.00	\$15.00

Schedule Option	Table Limit	Player Wager	Player Collection	Player-Dealer Collection
11	\$10-\$200	\$10-\$100	\$1.00	\$2.00
		\$101-\$200	\$2.00	
12	\$25 - \$200	\$25-\$100	\$1.00	\$2.00
		\$101-\$200	\$2.00	

For **schedule options 13 through 17**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall also be a collection fee taken from a player per bet when placing a game wager based on the amount each player wagers. However, there shall be no additional collection fee taken from players for doubling-down, splitting, surrendering their cards, or placing an insurance bet.

California Games Collection Rates

Schedule Option	Table Limit	Player Wager	Player Collection (per betting circle)	Total Table Action	Player-Dealer Collection
13	\$10-\$200	\$10-\$100	\$1	\$10-\$100	\$1
		\$101-\$200	\$2	\$101+	\$2
14	\$25-\$300	\$25-\$100	\$1	\$25 - \$300	\$2
		\$101-\$300	\$2		
		\$301 - \$600	\$3	\$301+	\$4
15	\$50-\$600	\$50 - \$100	\$1	\$25 - \$300	\$2
		\$101 - \$300	\$2		
		\$301 - \$600	\$3	\$301+	\$4
16	\$100-\$600	\$100 - \$200	\$2	\$100 - \$500	\$3
		\$201 - \$400	\$3		
		\$401 - \$600	\$4	\$500+	\$5
17	\$100-\$1000	\$100 - \$400	\$3	\$200 - \$600	\$5
		\$401 - \$600	\$4		
		\$601 - \$1000	\$5	\$601+	\$8

For **schedule options 18 through 42**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There shall be no collection fee taken from any players for placing any wagers.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection Fee (per hand)	Player Collection Fee (per betting circle)
18	\$10-\$100	\$10 - \$75	\$1	\$0
		\$76 - \$200	\$2	\$0
		\$201 - \$500	\$4	\$0
		\$501- \$1,500	\$5	\$0
		\$1,501+	\$10	\$0
19	\$10-\$100	\$10-\$100	\$1	\$0
		\$101-\$200	\$2	\$0
		\$201 - \$500	\$4	\$0
		\$501- \$1,500	\$5	\$0
		\$1,501+	\$10	\$0
20	\$10-\$100	\$10-\$100	\$1	\$0
		\$101-\$300	\$2	\$0
		\$301-\$500	\$4	\$0
		\$501+	\$8	\$0

California Games Collection Rates

21	\$10-\$100	\$10-\$100	\$1	\$0
		\$101-\$300	\$2	\$0
		\$301- \$500	\$4	\$0
		\$501- \$1,500	\$7	\$0
		\$1,501+	\$13	\$0
22	\$25-\$100	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	\$0
		\$401-\$1,000	\$7	\$0
		\$1,001+	\$10	\$0
23	\$25-\$100	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	\$0
		\$401-\$700	\$7	\$0
		\$701-\$1,500	\$9	\$0
		\$1,501+	\$13	\$0
24	\$25-\$300	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	\$0
		\$401-\$700	\$7	\$0
		\$700-\$1,500	\$9	\$0
		\$1,501+	\$13	\$0
25	\$25-\$300	\$25-\$100	\$2	\$0
		\$101-\$200	\$3	\$0
		\$201-\$300	\$5	\$0
		\$301-\$600	\$7	\$0
		\$601+	\$10	\$0
26	\$25-\$300	\$25-\$100	\$1	\$0
		\$101-\$300	\$3	\$0
		\$301-\$600	\$6	\$0
		\$601-\$1,000	\$10	\$0
		\$1,001+	\$15	\$0
27	\$25-\$300	\$25 - \$100	\$1	\$0
		\$101 - \$400	\$3	\$0
		\$401 - \$1,000	\$7	\$0
		\$1,001 - \$3,000	\$18	\$0
		\$3,001+	\$25	\$0
28	\$25-\$300	\$25 - \$100	\$2	\$0
		\$101-\$300	\$4	\$0
		\$301-\$600	\$7	\$0
		\$601-\$1,000	\$11	\$0
		\$1,001+	\$16	\$0
29	\$50-\$300	\$50 - \$300	\$2	\$0
		\$301 - \$800	\$4	\$0
		\$801 - \$1,500	\$8	\$0
		\$1,501 - \$5,000	\$13	\$0
		\$5,001+	\$15	\$0

California Games Collection Rates

30	\$100-\$500	\$100 - \$500	\$3	\$0
		\$501- \$1,550	\$7	\$0
		\$1,551-\$5,000	\$13	\$0
		\$5,001 - \$10,000	\$15	\$0
		\$10,001+	\$18	\$0
31	\$500-\$1,000	\$500- \$1,000	\$7	\$0
		\$1,001-\$5,000	\$13	\$0
		\$5,001- \$10,000	\$15	\$0
		\$10,001- \$20,000	\$18	\$0
		\$20,001+	\$20	\$0
32	\$10-\$200	\$10-\$100	\$1	\$0
		\$101-\$300	\$2	\$0
		\$301-\$500	\$4	\$0
		\$501-\$1,500	\$7	\$0
		1,501+	\$13	\$0
33	\$10-\$500	\$10-\$100	\$1	\$0
		\$101-\$300	\$2	\$0
		\$301-500	\$4	\$0
		\$501-\$1,500	\$7	\$0
		\$1,501+	\$13	\$0
34	\$25-\$600	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	\$0
		\$401-\$700	\$7	\$0
		\$701-\$1,500	\$9	\$0
		\$1,501+	\$13	\$0
35	\$25-\$1,000	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	\$0
		\$401-\$700	\$7	\$
		\$701-\$1,500	\$9	\$0
		\$1,501+	\$13	\$0
36	\$25-\$1,500	\$25-\$100	\$1	\$0
		\$101-\$400	\$2	\$0
		\$401-\$700	\$7	\$0
		\$701-\$1,500	\$9	\$0
		\$1,501+	\$13	\$0
37	\$50-\$1,000	\$50-\$300	\$2	\$0
		\$301-\$800	\$4	\$0
		\$801-\$1,500	\$8	\$0
		\$1,501-\$5,000	\$13	\$0
		\$5,001+	\$15	\$0
38	\$100-\$1,000	\$100-\$500	\$3	\$0
		\$501-\$1,550	\$7	\$0
		\$1,551-\$5,000	\$13	\$0
		\$5,001-\$10,000	\$15	\$0
		\$10,001+	\$18	\$0

California Games Collection Rates

39	\$500-\$5,000	\$500-\$1,000	\$7	\$0
		\$1,001-\$5,000	\$13	\$0
		\$5,001-\$10,000	\$15	\$0
		\$10,001-\$20,000	\$18	\$0
		\$20,001+	\$20	\$0
40	\$25 Min-No Limit	\$25-\$100	\$1	\$0
		\$101-\$400	\$3	\$0
		\$401-\$1,000	\$7	\$0
		\$1,001-\$3,000	\$18	\$0
		\$3,001+	\$25	\$0
41	\$50 Min-No Limit	\$50-\$600	\$4	\$0
		\$601-\$1,500	\$9	\$0
		\$1,501-\$3,000	\$15	\$0
		\$3,001-\$6,000	\$20	\$0
		\$6,001+	\$30	\$0
42	\$10 Min-No Limit	\$10-\$75	\$1	\$0
		\$76-\$200	\$2	\$0
		\$201-\$500	\$4	\$0
		\$501-\$1,500	\$5	\$0
		\$1,501+	\$10	\$0

Three Card Poker 1.1 (GEGA-003036)- For **schedule option 1**, 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 also be a collection fee taken from each player for each betting circle that he or she places a game wager on based on the amount they wager. For **schedule options 2 through 9**, a collection fee shall be taken from the person in the player-dealer position per hand. A collection fee shall also be taken from each player per round of play. For **schedule options 10 through 14**, 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 are as shown below:

Schedule Option	Table Limit	Player Wager	Player Collection	Player-Dealer Collection
1	\$5-\$300	\$5-\$100	\$1.00	\$2.00
		\$105-\$200	\$2.00	
		\$205-\$300	\$3.00	

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection
2	\$5-\$50	\$1.00	\$2.00
3	\$5-\$100	\$1.00	\$2.00
4	\$10-\$100	\$1.00	\$2.00
5	\$25-\$100	\$1.00	\$3.00
6	\$25-\$300	\$2.00	\$4.00
7	\$50-\$300	\$2.00	\$4.00
8	\$100-\$500	\$3.00	\$5.00
9	\$100-\$1,000	\$5.00	\$7.00

California Games Collection Rates

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee	Player Collection Fee
10	\$5 Minimum	\$5 - \$75	\$1.00	\$0
		\$80 - \$200	\$2.00	
		\$205 - \$500	\$3.00	
		\$505 - \$1,500	\$4.00	
		\$1,505 or more	\$5.00	
11	\$10 Minimum	\$10 - \$75	\$1.00	\$0
		\$80 - \$200	\$2.00	
		\$205 - \$500	\$3.00	
		\$505 - \$1,500	\$4.00	
		\$1,505 or more	\$5.00	
12	\$25 Minimum	\$25 - \$100	\$1.00	\$0
		\$105 - \$400	\$3.00	
		\$405 - \$1,000	\$7.00	
		\$1,005 - \$3,000	\$18.00	
		\$3,005 or more	\$25.00	
13	\$50 Minimum	\$50 - \$600	\$4.00	\$0
		\$605 - \$1,500	\$9.00	
		\$1,505 - \$3,000	\$15.00	
		\$3,005 - \$6,000	\$20.00	
		\$6,005 or more	\$30.00	
14	\$100 Minimum	\$100 - \$600	\$6.00	\$0
		\$605 - \$1,500	\$11.00	
		\$1,505 - \$3,000	\$17.00	
		\$3,005 - \$6,000	\$22.00	
		\$6,005 or more	\$32.00	

