

21st CENTURY BLACKJACK

Variation of game: No other variations are played at this time.

Description of how to win a hand and other winning variations:

1. If a player's total is more than 22 and the Player Dealer's total is 22 or less, the Player Dealer wins.
2. If the player's total is 22 or less and the Player Dealer's total is more than 22, the player wins.
3. If the player's and the Player Dealer's total is 22 or less, the hand closest to 22 wins.
4. If both the player and the Player Dealer have more than 22, the player pushes if the Player Dealer's total exceeds player's total over 22.
5. The Player Dealer wins if closer to 22 or ties. *Definition*
6. If both the Player Dealer and player have a "Natural 22", it is a push.
7. If Player Dealer does not have enough money to cover all bets, an action button will be used to determine the starting position for winning and losing bets. The placement of the action button will be randomly determined by the Player Dealer's hole card.
8. If Player Dealer's up-card is a Joker, there is no draw. Player Dealer wins all hands, except other "Natural 22." *Definition*

21st CENTURY BLACKJACK RULES

1. A "Natural 22" hand beats all other hands.
2. A "Natural 22" is two Aces or one Ace with a Joker.
3. All cards have face value.
4. Aces have a value of 1 or 11.
5. A Joker, as a hit card, makes the hand 22.
6. All face cards have a value of 10.
7. The value of each hand is the sum of its cards.
8. All player's hands are compared with the Player Dealer's hand
9. Players have three objects: a) receive a "Natural 22", b) form a hand whose value is 22 points, c) form a hand whose value is greater than the Player Dealer's hand.
10. Each player will receive two cards on the initial deal.
11. Players have the option of drawing additional cards.
12. The Player Dealer will receive one card up and one card down.
13. When all of the players have concluded their play, the Player Dealer's hole card will be exposed. The Player Dealer must draw cards until he reaches a total of 18 or more, except he must hit soft 18.
14. Player may double down on all hard hands of 11 and 12 only, with the option of drawing up to two cards.

21st CENTURY BLACKJACK

HOUSE RULES

1. Exposed Cards:

- a. Player claims they did not have an opportunity to act on their hand and the next card has been exposed. The exposed card will not be backed up or burned, it will play as is, if the dealer acknowledges a mistake on their part, the past player will then act on their hand as soon as play on the current hand is over, then play will resume as normal.
- b. If it has been determined that a player did not want a hit but received one, the only hand that can receive the exposed card is the Player Dealer. If any of the remaining players want a hit, the exposed card is burned. If none of the remaining players want a hit, the exposed card goes to the Player Dealer's hand if needed, otherwise it is burned.
- c. A card dealt off the table is a live card. The dealer must call the supervisor to retrieve the card.
- d. In all disputes involving hand or verbal signals to hit or stand the Casino's dealer interpretation of the signal will stand.

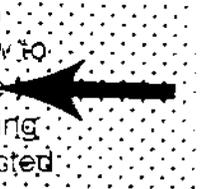
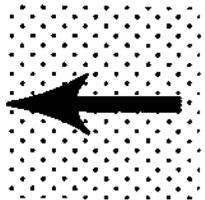
2. Dealing:

- a. If the Player Dealer is dealt an incorrect number of cards - misdeal the entire hand unless cards can be backed-up in proper position.
- b. A player ends up with no cards or one card only that hand only is dead and player is given a free collection button.
- c. A hand is dealt to the Player Dealer's betting circle - those two cards are dead.
- d. A hand is dealt to a betting circle without a bet up - that hand is deal (no call bets).
- e. Both of the Player Dealer's cards are exposed prior to any draw - the entire deal is dead but with the following exemptions: 1) Player Dealer's "Natural 22" will win all bets; 2) Player's "Natural 22" will be paid.

- f. Both of the Player Dealer's cards are exposed prior to the completion of the draw - any and all hands not aces on are dead, with the exception of naturals. Then the Player Dealer's hand is completed.
- g. If the dealer starts out of position backup cards to their proper position. If that is not possible, entire deal is dead.
- h. If two hit cards are dealt the supervisor will be called. The correct card (the first off) is in play, the second card is an exposed card. If the manager is unable to identify the order, both cards will be burned.
- i. If a player abandons their hand the dealer will hit 12 or less and stand on 13. *What does this mean*
- j. No player may play more than three betting hands without approval from the manager and the Player Dealer. *why can't the simply state "dealer"*
- k. When the cut card shows, the hand in play is the last of that shoe. If a hand ends with the cut card in the window, the next hand is the last.
- l. If cards run out prior to the completion of the hand (went by, or no cut card) the last card is dealt, the cards are shuffled, cards burned, and play continues.
- m. A player may bet three hands on a table. Exception, no other seat is available of the same limit, he may be forced to give up two of them.
- n. Cross betting may be allowed with Player Dealer's approval. *definition*

3. **Hand Signals:** *what are these?*

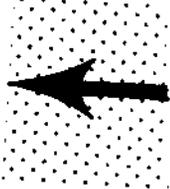
Players must use the casino's hand signal - verbal signals are not accepted. When informing a player about the use of hand signals, demonstrate by showing them how to scratch or touch the table with their finger to hit, and move a flat hand over the table stand. Do not use verbal prompts such as "you're good" or even "good?" when asking a player to act on their hand, only use the question "cards?" Every hand must be acted upon by the player - no exceptions!



4. **Player Dealer Position:**

- a. Player Dealer position shall rotate continuously and systematically amongst each of the participants during the play of the game.
- b. The Player Dealer may request that one card be burned per shoe. The burn is done prior to deal only. Dealer does not suggest burn rule to anyone. Rule is for the bankers request only.
- c. When the Player Dealer runs out of money and does not cover all bets, player who receive no action will receive a free collection button for the following hand.

5. **Handling Bets:**

- a. Once the first card has been dealt, do not let players touch their bets or their cards. If they do, politely inform them of the rules and if they continue to do it, call the supervisor. No bets or changes to bets once the first card is out.
- b. Always make payoffs in the same order. Start is determined by the dealers down card. A's - 10's face count, Jack 11, Queen 12, King 13. The Player Dealer position is 0. The first hand to the right of the Player Dealer is 1, 7, or King. The card number signifies where the action button will be placed. Payoffs continue clockwise.
- c. When paying multi-colored bets, "barber poles" break down the bet by color, then pay. Do not touch player bet with chips in hand. *what is this*
- d. Smaller denomination chips must be on top of multi-colored bets.
- e. When paying off with large domination chips announce out loud amount of bet and total payoff.
- f. Dealer acts on all bets. Do not allow the Player Dealer to make payoffs. 
- g. Let the Player Dealer separate his chips, don't waste time.
- h. When making change out of rack, bring bills or chip(s) directly in front of rack, count and announce amount, count out chips and announce amount, stack chips and give to player. Repeat amount, confirm cash count as you rack it.

6. **Dealing:**

- a. All players cards will be laid out corner to corner exposing 3/4 of the first card.
- b. Player Dealer's hand must be hit left to right.
- c. When the hand is complete, pick up the cards in order from your right