EZ Baccarat Panda 8 (GEGA-003594)- For **schedule options 1 through 19**, 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 also be a collection fee taken from each player for each betting circle that he or she places a game wager on. For **schedule options 20 and 21**, 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 also be a collection fee taken from each player for each betting circle that he or she places a game wager on, based on the amount that they wager. For **schedule options 22 through 56**, 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 are as shown below:

California Games Collection Rates

Schedule Options	Table Limit	Player Collection Fee (per betting circle)	Player-Dealer Collection fee (per hand)
1	\$5 - \$10	\$0.50	\$1.00
2	\$5 - \$50	\$0.50	\$2.00
3	\$5 - \$100	\$1.00	\$2.00
4	\$10 - \$100	\$1.00	\$2.00
5	\$25 - \$100	\$1.00	\$2.00
6	\$50 - \$100	\$1.00	\$3.00
7	\$25 - \$200	\$2.00	\$2.00
8	\$25 - \$200	\$2.00	\$3.00
9	\$25 - \$300	\$2.00	\$3.00
10	\$100 - \$300	\$2.00	\$4.00
11	\$100 - \$300	\$3.00	\$5.00
12	\$100 - \$500	\$3.00	\$5.00
13	\$200 - \$500	\$3.00	\$5.00
14	\$300 - \$500	\$3.00	\$5.00
15	\$300 - \$1,000	\$5.00	\$8.00
16	\$300 - \$1,000	\$5.00	\$10.00
17	\$500 - \$1,000	\$5.00	\$10.00
18	\$500 - \$2,000	\$5.00	\$10.00
19	\$1,000 - \$5,000	\$10.00	\$15.00

Schedule Option	Table Limit	Player Wager	Player Collection	Player-Dealer Collection
20	\$10-\$200	\$10-\$100	\$1.00	\$2.00
		\$101-\$200	\$2.00	
21	\$25-\$200	\$25-\$100	\$1.00	\$2.00
		\$101-\$200	\$2.00	

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
22	\$5-\$50	\$5-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$13.00	
23	\$10-\$100	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$1,500	\$7.00	
		\$1,501+	\$11.00	

California Games Collection Rates

24	\$10-\$100	\$10-\$300	\$2.00	\$0.00
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1501+	\$11.00	
25	\$10-\$100	\$10-\$100	\$2.00	\$0.00
		\$101-\$300	\$3.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
26	\$10-\$200	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	
		\$301 - \$500	\$4.00	
		\$501 - \$1,500	\$7.00	
		\$1,501+	\$11.00	
27	\$10-\$200	\$10 - \$300	\$2.00	\$0.00
		\$301 - \$500	\$4.00	
		\$505 - \$1,500	\$7.00	
		\$1,505+	\$11.00	
28	\$10-\$200	\$10-\$100	\$2.00	\$0.00
		\$101-\$300	\$4.00	
		\$301-\$800	\$5.00	
		\$801-\$1,200	\$10.00	
		\$1,201+	\$20.00	
29	\$10-\$100	\$10-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$13.00	
30	\$10-No Limit	\$10-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$11.00	
31	\$25-\$100	\$25-\$100	\$1.00	\$0.00
		\$101-\$400	\$2.00	
		\$401-\$700	\$7.00	
		\$701-\$1,500	\$9.00	
		\$1,501+	\$13.00	
32	\$25-\$200	\$25 - \$300	\$2.00	\$0.00
		\$305 - \$1,000	\$6.00	
		\$1,005 - \$2,000	\$12.00	
		\$2,005 - \$5,000	\$20.00	
		\$5,005+	\$35.00	
33	\$25-\$No Limit	\$25-\$300	\$2.00	\$0.00
		\$301-\$800	\$6.00	
		\$801-\$1,500	\$10.00	
		\$1,501-\$3,000	\$12.00	
		\$3,001+	\$30.00	

California Games Collection Rates

34	\$50-\$300	\$50 - \$1,200	\$4.00	\$0.00
		\$1,205 - \$3,600	\$15.00	
		\$3,605 - \$7,200	\$25.00	
		\$7,205 - \$15,000	\$45.00	
		\$15,005+	\$65.00	
35	\$50-\$300	\$50-\$300	\$4.00	\$0.00
		\$301-\$1,200	\$8.00	
		\$1,201-\$3,600	\$15.00	
		\$3,601-\$7,200	\$25.00	
		\$7,201+	\$45.00	
36	\$50-\$300	\$50-\$600	\$4.00	\$0.00
		\$601-\$1,500	\$9.00	
		\$1,501-\$3,000	\$15.00	
		\$3,001-\$6,000	\$20.00	
		\$6,001+	\$30.00	
37	\$100-\$300	\$100-\$300	\$3.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,200	\$10.00	
		\$1,201-\$3,000	\$40.00	
		\$3,001+	\$70.00	
38	\$100-\$500	\$100-\$300	\$3.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,200	\$10.00	
		\$1,201-\$3,000	\$40.00	
		\$3,001+	\$70.00	
39	\$100-\$500	\$100-\$600	\$6.00	\$0.00
		\$601-\$1,500	\$11.00	
		\$1,501-\$3,000	\$17.00	
		\$3,001-\$6,000	\$22.00	
		\$6,001+	\$32.00	
40	\$100-\$500	\$100-\$500	\$3.00	\$0.00
		\$501-\$1,500	\$7.00	
		\$1,501-\$5,000	\$13.00	
		\$5,001-\$10,000	\$15.00	
		\$10,000+	\$18.00	
41	\$300-\$5000	\$300-\$1,200	\$6.00	\$0.00
		\$1,201-\$3,600	\$17.00	
		\$3,601-\$7,200	\$27.00	
		\$7,201-\$15,000	\$47.00	
		\$15,001+	\$67.00	
42	\$300-No Limit	\$300-\$1,200	\$4.00	\$0.00
		\$1,201-\$3,600	\$15.00	
		\$3,601-\$7,200	\$25.00	
		\$7,201-\$15,000	\$45.00	
		\$15,001+	\$65.00	

California Games Collection Rates

43	\$300-No Limit	\$300-\$1,200	\$6.00	\$0.00
		\$1,201-\$3,600	\$17.00	
		\$3,601-\$7,200	\$27.00	
		\$7,201-\$15,000	\$47.00	
		\$15,001+	\$67.00	
44	\$10-\$1,200	\$10-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$13.00	
45	\$10-\$1,200	\$10-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$,501+	\$11.00	
46	\$25-\$1,200	\$25-\$100	\$1.00	\$0.00
		\$101-\$400	\$2.00	
		\$401-\$700	\$7.00	
		\$701-\$1,500	\$9.00	
		\$1,501+	\$13.00	
47	\$25-\$1,000	\$25-\$100	\$1.00	\$0.00
		\$101-\$400	\$2.00	
		\$401-\$700	\$7.00	
		\$701-\$1,500	\$9.00	
		\$1,501+	\$13.00	
48	\$50-No Limit	\$50-\$200	\$2.00	\$0.00
		\$201-\$600	\$5.00	
		\$601-\$1,500	\$10.00	
		\$1,501-\$3,000	\$25.00	
		\$3,001+	\$40.00	
49	\$50-\$3,000	\$50-\$200	\$2.00	\$0.00
		\$201-\$600	\$5.00	
		\$601-\$1,500	\$10.00	
		\$1,501-\$3,000	\$25.00	
		\$3,001+	\$40.00	
50	\$25-\$2,000	\$25-\$300	\$2.00	\$0.00
		\$301-\$800	\$6.00	
		\$801-\$1,500	\$10.00	
		\$1,501-\$3,000	\$12.00	
		\$3,001+	\$30.00	
51	\$100-\$3,000	\$100-\$600	\$6.00	\$0.00
		\$601-\$1,500	\$11.00	
		\$1,501-\$3,000	\$17.00	
		\$3,001-\$6,000	\$22.00	
		\$6,001+	\$32.00	

California Games Collection Rates

52	\$100-\$1,000	\$100-\$500	\$3.00	\$0.00
		\$501-\$1,500	\$7.00	
		\$1,501-\$5,000	\$13.00	
		\$5,001-\$10,000	\$15.00	
		\$10,001+	\$18.00	
53	\$10-\$500	\$10-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$11.00	
54	\$25-\$3,000	\$25-\$300	\$2.00	\$0.00
		\$301-\$800	\$6.00	
		\$801-\$1,500	\$10.00	
		\$1,501-\$3,000	\$12.00	
		\$3,001+	\$30.00	
55	\$100-No Limit	\$100-\$600	\$6.00	\$0.00
		\$601-\$1,500	\$11.00	
		\$1,501-\$3,000	\$17.00	
		\$3,001-\$6,000	\$22.00	
		\$6,001+	\$32.00	
56	\$25-\$2,000	\$25-\$100	\$1.00	\$0.00
		\$101-\$400	\$2.00	
		\$401-\$700	\$7.00	
		\$701-\$1,500	\$9.00	
		\$1,501	\$13.00	

Ultimate Texas Hold'em (GEGA-004021)- For **schedule option 1 through 7**, a collection fee shall be taken per hand from the player-dealer and per player per bet based on the ante bet. There will be no additional collection fee required from a player when placing a Play or bonus bet wager. The collection fees shall be collected prior to any cards being dealt or a round of play commencing. Bonus bet wagers must be within table limits. For **schedule options 8 through 12**, a collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers. There shall be no collection fee taken from any players for placing any wagers. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The approved collection fees and schedules for the game of Ultimate Texas Hold'em are as shown below:

Schedule Option	Table Limit	Player Collection	Player-Dealer Collection
1	\$5-\$20	\$0.50	\$2.00
2	\$5-\$100	\$1.00	\$2.00
3	\$10-\$100	\$1.00	\$2.00
4	\$10-\$100	\$1.00	\$3.00
5	\$25-\$100	\$1.00	\$2.00
6	\$25-\$100	\$1.00	\$3.00
7	\$25-\$300	\$2.00	\$3.00
8	\$50-\$300	\$2.00	\$3.00

California Games Collection Rates

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
8	\$5-\$50	\$5-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$13.00	
9	\$10-\$100	\$10-\$100	\$1.00	\$0.00
		\$101-\$300	\$2.00	
		\$301-\$500	\$4.00	
		\$501-\$1,500	\$7.00	
		\$1,501+	\$13.00	
10	\$25-\$100	\$25-\$100	\$1.00	\$0.00
		\$100-\$400	\$2.00	
		\$401-\$700	\$7.00	
		\$701-\$1,500	\$9.00	
		\$1,501+	\$13.00	
11	\$50-\$300	\$50-\$600	\$4.00	\$0.00
		\$601-\$1,500	\$9.00	
		\$1,501-\$3,000	\$15.00	
		\$3,001-\$6,000	\$20.00	
		\$6,001+	\$30.00	
12	\$100-\$500	\$100-\$600	\$6.00	\$0.00
		\$601-\$1,500	\$11.00	
		\$1,501-\$3,000	\$17.00	
		\$3,001-\$6,000	\$22.00	
		\$6,001+	\$32.00	

Fortune Pai Gow Poker (GEGA-004020)- For **schedule options 1 through 7**, the collection fees shall be taken per hand from the player-dealer position prior to cards or tiles 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 game wager on. For **schedule options 8 and 9**, the collection fees shall be taken per hand from the player-dealer position prior to cards or tiles 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 game wager on, based on the amount each player wagers. For **schedule options 10 through 13**, 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 or tiles are dealt, referred to as total table action. The approved collection fees and schedules are as shown below:

Schedule Options	Table Limit	Player Collection Fee (per betting circle)	Player-Dealer Collection Fee
1	\$10-\$100	\$1.00	\$2.00
2	\$25-\$300	\$2.00	\$3.00
3	\$50-\$300	\$3.00	\$4.00
4	\$100-\$500	\$3.00	\$5.00
5	\$100-\$1,000	\$5.00	\$10.00
6	\$200-\$1,000	\$5.00	\$10.00
7	\$500-\$2,000	\$10.00	\$15.00

California Games Collection Rates

Schedule Option	Table Limit	Player Wager	Player Collection Fee	Player-Dealer Collection Fee
8	\$10-\$200	\$10-\$100	\$1.00	\$2.00
		\$101-\$200	\$2.00	
9	\$25-\$100	\$25-\$100	\$1.00	\$2.00
		\$101-\$200	\$2.00	

Schedule Options	Table Limit	Total Table Action	Player-Dealer Collection Fee (per hand)	Player Collection Fee (per bet)
10	\$10 - \$100	\$5 - \$100	\$1.00	\$0.00
		\$101 - \$300	\$2.00	\$0.00
		\$301 - \$500	\$4.00	\$0.00
		\$501 - \$1,500	\$7.00	\$0.00
		\$1,501+	\$13.00	\$0.00
11	\$25-\$100	\$10 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$2.00	\$0.00
		\$401 - \$700	\$7.00	\$0.00
		\$701 - \$1,500	\$9.00	\$0.00
		\$1,501+	\$13.00	\$0.00
12	\$25- \$300	\$25 - \$100	\$1.00	\$0.00
		\$101 - \$400	\$3.00	\$0.00
		\$401 - \$1,000	\$7.00	\$0.00
		\$1,001 - \$3,000	\$18.00	\$0.00
		\$3,001+	\$25.00	\$0.00
13	\$50 - \$300	\$50 - \$1,200	\$5.00	\$0.00
		\$1,201 - \$3,600	\$12.00	\$0.00
		\$3,601 - \$9,000	\$24.00	\$0.00
		\$9,001 - \$24,000	\$36.00	\$0.00
		\$24,001+	\$50.00	\$0.00

Collection Procedures

- 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.

Badugi

Type of Game

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

Object of the Game

Badugi is a four card lowball game. The object of Badugi is to make the best low hand (unsuited) with the most cards. The low hand is comprised of four cards of different suits and different ranks (i. e. A-2-3-4, off suit). The best unsuited low-hand wins.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The cards will be shuffled using an electronic shuffler. All cards dealt, delivered, and discarded will be done so in a face-down manner.

Card Values and Hand Rankings

The rank of each card used in Badugi, the rank of cards from highest to lowest is king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and ace. All suits shall be considered equal in rank. There are no straights or flushes in this game.

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

Hand Dealt	Hand Requirements
Badugi	A hand that consists of four cards of different suits and no pairs. The highest ranking Badugi hand is an ace, 2, 3, 4 of different suits.
Three Card Incomplete	A hand that consists of four cards, two of which are suited or same ranked. Therefore, one of the cards “impairs” the hand. The lowest Three Card Incomplete beats other Three Card Incomplete hands.
Two Card Incomplete	A hand that consists of four cards, three of which are suited or pairs. Therefore, two of the cards “impairs” the hand. The lowest Two Card Incomplete hand beats other Two Card Incomplete hands.

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the “dealer button”. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit shall receive the dealer button (ranking is determined by face value, with suit as the deciding factor in case two players have the same face value cards. From highest to lowest the suit determination is: Spades, Hearts, Diamonds, Clubs.) Once determined, the previously dealt cards are discarded face-down.

For example, if one player had the King of Hearts and the other player has the King of Clubs, the player with the King of Hearts will be awarded the dealer button for the initial deal.

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

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be in the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as “the pot.” These blinds are “live” and count as part of the players’ bets on the first betting round.

On all subsequent betting rounds (second and third), the action is started by the first active player to the left of the dealer button. The small blind and big blind position shall rotate from player to player around the table clockwise after each round of play. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have four cards face-down.

Once each player has received their four cards, the first round of betting will occur. Starting with the player to the left of the player that received the big blind button and continuing clockwise around the table, players are given the following actionable options:

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

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After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. Players now have the chance to draw cards. The first player to act is always the player closest to the left of the dealer button. In the first drawing round, players have the option to discard zero to four cards to receive new cards. Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. After each player has decided on their discards, the house dealer shall collect the cards in front of each player and place them in the discard pile. Then the house dealer shall then deal the same number of cards previously discarded, face-down, to each player in turn, so each player has a total of four cards. If the house dealer runs out of cards, he/she shall shuffle and use the discarded cards.

Once all players have had the option to receive the discard cards, then the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Do not make a wager, called a “check,” with the option to call or raise a wager by another player; or
- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. At this point, players have another chance to draw additional cards. The first player to act is always the player closest to the left of the button. In the second drawing round, players have the option to discard zero to four cards to receive new cards. Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards. After each player has decided on their discards, the house dealer shall collect the cards in front of each player and place them in the discard pile. Then the house dealer shall deal that same number of card as previously discarded, face-down, to each player in turn, so each player has a total of four cards. If the house dealer runs out of cards, he/she shall shuffle and use the discarded cards.

Once all players have had the option to discard cards, the third drawing round and final round of betting will occur. There will be a total of 3 rounds in which players may choose to draw and exchange their cards in hopes to achieve a Badugi.

For the showdown (final betting round) round, all active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the rules and guidelines used in the previous betting round; or
- Fold their hand according to the rules and guidelines used in the previous betting round; or
- Check their hand according to the rules and guidelines used in the previous betting round; or

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- Raise the pot according to the rules and guidelines used in the previous betting round; or
- Call a raise according to the rules and guidelines used in the previous betting round.

Once betting is complete, the best Badugi wins the pot.

How Winners are Determined and Paid

After the third and final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players shall use their four cards dealt, either originally or from the “draw,” to make the highest ranking four-card low poker hand. The best low hand is comprised of four cards of different suits and different ranks (i. e. A-2-3-4, off suit). The player with the best hand wins the pot. The rank of cards from lowest to highest is ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, and king. The following shall apply for determining which player wins the pot:

- The pot shall be awarded to the player with the lowest ranking four-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In the event a hand reaches the showdown and no player has a Badugi, the player with the best three-card or two-card hand wins the pot.
- In the event that more than one player has the highest ranked hand, the pot shall be split equally among the winners (i.e: any two players holding the same hand split the pot.)
- In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- Any four-card Badugi beats any three-card Badugi, and any two-card Badugi is beaten by any three- or four-card Badugi.

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Collection Fee Schedules

Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Fees may not be calculated as a fraction or percentage of wagers made or winnings earned. The amount of fees charged for all wagers shall be determined prior to the start of play of any hand or round. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of collection fees. Flat fees on wagers may be assessed at different collection rates, but no more than five collection rates may be established per table.

For **schedule options 1 through 18**, the Designated Table Fee 1 shall be taken by the house dealer from the pot before the draw. The regular table fee shall be taken by the house dealer from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

\$1-\$2 Minimum Wagering Limit Game \$500-\$1000 Max Wagering Limit Game

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee
1	7 or more	\$7	\$1
2	7 or more	\$6	\$1
3	7 or more	\$5	\$1
4	7 or more	\$4	\$1
5	7 or more	\$3	\$1
6	6	\$6	\$1
7	6	\$5	\$1
8	6	\$4	\$1
9	6	\$3	\$1
10	6	\$2	\$1
11	5 or less	\$5	\$1
12	5 or less	\$4	\$1
13	5 or less	\$3	\$1
14	5 or less	\$2	\$1
15	5 or less	\$1	\$1

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For **schedule options 16 through 32** the regular table fee shall be taken by the house dealer from each player every 30 minutes. Some of the appropriate fees are dependent on the number of players as shown below

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Max Wagering Limit Game

Schedule Options	Number of Players	Regular Table Fee
16	6 or more	\$18
17	6 or more	\$17
18	6 or more	\$16
19	6 or more	\$15
20	6 or more	\$14
21	6 or more	\$13
22	6 or more	\$12
23	6 or more	\$11
24	6 or more	\$10
25	6 or more	\$9
11	6 or more	\$8
26	6 or more	\$7
27	6 or more	\$6
28	6 or more	\$5
29	5 or less	\$8
30	5 or less	\$7
31	5 or less	\$6
32	5 or less	\$5

For **schedule options 33 through 47**, the Designated Table Fee 1 shall be taken by the house dealer from the pot before the draw. The regular table fee shall be taken by the house dealer from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

No-Limit- Minimum buy-in \$50 and Maximum buy-in \$10,000

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee
33	7 or more	\$7	\$1
34	7 or more	\$6	\$1
35	7 or more	\$5	\$1
36	7 or more	\$4	\$1
37	7 or more	\$3	\$1
38	6	\$6	\$1
39	6	\$5	\$1
40	6	\$4	\$1

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41	6	\$3	\$1
42	6	\$2	\$1
43	5 or less	\$5	\$1
44	5 or less	\$4	\$1
45	5 or less	\$3	\$1
46	5 or less	\$2	\$1
47	5 or less	\$1	\$1

For **schedule options 48 through 65** the regular table fee shall be taken by the house dealer from each player every 30 minutes. Some of the appropriate fees are dependent on the number of players as shown below.

Limit- Minimum buy-in \$50 and Maximum buy-in \$10,000

Schedule Options	Number of Players	Regular Table Fee
48	6 or more	\$18
49	6 or more	\$17
50	6 or more	\$16
51	6 or more	\$15
52	6 or more	\$14
53	6 or more	\$13
54	6 or more	\$12
55	6 or more	\$11
56	6 or more	\$10
57	6 or more	\$9
58	6 or more	\$8
59	6 or more	\$7
60	6 or more	\$6
61	6 or more	\$5
62	5 or less	\$8
63	5 or less	\$7
64	5 or less	\$6
65	5 or less	\$5

Lowball (Ace-to-Five)

Type of Game

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

Object of the Game

The object of the game is for players to form the lowest ranked five-card poker hand dealt to them throughout the game, according to the rankings as shown below.

Description of the Deck and Number of Decks Used

The game shall be played using a standard 52-card deck and joker for a total of 53 cards. Cards shall be shuffled by an electronic shuffler and dealt by the house dealer.

Card Values and Hand Rankings

The rank of each card used in Lowball, in order of highest to lowest rank, shall be: king, queen, jack, ten, nine, eight, seven, six, five, four, three, two, and ace. The joker is considered to be the lowest card not present in a player’s hand. The rank of suits shall all be equal. The best-ranked hand for Lowball, in order from highest to lowest, shall be:

Hand Dealt	Hand Requirements
Wheel	A hand that consists of five cards that are in consecutive ranking and that may or may not be the same suit. 5, 4, 3, 2 and ace is the lowest ranked Wheel.
High Card	A hand that consists of five cards that do not make any of the hands listed in the chart. A king, queen, jack, 10, and 8 is the highest ranked High Card hand and 6, 4, 3, 2, and an ace is the lowest ranked High Card hand.
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 Pairs	A hand that consists of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
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.
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.

When completing a five card low hand, straights and flushes do not count against the player’s hand. The lowest possible five-card poker hand is 5, 4, 3, 2, and an ace. When determining if multiple players have 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. *For example, a hand of 7, 6, 4, 3, and a 2 is lower than an 8, 6, 5, 3, and an ace, even though the second hand has the lowest card.*

Lowball (Ace-to-Five)

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard poker table, which accommodates up to ten seated positions. However, with Lowball, no more than eight players may be dealt to at one time. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each round of play, as specified by the table limits.

Dealing Procedures and Round of Play

The game also utilizes a flat button with the words “dealer” to visually designate which player is in the dealer position (in theory) for that hand. The dealer button rotates clockwise after each hand. The player with the dealer button is the last to receive cards on the initial deal as well as during the “draw”, and has the right of last action on all betting rounds (first and second). During the first and second round of betting, action shall begin with the player to the left the dealer.

The game may be played with one or more blinds. Blinds are forced bets intended to stimulate action. For example, in a \$3-\$6 game there may be a \$1 “small blind”, immediately to the left of the dealer button and a “big blind” of \$3, to the immediate left of the small blind.

During the first round of betting, the amount that a player may wager and/or raise shall be the lower table limit. During the last round of betting, the amount that a player may wager and/or raise shall be the higher table limit. *For example, for a \$3-\$6 game, during the first round of betting, all wagers and raises shall be in \$3 increments. During the last round of betting, all wagers and raises shall be in \$6 increments.* Therefore, the table limit establishes what the lower and higher betting increments shall be for each round. Lowball may also be played with a “No Limit” or “Pot Limit” betting structure. In No Limit, the player may bet or raise an amount between the minimum bet specified to all the chips the player has at the time. In Pot-Limit, the player may bet or raise an amount between the minimum bet specified to an amount equal to the entire amount of chips in the pot at the point of the hand in play.

When first opening a game, all players are dealt one card face-up. The player with the highest ranked card shall receive the dealer button. Once the dealer has been established, each player shall be required to place an “Ante.” Antes are used to initiate action and are posted before players receive any cards. All Antes shall be placed in the center of the table, which is known as the pot. Once the Antes have been posted, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer and continuing clockwise around the table until all players have five face-down cards. Once each player has been dealt five cards, the first round of betting shall occur. At this point, the players will have the option to play the game with a Kill Pot option. When played with a voluntary kill option, a player may look at his/her first three cards before killing the pot by placing a blind equal to double the current big blind. Players are then given the following options, starting with the player to the left of the blinds, (if any). If the structure does not require blinds, the opening round commences with the player to the immediate left of the dealer button and then continuing clockwise around the table, with the following options:

- Place a bet, which shall be at the lower table limit or higher if playing No Limit or Pot Limit games;
- Call a bet that has been placed by another player by placing a wager equal to the bet placed;
- Raise the pot by placing a wager equal to the bet placed by another player as well as an amount equal to the lower table limit or higher. If a player raises the pot, all other

Lowball (Ace-to-Five)

players shall be required to call the raise, re-raise the pot by an amount equal to the lower table limit or higher, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises;

- Fold their hand, which shall be collected by the house dealer.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the player to the left of the dealer:

- Retain the five cards that were originally dealt to them;
- Replace a minimum of one and a maximum of five cards in their hands with new ones. This is known as the draw. Players wishing to replace cards in their hand must place those cards in front of their position to signify to the house dealer that they would like new cards.
 - Starting with the player to the left of the dealer and continuing in clockwise rotation, the house dealer shall collect the cards placed in front of a player and place them in the discard pile, then deal that same number of cards to that player from the deck consecutively, face-down, so that they have a total of five cards in their hand. All replaced cards shall be placed in the discard pile.
 - If at any point during the drawing phase of Lowball there are not enough remaining cards for the players to replace the requested number of cards, the following procedure will be used:
 - Draw cards will be distributed to the extent that there are cards left in the deck. After this, all previous discards and burn cards will be reshuffled with the exception of the discards of the players left to receive cards (thus preventing a player from receiving his own discards for the same round.)

After each player has exercised their option to discard cards from their hand and draw up to five replacement cards or retain their original five cards, the second round of betting shall occur. All active players are then given the following options, starting with the active player to the left of the dealer and then continuing clockwise around the table:

- "Check" their hand place no additional bet at this time. This is only permitted if all other players choose to also check their hand and there have been no raises;
- Place a bet, which shall be at the higher table limit;
- Call a bet that has been placed by another player by placing a wager equal to the bet placed;
- Raise the pot by placing a wager equal to the bet placed by another player as well as an amount equal to the higher table limit. If a player raises the pot, all other players shall be required to call the raise, re-raise the pot by an amount equal to the higher table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two active players, in which case there is no limit to the number of raises;
- Fold their hand, which shall be collected by the house dealer.

Lowball (Ace-to-Five)

How Winners are Determined and Paid

After the final round of betting has been completed, the house dealer shall move all player bets into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players shall use the five cards dealt to them, either originally or from the draw, to make the lowest ranking five-card poker hand. The following shall apply for determining which hand wins the pot.

- The pot shall be awarded to the player with the lowest ranking five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- In limit play, if a player checks a hand that has a seven or better before the draw, all action after the draw is void, that player cannot win any money on any subsequent bets. The player is still eligible to win whatever existed in the pot before the draw if that player ends up winning with the lowest hand. The bets after the draw will go to the player with the second best hand. If a player does check a seven or better and the hand is beaten by a better hand after the draw, that player shall lose all of the pot.
 - The hands will be shown after all action is complete. At that time, it will be determined if a player has checked a seven or better, and if, in fact, his/her hand is the best hand. If so, he/she can only win the pot consisting of action before the draw. If the hand of the player who checked a seven is not the best hand, the player who had the winning hand will win pots consisting of the action before and after the draw.
- In the event, that more than one player has the same hand and card ranks, the pot shall be split equally among the winners. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer.

Lowball (Ace-to-Five)

Collection Rates Schedule

Lowball (GEGA- 000953) - For **schedule options 1 through 15**, the Designated Table Fee shall be taken by the house dealer from the pot before the draw. The regular table fee shall be taken by the house dealer from the pot after the draw. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Fees may not be calculated as a fraction or percentage of wagers made or winnings earned. The amount of fees charged for all wagers shall be determined prior to the start of play of any hand or round. Ample notice shall be provided to the patrons of gambling establishments relating to the assessment of collection fees. Flat fees on wagers may be assessed at different collection rates, but no more than five collection rates may be established per table. The appropriate fees are dependent on the number of players as shown below.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Max Wagering Limit Game

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee
1	7 or more	\$1	\$7
2	7 or more	\$1	\$6
3	7 or more	\$1	\$5
4	7 or more	\$1	\$4
5	7 or more	\$1	\$3
6	6	\$1	\$6
7	6	\$1	\$5
8	6	\$1	\$4
9	6	\$1	\$3
10	6	\$1	\$2
11	5 or less	\$1	\$5
12	5 or less	\$1	\$4
13	5 or less	\$1	\$3
14	5 or less	\$1	\$2
15	5 or less	\$1	\$1

Lowball (Ace-to-Five)

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Max Wagering Limit Game

For **schedule options 16 through 32** the regular table fee shall be taken by the house dealer from each player every 30 minutes. Some of the appropriate fees are dependent on the number of players as shown below.

Schedule Options	Number of Players	Regular Table Fee
16	6 or more	\$18
17	6 or more	\$17
18	6 or more	\$16
19	6 or more	\$15
20	6 or more	\$14
21	6 or more	\$13
22	6 or more	\$12
23	6 or more	\$11
24	6 or more	\$10
25	6 or more	\$9
11	6 or more	\$8
26	6 or more	\$7
27	6 or more	\$6
28	6 or more	\$5
29	5 or less	\$8
30	5 or less	\$7
31	5 or less	\$6
32	5 or less	\$5

No-Limit- Minimum buy-in \$50 and Maximum buy-in \$10,000

For **schedule options 33 through 47**, the Designated Table Fee shall be taken by the house dealer from the pot before the draw. The regular table fee shall be taken by the house dealer from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee
33	7 or more	\$1	\$7
34	7 or more	\$1	\$6
35	7 or more	\$1	\$5
36	7 or more	\$1	\$4
37	7 or more	\$1	\$3
38	6	\$1	\$6
39	6	\$1	\$5

Lowball (Ace-to-Five)

40	6	\$1	\$4
41	6	\$1	\$3
42	6	\$1	\$2
43	5 or less	\$1	\$5
44	5 or less	\$1	\$4
45	5 or less	\$1	\$3
46	5 or less	\$1	\$2
47	5 or less	\$1	\$1

No-Limit- Minimum buy-in \$50 and Maximum buy-in \$10,000

For **schedule options 48 through 65** the regular table fee shall be taken by the house dealer from each player every 30 minutes. Some of the appropriate fees are dependent on the number of players as shown below

Schedule Options	Number of Players	Regular Table Fee
48	6 or more	\$18
49	6 or more	\$17
50	6 or more	\$16
51	6 or more	\$15
52	6 or more	\$14
53	6 or more	\$13
54	6 or more	\$12
55	6 or more	\$11
56	6 or more	\$10
57	6 or more	\$9
58	6 or more	\$8
59	6 or more	\$7
60	6 or more	\$6
61	6 or more	\$5
62	5 or less	\$8
63	5 or less	\$7
64	5 or less	\$6
65	5 or less	\$5

Poker Collection Rates

Texas Hold'em (GEGA-000948), Omaha High-Low Split (GEGA-000965), Omaha (GEGA-000950), Big O High/Low Split (GEGA-004398), Crazy Pineapple (GEGA-000949), Lazy Pineapple (GEGA-000954) Pineapple (GEGA-000951)

For **schedule options 1 through 15**, the house dealer will take the Regular Table Fee after the flop, based on the number of players. A Modified Table Fee will be taken from the pot if the hand does not reach the flop. The Designated Table Fee will be taken from the pot after the river. The Modified Table Fee and the Designated Table Fee are not based on the number of players.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

1	7 or more	\$7	\$1	\$1
2	7 or more	\$6	\$1	\$1
3	7 or more	\$5	\$1	\$1
4	7 or more	\$4	\$1	\$1
5	7 or more	\$3	\$1	\$1
6	6	\$6	\$1	\$1
7	6	\$5	\$1	\$1
8	6	\$4	\$1	\$1
9	6	\$3	\$1	\$1
10	6	\$2	\$1	\$1
11	5 or less	\$5	\$1	\$1
12	5 or less	\$4	\$1	\$1
13	5 or less	\$3	\$1	\$1
14	5 or less	\$2	\$1	\$1
15	5 or less	\$1	\$1	\$1

For **schedule options 16 through 30**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the hand does not reach the flop, there will be no collection. The Designated Table Fee will be taken from the pot after the river and is not based on the number of players.

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

16	7 or more	\$7	\$1	\$1
17	7 or more	\$6	\$1	\$1
18	7 or more	\$5	\$1	\$1
19	7 or more	\$4	\$1	\$1
20	7 or more	\$3	\$1	\$1
21	6	\$6	\$1	\$1
22	6	\$5	\$1	\$1
23	6	\$4	\$1	\$1
24	6	\$3	\$1	\$1
25	6	\$2	\$1	\$1
26	5 or less	\$5	\$1	\$1
27	5 or less	\$4	\$1	\$1

Poker Collection Rates

28	5 or less	\$3	\$1
29	5 or less	\$2	\$1
30	5 or less	\$1	\$1

For **schedule options 31 through 48**, the house dealer will take the Regular Table Fee from the pot based on the number of players immediately after the flop. If the hand does not reach the flop, no collection will be taken.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

31	7 or more	\$8	
32	7 or more	\$7	
33	7 or more	\$6	
34	7 or more	\$5	
35	7 or more	\$4	
36	7 or more	\$3	
37	6	\$7	
38	6	\$6	
39	6	\$5	
40	6	\$4	
41	6	\$3	
42	6	\$2	
43	5 or less	\$6	
44	5 or less	\$5	
45	5 or less	\$4	
46	5 or less	\$3	
47	5 or less	\$2	
48	5 or less	\$1	

For **schedule options 49 through 66**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. The Modified Table Fee will be taken from the pot if the hand does not reach the flop. The Modified Table Fee is not dependent on the number of players.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

49	7 or more	\$8	\$1
50	7 or more	\$7	\$1
51	7 or more	\$6	\$1
52	7 or more	\$5	\$1
53	7 or more	\$4	\$1
54	7 or more	\$3	\$1
55	6	\$7	\$1
56	6	\$6	\$1
57	6	\$5	\$1
58	6	\$4	\$1
59	6	\$3	\$1

Poker Collection Rates

60	6	\$2	\$1
61	5 or less	\$6	\$1
62	5 or less	\$5	\$1
63	5 or less	\$4	\$1
64	5 or less	\$3	\$1
65	5 or less	\$2	\$1
66	5 or less	\$1	\$1

For **schedule options 67 through 85**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

67	6 or more	\$18
68	6 or more	\$17
69	6 or more	\$16
70	6 or more	\$15
71	6 or more	\$14
72	6 or more	\$13
73	6 or more	\$12
74	6 or more	\$11
75	6 or more	\$10
76	6 or more	\$9
77	6 or more	\$8
78	5 or less	\$12
79	5 or less	\$11
80	5 or less	\$10
81	5 or less	\$9
82	5 or less	\$8
83	5 or less	\$7
84	5 or less	\$6
85	5 or less	\$5

For **schedule options 86 through 100**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. A Modified Table Fee will be taken from the pot if the hand does not reach the flop. The Designated Table Fee will be taken from the pot after the river. The Modified Table Fee and the Designated Table Fee are not based on the number of players.

No Limit and Pot Limit Games

Minimum \$20 buy-in to maximum \$10,000 buy-in

86	7 or more	\$7	\$1	\$1
87	7 or more	\$6	\$1	\$1
88	7 or more	\$5	\$1	\$1
89	7 or more	\$4	\$1	\$1
90	7 or more	\$3	\$1	\$1
91	6	\$6	\$1	\$1

Poker Collection Rates

92	6	\$5	\$1	\$1
93	6	\$4	\$1	\$1
94	6	\$3	\$1	\$1
95	6	\$2	\$1	\$1
96	5 or less	\$5	\$1	\$1
97	5 or less	\$4	\$1	\$1
98	5 or less	\$3	\$1	\$1
99	5 or less	\$2	\$1	\$1
100	5 or less	\$1	\$1	\$1

For **schedule options 101 through 115**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. If the hand does not reach the flop, there will be no collection. The Designated Table Fee will be taken from the pot after the river and is not based on the number of players.

No Limit and Pot Limit Games

Minimum \$20 buy-in to maximum \$10,000 buy-in

101	7 or more	\$7	\$1
102	7 or more	\$6	\$1
103	7 or more	\$5	\$1
104	7 or more	\$4	\$1
105	7 or more	\$3	\$1
106	6	\$6	\$1
107	6	\$5	\$1
108	6	\$4	\$1
109	6	\$3	\$1
110	6	\$2	\$1
111	5 or less	\$5	\$1
112	5 or less	\$4	\$1
113	5 or less	\$3	\$1
114	5 or less	\$2	\$1
115	5 or less	\$1	\$1

For **schedule options 116 through 133**, the house dealer will take the Regular Table Fee from the pot based on the number of players immediately after the flop. If the hand does not reach the flop, no collection will be taken.

Minimum \$20 buy-in to maximum \$10,000 buy-in

116	7 or more	\$8
117	7 or more	\$7
118	7 or more	\$6
119	7 or more	\$5
120	7 or more	\$4
121	7 or more	\$3
122	6	\$7
123	6	\$6
124	6	\$5

Poker Collection Rates

125	6	\$4
126	6	\$3
127	6	\$2
128	5 or less	\$6
129	5 or less	\$5
130	5 or less	\$4
131	5 or less	\$3
132	5 or less	\$2
133	5 or less	\$1

For **schedule options 134 through 151**, the house dealer will take the Regular Table Fee from the pot after the flop, based on the number of players. The Modified Table Fee will be taken from the pot if the hand does not reach the flop. The Modified Table Fee is not dependent on the number of players.

Minimum \$20 buy-in to maximum \$10,000 buy-in

134	7 or more	\$8	\$1
135	7 or more	\$7	\$1
136	7 or more	\$6	\$1
137	7 or more	\$5	\$1
138	7 or more	\$4	\$1
139	7 or more	\$3	\$1
140	6	\$7	\$1
141	6	\$6	\$1
142	6	\$5	\$1
143	6	\$4	\$1
144	6	\$3	\$1
145	6	\$2	\$1
146	5 or less	\$6	\$1
147	5 or less	\$5	\$1
148	5 or less	\$4	\$1
149	5 or less	\$3	\$1
150	5 or less	\$2	\$1
151	5 or less	\$1	\$1

For **schedule options 152 through 170**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

152	6 or more	\$18
153	6 or more	\$17
154	6 or more	\$16
155	6 or more	\$15
156	6 or more	\$14
157	6 or more	\$13
158	6 or more	\$12
159	6 or more	\$11

Poker Collection Rates

160	6 or more	\$10
161	6 or more	\$9
162	6 or more	\$8
163	5 or less	\$12
164	5 or less	\$11
165	5 or less	\$10
166	5 or less	\$9
167	5 or less	\$8
168	5 or less	\$7
169	5 or less	\$6
170	5 or less	\$5

Pan (GEGA-000952)

For **schedule option 1 through 6**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1,000 Maximum Wagering Limit Game

1	6 or more	\$5
2	6 or more	\$4
3	6 or more	\$3
4	5 or less	\$4
5	5 or less	\$3
6	5 or less	\$2

Lowball (GEGA-000953)

For **schedule options 1 through 15**, the house dealer will take the Designated Table Fee from the pot before the draw. The house dealer will take the Regular Table Fee from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Max Wagering Limit Game

1	7 or more	\$1	\$7
2	7 or more	\$1	\$6
3	7 or more	\$1	\$5
4	7 or more	\$1	\$4
5	7 or more	\$1	\$3
6	6	\$1	\$6
7	6	\$1	\$5
8	6	\$1	\$4
9	6	\$1	\$3
10	6	\$1	\$2
11	5 or less	\$1	\$5
12	5 or less	\$1	\$4
13	5 or less	\$1	\$3

Poker Collection Rates

14	5 or less	\$1	\$2
15	5 or less	\$1	\$1

For **schedule options 16 through 33**, the house dealer will take the Regular Table Fee from the each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

16	6 or more	\$18
17	6 or more	\$17
18	6 or more	\$16
19	6 or more	\$15
20	6 or more	\$14
21	6 or more	\$13
22	6 or more	\$12
23	6 or more	\$11
24	6 or more	\$10
25	6 or more	\$9
26	5 or less	\$12
27	5 or less	\$11
28	5 or less	\$10
29	5 or less	\$9
30	5 or less	\$8
31	5 or less	\$7
32	5 or less	\$6
33	5 or less	\$5

For **schedule options 34 through 48**, the house dealer will take the Designated Table Fee from the pot before the draw. The house dealer will take the Regular Table Fee from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

No Limit and Pot Limit Games

Minimum \$20 buy-in to maximum \$10,000 buy-in

34	7 or more	\$1	\$7
35	7 or more	\$1	\$6
36	7 or more	\$1	\$5
37	7 or more	\$1	\$4
38	7 or more	\$1	\$3
39	6	\$1	\$6
40	6	\$1	\$5
41	6	\$1	\$4
42	6	\$1	\$3
43	6	\$1	\$2
44	5 or less	\$1	\$5
45	5 or less	\$1	\$4
46	5 or less	\$1	\$3
47	5 or less	\$1	\$2
48	5 or less	\$1	\$1

Poker Collection Rates

For **schedule options 49 through 66**, the house dealer will take the Regular Table Fee from the each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

49	6 or more	\$18
50	6 or more	\$17
51	6 or more	\$16
52	6 or more	\$15
53	6 or more	\$14
54	6 or more	\$13
55	6 or more	\$12
56	6 or more	\$11
57	6 or more	\$10
58	6 or more	\$9
59	5 or less	\$12
60	5 or less	\$11
61	5 or less	\$10
62	5 or less	\$9
63	5 or less	\$8
64	5 or less	\$7
65	5 or less	\$6
66	5 or less	\$5

Seven Card Stud (GEGR-001938), Seven Card Stud High-Low Split (GEGR-001937)

For **schedule options 1 through 8**, the house dealer will take Designated Table Fee #1 from the pot after the first card face-up is dealt. The Regular Table Fee will be taken from the pot by the house dealer after fourth street is dealt, based on the number of players. Designated Table Fee #2 will be taken from the pot after seventh street is dealt. A "street" is a specific round of betting as identified by the number of cards each player has in a stud game.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

1	6 or more	\$1	\$6	\$1
2	6 or more	\$1	\$5	\$1
3	6 or more	\$1	\$4	\$1
4	6 or more	\$1	\$3	\$1
5	5 or less	\$1	\$5	\$1
6	5 or less	\$1	\$4	\$1
7	5 or less	\$1	\$3	\$1
8	5 or less	\$1	\$2	\$1

For **schedule options 9 through 18**, the house dealer will take the Designated Table Fee from the pot after the first card face-up is dealt, based on the number of players. The Regular Table Fee will be taken from the pot after fourth street is dealt.

Poker Collection Rates

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

9	6 or more	\$1	\$7
10	6 or more	\$1	\$6
11	6 or more	\$1	\$5
12	6 or more	\$1	\$4
13	6 or more	\$1	\$3
14	5 or less	\$1	\$6
15	5 or less	\$1	\$5
16	5 or less	\$1	\$4
17	5 or less	\$1	\$3
18	5 or less	\$1	\$2

For **schedule options 19 through 30**, the house dealer will take the Regular Table Fee from the pot, based on the number of players, immediately after fourth street. If the hand does not reach fourth street no collection will be taken.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

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

For **schedule options 31 through 49**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

31	6 or more		\$18
32	6 or more		\$17
33	6 or more		\$16
34	6 or more		\$15
35	6 or more		\$14
36	6 or more		\$13
37	6 or more		\$12
38	6 or more		\$11
39	6 or more		\$10
40	6 or more		\$9

Poker Collection Rates

41	6 or more	\$8
42	5 or less	\$12
43	5 or less	\$11
44	5 or less	\$10
45	5 or less	\$9
46	5 or less	\$8
47	5 or less	\$7
48	5 or less	\$6
49	5 or less	\$5

For **schedule options 50 through 57**, the house dealer will take Designated Table Fee #1 from the pot after the first card face-up is dealt. The Regular Table Fee will be taken from the pot by the house dealer after fourth street is dealt, based on the number of players. Designated Table Fee #2 will be taken from the pot after seventh street is dealt. A “street” is a specific round of betting as identified by the number of cards each player has in a stud game.

No Limit and Pot Limit Games

Minimum \$20 buy-in to maximum \$10,000 buy-in

50	6 or more	\$1	\$6	\$1
51	6 or more	\$1	\$5	\$1
52	6 or more	\$1	\$4	\$1
53	6 or more	\$1	\$3	\$1
54	5 or less	\$1	\$5	\$1
55	5 or less	\$1	\$4	\$1
56	5 or less	\$1	\$3	\$1
57	5 or less	\$1	\$2	\$1

For **schedule options 58 through 67**, the house dealer will take the Designated Table Fee from the pot after the first card face-up is dealt, based on the number of players. The Regular Table Fee will be taken from the pot after fourth street is dealt.

Minimum \$20 buy-in to maximum \$10,000 buy-in

58	6 or more	\$1	\$7
59	6 or more	\$1	\$6
60	6 or more	\$1	\$5
61	6 or more	\$1	\$4
62	6 or more	\$1	\$3
63	5 or less	\$1	\$6
64	5 or less	\$1	\$5
65	5 or less	\$1	\$4
66	5 or less	\$1	\$3
67	5 or less	\$1	\$2

Poker Collection Rates

For **schedule options 68 through 79**, the house dealer will take the Regular Table Fee from the pot, based on the number of players, immediately after fourth street. If the hand does not reach fourth street no collection will be taken.

Minimum \$20 buy-in to maximum \$10,000 buy-in

68	6 or more	\$8
69	6 or more	\$7
70	6 or more	\$6
71	6 or more	\$5
72	6 or more	\$4
73	6 or more	\$3
74	5 or less	\$7
75	5 or less	\$6
76	5 or less	\$5
77	5 or less	\$4
78	5 or less	\$3
79	5 or less	\$2

For **schedule options 80 through 98**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

80	6 or more	\$18
81	6 or more	\$17
82	6 or more	\$16
83	6 or more	\$15
84	6 or more	\$14
85	6 or more	\$13
86	6 or more	\$12
87	6 or more	\$11
88	6 or more	\$10
89	6 or more	\$9
90	6 or more	\$8
91	5 or less	\$12
92	5 or less	\$11
93	5 or less	\$10
94	5 or less	\$9
95	5 or less	\$8
96	5 or less	\$7
97	5 or less	\$6
98	5 or less	\$5

Poker Collection Rates

Badugi (GEGR-001939)

For **schedule options 1 through 15**, the house dealer will take the Designated Table Fee from the pot before the draw. The house dealer will take the Regular Table Fee from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Max Wagering Limit Game

1	7 or more	\$1	\$7
2	7 or more	\$1	\$6
3	7 or more	\$1	\$5
4	7 or more	\$1	\$4
5	7 or more	\$1	\$3
6	6	\$1	\$6
7	6	\$1	\$5
8	6	\$1	\$4
9	6	\$1	\$3
10	6	\$1	\$2
11	5 or less	\$1	\$5
12	5 or less	\$1	\$4
13	5 or less	\$1	\$3
14	5 or less	\$1	\$2
15	5 or less	\$1	\$1

For **schedule options 16 through 34**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below

16	6 or more	\$18
17	6 or more	\$17
18	6 or more	\$16
19	6 or more	\$15
20	6 or more	\$14
21	6 or more	\$13
22	6 or more	\$12
23	6 or more	\$11
24	6 or more	\$10
25	6 or more	\$9
26	6 or more	\$8
27	5 or less	\$12
28	5 or less	\$11
29	5 or less	\$10
30	5 or less	\$9
31	5 or less	\$8
32	5 or less	\$7
33	5 or less	\$6
34	5 or less	\$5

Poker Collection Rates

For **schedule options 35 through 49**, the house dealer will take the Designated Table Fee from the pot before the draw. The house dealer will take the Regular Table Fee from the pot after the draw. The appropriate fees are dependent on the number of players as shown below.

No Limit and Pot Limit Games

Minimum \$20 buy-in to maximum \$10,000 buy-in

35	7 or more	\$1	\$7
36	7 or more	\$1	\$6
37	7 or more	\$1	\$5
38	7 or more	\$1	\$4
39	7 or more	\$1	\$3
40	6	\$1	\$6
41	6	\$1	\$5
42	6	\$1	\$4
43	6	\$1	\$3
44	6	\$1	\$2
45	5 or less	\$1	\$5
46	5 or less	\$1	\$4
47	5 or less	\$1	\$3
48	5 or less	\$1	\$2
49	5 or less	\$1	\$1

For **schedule options 50 through 68**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below

50	6 or more	\$18
51	6 or more	\$17
52	6 or more	\$16
53	6 or more	\$15
54	6 or more	\$14
55	6 or more	\$13
56	6 or more	\$12
57	6 or more	\$11
58	6 or more	\$10
59	6 or more	\$9
60	6 or more	\$8
61	5 or less	\$12
62	5 or less	\$11
63	5 or less	\$10
64	5 or less	\$9
65	5 or less	\$8
66	5 or less	\$7
67	5 or less	\$6
68	5 or less	\$5

Poker Collection Rates

Mexican Poker (GEGR-001935)

For **schedule options 1 through 8**, the house dealer will take the Designated Table Fee #1 from the pot after the first card face-up. The house dealer will take the Regular Table Fee from the pot after third street, based on the number of players. Designated Table Fee #2 will be taken from the pot after fifth street. The Designated Table Fees #1 and #2 are not based on the number of players.

Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

1	6 or more	\$1	\$6	\$1
2	6 or more	\$1	\$5	\$1
3	6 or more	\$1	\$4	\$1
4	6 or more	\$1	\$3	\$1
5	5 or less	\$1	\$5	\$1
6	5 or less	\$1	\$4	\$1
7	5 or less	\$1	\$3	\$1
8	5 or less	\$1	\$2	\$1

For **schedule options 9 through 18**, the house dealer will take the Regular Table Fee from the pot after the first card face-up is dealt, based on the number of players. The Designated Table Fee will be taken from the pot after third street. The Designated Table Fee is not based on the number of players.

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

9	6 or more	\$7		\$1
10	6 or more	\$6		\$1
11	6 or more	\$5		\$1
12	6 or more	\$4		\$1
13	6 or more	\$3		\$1
14	5 or less	\$6		\$1
15	5 or less	\$5		\$1
16	5 or less	\$4		\$1
17	5 or less	\$3		\$1
18	5 or less	\$2		\$1

For **schedule options 19 through 30**, the house dealer will take the Regular Table Fee from the pot based on the number of players immediately after second street. If the hand does not reach second street no collection will be taken.

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

19	6 or more		\$8
20	6 or more		\$7
21	6 or more		\$6

Poker Collection Rates

22	6 or more	\$5
23	6 or more	\$4
24	6 or more	\$3
25	5 or less	\$7
26	5 or less	\$6
27	5 or less	\$5
28	5 or less	\$4
29	5 or less	\$3
30	5 or less	\$2

For **schedule options 31 through 48**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

31	6 or more	\$18
32	6 or more	\$17
33	6 or more	\$16
34	6 or more	\$15
35	6 or more	\$14
36	6 or more	\$13
37	6 or more	\$12
38	6 or more	\$11
39	6 or more	\$10
40	6 or more	\$9
41	6 or more	\$8
42	6 or more	\$7
43	6 or more	\$6
44	6 or more	\$5
45	5 or less	\$8
46	5 or less	\$7
47	5 or less	\$6
48	5 or less	\$5

For **schedule options 49 through 56**, the house dealer will take the Designated Table Fee #1 from the pot after the first card face-up is dealt. The house dealer will take the Regular Table Fee from the pot after third street, based on the number of players. Designated Table Fee #2 will be taken from the pot after fifth street. The Designated Table Fees #1 and #2 are not based on the number of players.

No Limit and Pot Limit Games

\$1-\$2 Minimum Wagering Limit Game

\$500-\$1000 Maximum Wagering Limit Game

49	6 or more	\$1	\$6	\$1
50	6 or more	\$1	\$5	\$1
51	6 or more	\$1	\$4	\$1
52	6 or more	\$1	\$3	\$1

Poker Collection Rates

53	5 or less	\$1	\$5	\$1
54	5 or less	\$1	\$4	\$1
55	5 or less	\$1	\$3	\$1
56	5 or less	\$1	\$2	\$1

For **schedule options 57 through 66**, the house dealer will take the Regular Table Fee from the pot after the first card face-up, based on the number of players. The Designated Table Fee will be taken from the pot after third street. The Designated Table Fee is not based on the number of players.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

57	6 or more	\$7	\$1
58	6 or more	\$6	\$1
59	6 or more	\$5	\$1
60	6 or more	\$4	\$1
61	6 or more	\$3	\$1
62	5 or less	\$6	\$1
63	5 or less	\$5	\$1
64	5 or less	\$4	\$1
65	5 or less	\$3	\$1
66	5 or less	\$2	\$1

For **schedule options 67 through 78**, the house dealer will take the Regular Table Fee from the pot based on the number of players immediately after second street. If the hand does not reach second street no collection will be taken.

\$1-\$2 Minimum Wagering Limit Game
\$500-\$1000 Maximum Wagering Limit Game

67	6 or more	\$8
68	6 or more	\$7
69	6 or more	\$6
70	6 or more	\$5
71	6 or more	\$4
72	6 or more	\$3
73	5 or less	\$7
74	5 or less	\$6
75	5 or less	\$5
76	5 or less	\$4
77	5 or less	\$3
78	5 or less	\$2

Poker Collection Rates

For **schedule options 79 through 96**, the house dealer will take the Regular Table Fee from each player every 30 minutes. The appropriate fees are dependent on the number of players as shown below.

79	6 or more	\$18
80	6 or more	\$17
81	6 or more	\$16
82	6 or more	\$15
83	6 or more	\$14
84	6 or more	\$13
85	6 or more	\$12
86	6 or more	\$11
87	6 or more	\$10
88	6 or more	\$9
89	6 or more	\$8
90	6 or more	\$7
91	6 or more	\$6
92	6 or more	\$5
93	5 or less	\$8
94	5 or less	\$7
95	5 or less	\$6
96	5 or less	\$5

Collection Rates for Poker Games

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

Big O High-Low Split with Running It Twice Option

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Big O High-Low Split with Running It Twice Option High Hand Rankings

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

Big O High-Low Split with Running It Twice Option

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

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

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

- Additionally, when determining if a player has a qualifying five-card low hand, straights and flushes do not count against the player's hand if all other requirements are met. An ace is always used as a 1 when determining a low hand.
- If the player has a pair or higher in their low hand, the hand does not qualify.
- The highest ranking possible five-card poker hand is 5, 4, 3, 2, and ace; (called a Wheel).
- If multiple players have qualifying five-card low hands, the winning low hand is determined by comparing the highest card of each players' five-card hand, the lowest high card would be the winning hand.

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disk with the word "dealer" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.
 - c. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the dealer button. If the ranking of the card is the same for two or more players, the player with the highest ranked card by suit (spades, hearts, diamonds, and clubs) shall receive the dealer button.
 - d. The cards shall then be collected by the house dealer and reshuffled.
2. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.

Big O High-Low Split with Running It Twice Option

- a. The dealer, small blind, and big blind position shall rotate from player to player around the table clockwise after each round of play.
3. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall be the small blind position and shall be required to place the small blind. Additionally, the player to the immediate left of the player that is in the small blind position shall be in the big blind position and shall be required to place the big blind.
 - a. Both blinds are predetermined based on the posted table limit, mandatory for the players in the small blind and big blind positions, and are used to initiate action.
 - b. Both blind bets shall be placed in the center of the table, which is referred to as “the pot.”
4. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that is in the small blind position, and continuing clockwise around the table until all players have five cards face-down. These initial five cards are referred to as “hole cards.”
 - a. If there are more than eight seated players in a game, only eight will be dealt in due to the number of available cards. If there are nine seated players, the player with the dealer button will not be dealt in for that round. If there are ten players, the player with the dealer button and the player immediately to the right of the dealer button will not be dealt in for that round.
5. Once each player has received their five hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that is in the big blind position and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind, referred to as a “call”; or
 - b. Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.” If a player raises the pot, all other players will have the option to call the raise, re-raise the pot by placing a wager larger than the raise within the posted table limit, or fold their hand. There is a maximum of three raises per round of betting, unless there are only two players participating during a round of betting, in which case there is no limit to the number of raises. When a raise or re-raise occurs, checking is not permitted; or
 - c. Place no additional wager at this time, referred to as a “check.” This is only permitted for the player in the big blind position when all other players have called the big blind and there have been no raises; or
 - d. Place their five hole cards face-down into the center of the table, referred to as a “fold.” The hand shall be kept face-down and shall be collected by the house dealer, who shall then place them in the discard pile. A player that chooses to fold their hand will no longer participate during that round of play.
6. After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot.
7. The house dealer shall then take the top card off the deck and place it in the discard pile without exposing it, referred to as a “burn card.”
8. The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.”
 - a. These are community cards and are available to all players.
9. Once the first three community cards have been placed face-up on the table, the second round of betting will occur.
10. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

Big O High-Low Split with Running It Twice Option

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

How Winners are Determined and Paid

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

Big O High-Low Split with Running It Twice Option

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

Player Option

Running It Twice

“Running It Twice” is a player option allowed in specified games and limits in which all active players in the hand must agree to participate. If all players agree to the option, the house dealer may “Run It Twice.” Running it twice is optional and is only available to players when the following criteria has been met:

- a. One player has gone all-in, and
- b. The other remaining player(s) have matched the all-in bet.

Note: If more than one player has called the all-in bet, there may be a side pot between the other players. The side pots would apply to both sets of community cards and be split accordingly.

Running It Twice directs the house dealer to deal a second set of community cards in addition to the normal flop, turn, and river cards. The second set of community cards is predicated by which round of play the option is established. The three different ways to “Run It Twice” are based on when the all-in wagers are placed.

- a. If the all-in occurred pre-flop, a second flop, turn, and river card would be dealt;
- b. If the all-in occurred on the flop, a second turn and river card would be dealt;
- c. If the all-in occurred on the turn, a second river card would be dealt.

Big O High-Low Split with Running It Twice Option

“Running It Twice” will create a split pot in which one half of the pot will be connected to one set of board cards while the other half of the pot will be connected to the second set of board cards, thus creating two different outcomes for the remaining players. In the event there are not enough cards to deal the second set of board cards due all eight players deciding to run it twice before the flop, the following will occur:

- a. The first set of board cards will be dealt as normal (burn card, flop, burn card, turn card, burn card, and river card).
- b. The second set of community cards will be dealt first using the remaining four cards, burn card, and the flop, and the four burn cards will be shuffled and dealt (burn card, turn card, burn card, river card).

The first half of the pot will be awarded to the winners of the first hands (high and low), and the second half of the pot will be awarded to the winners of the second hands (high and low).

Big O High-Low Split with Running It Twice Option

Collection Rates Schedule

For **schedule options 1 through 15**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. The Designated Table Fee shall be taken from the pot after the river. If the round of play does not reach the flop, only the Modified Table Fee shall be taken.

Limit Games

Minimum wagering limits shall be between \$1 and \$2

Maximum wagering limits shall be between \$500 and \$1,000

1	7 or more	\$7	\$1	\$1
2	7 or more	\$6	\$1	\$1
3	7 or more	\$5	\$1	\$1
4	7 or more	\$4	\$1	\$1
5	7 or more	\$3	\$1	\$1
6	6	\$6	\$1	\$1
7	6	\$5	\$1	\$1
8	6	\$4	\$1	\$1
9	6	\$3	\$1	\$1
10	6	\$2	\$1	\$1
11	5 or fewer	\$5	\$1	\$1
12	5 or fewer	\$4	\$1	\$1
13	5 or fewer	\$3	\$1	\$1
14	5 or fewer	\$2	\$1	\$1
15	5 or fewer	\$1	\$1	\$1

For **schedule options 16 through 30**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. The Designated Table Fee shall be taken from the pot after the river. If the round of play does not reach the flop, only the Modified Table Fee shall be taken.

No Limit/Pot Limit Games

Minimum buy-in shall be \$20

Maximum buy-in shall be \$10,000

16	7 or more	\$7	\$1	\$1
17	7 or more	\$6	\$1	\$1
18	7 or more	\$5	\$1	\$1
19	7 or more	\$4	\$1	\$1
20	7 or more	\$3	\$1	\$1
21	6	\$6	\$1	\$1
22	6	\$5	\$1	\$1
23	6	\$4	\$1	\$1
24	6	\$3	\$1	\$1
25	6	\$2	\$1	\$1
26	5 or fewer	\$5	\$1	\$1
27	5 or fewer	\$4	\$1	\$1

Big O High-Low Split with Running It Twice Option

28	5 or fewer	\$3	\$1	\$1
29	5 or fewer	\$2	\$1	\$1
30	5 or fewer	\$1	\$1	\$1

For **schedule options 31 through 45**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. The Designated Table Fee shall be taken from the pot after the river. If the round of play does not reach the flop, no collection shall be taken.

Limit Games

Minimum wagering limits shall be between \$1 and \$2

Maximum wagering limits shall be between \$500 and \$1,000

31	7 or more	\$7		\$1
32	7 or more	\$6		\$1
33	7 or more	\$5		\$1
34	7 or more	\$4		\$1
35	7 or more	\$3		\$1
36	6	\$6		\$1
37	6	\$5		\$1
38	6	\$4		\$1
39	6	\$3		\$1
40	6	\$2		\$1
41	5 or fewer	\$5		\$1
42	5 or fewer	\$4		\$1
43	5 or fewer	\$3		\$1
44	5 or fewer	\$2		\$1
45	5 or fewer	\$1		\$1

For **schedule options 45 through 60**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. The Designated Table Fee shall be taken from the pot after the river. If the round of play does not reach the flop, no collection shall be taken.

No Limit/Pot Limit Games

Minimum buy-in shall be \$20

Maximum buy-in shall be \$10,000

46	7 or more	\$7		\$1
47	7 or more	\$6		\$1
48	7 or more	\$5		\$1
49	7 or more	\$4		\$1
50	7 or more	\$3		\$1
51	6	\$6		\$1
52	6	\$5		\$1
53	6	\$4		\$1
54	6	\$3		\$1

Big O High-Low Split with Running It Twice Option

55	6	\$2	\$1
56	5 or fewer	\$5	\$1
57	5 or fewer	\$4	\$1
58	5 or fewer	\$3	\$1
59	5 or fewer	\$2	\$1
60	5 or fewer	\$1	\$1

For **schedule options 61 through 78**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. If the round of play does not reach the flop, no collection shall be taken.

Limit Games

Minimum wagering limits shall be between \$1 and \$2

Maximum wagering limits shall be between \$500 and \$1,000

61	7 or more	\$8	
62	7 or more	\$7	
63	7 or more	\$6	
64	7 or more	\$5	
65	7 or more	\$4	
66	7 or more	\$3	
67	6	\$7	
68	6	\$6	
69	6	\$5	
70	6	\$4	
71	6	\$3	
72	6	\$2	
73	5 or fewer	\$6	
74	5 or fewer	\$5	
75	5 or fewer	\$4	
76	5 or fewer	\$3	
77	5 or fewer	\$2	
78	5 or fewer	\$1	

For **schedule options 79 through 96**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. If the round of play does not reach the flop, no collection shall be taken.

No Limit/Pot Limit Games

Minimum buy-in shall be \$20

Maximum buy-in shall be \$10,000

79	7 or more	\$8	
80	7 or more	\$7	
81	7 or more	\$6	
82	7 or more	\$5	
83	7 or more	\$4	
84	7 or more	\$3	
85	6	\$7	

Big O High-Low Split with Running It Twice Option

86	6	\$6
87	6	\$5
88	6	\$4
89	6	\$3
90	6	\$2
91	5 or fewer	\$6
92	5 or fewer	\$5
93	5 or fewer	\$4
94	5 or fewer	\$3
95	5 or fewer	\$2
96	5 or fewer	\$1

For **schedule options 97 through 114**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. If the round of play does not reach the flop, the Modified Table Fee shall be taken instead.

Limit Games

Minimum wagering limits shall be between \$1 and \$2

Maximum wagering limits shall be between \$500 and \$1,000

97	7 or more	\$8	\$1
98	7 or more	\$7	\$1
99	7 or more	\$6	\$1
100	7 or more	\$5	\$1
101	7 or more	\$4	\$1
102	7 or more	\$3	\$1
103	6	\$7	\$1
104	6	\$6	\$1
105	6	\$5	\$1
106	6	\$4	\$1
107	6	\$3	\$1
108	6	\$2	\$1
109	5 or fewer	\$6	\$1
110	5 or fewer	\$5	\$1
111	5 or fewer	\$4	\$1
112	5 or fewer	\$3	\$1
113	5 or fewer	\$2	\$1
114	5 or fewer	\$1	\$1

Big O High-Low Split with Running It Twice Option

For **schedule options 115 through 132**, the Regular Table Fee shall be taken from the pot by the house dealer after the flop based on the number of players. If the round of play does not reach the flop, the Modified Table Fee shall be taken instead.

No Limit/Pot Limit Games

Minimum buy-in shall be \$20

Maximum buy-in shall be \$10,000

115	7 or more	\$8	\$1
116	7 or more	\$7	\$1
117	7 or more	\$6	\$1
118	7 or more	\$5	\$1
119	7 or more	\$4	\$1
120	7 or more	\$3	\$1
121	6	\$7	\$1
122	6	\$6	\$1
123	6	\$5	\$1
124	6	\$4	\$1
125	6	\$3	\$1
126	6	\$2	\$1
127	5 or fewer	\$6	\$1
128	5 or fewer	\$5	\$1
129	5 or fewer	\$4	\$1
130	5 or fewer	\$3	\$1
131	5 or fewer	\$2	\$1
132	5 or fewer	\$1	\$1

For **schedule options 133 through 151**, the Regular Table Fee shall be taken from each player every 30 minutes. The Regular Table Fee is based on the number of players as shown below.

Limit Games

Minimum wagering limits shall be between \$1 and \$2

Maximum wagering limits shall be between \$500 and \$1,000

133	6 or more	\$18
134	6 or more	\$17
135	6 or more	\$16
136	6 or more	\$15
137	6 or more	\$14
138	6 or more	\$13
139	6 or more	\$12
140	6 or more	\$11
141	6 or more	\$10
142	6 or more	\$9
143	6 or more	\$8
144	5 or fewer	\$12
145	5 or fewer	\$11

Big O High-Low Split with Running It Twice Option

146	5 or fewer	\$10
147	5 or fewer	\$9
148	5 or fewer	\$8
149	5 or fewer	\$7
150	5 or fewer	\$6
151	5 or fewer	\$5

For **schedule options 152 through 170**, the Regular Table Fee shall be taken from each player every 30 minutes. The Regular Table Fee is based on the number of players as shown below.

No Limit/Pot Limit Games

Minimum buy-in shall be \$20

Maximum buy-in shall be \$10,000

152	6 or more	\$18
153	6 or more	\$17
154	6 or more	\$16
155	6 or more	\$15
156	6 or more	\$14
157	6 or more	\$13
158	6 or more	\$12
159	6 or more	\$11
160	6 or more	\$10
161	6 or more	\$9
162	6 or more	\$8
163	5 or fewer	\$12
164	5 or fewer	\$11
165	5 or fewer	\$10
166	5 or fewer	\$9
167	5 or fewer	\$8
168	5 or fewer	\$7
169	5 or fewer	\$6
170	5 or fewer	\$5

Big O High-Low Split with Running It Twice Option

Collection Rates for Poker Games

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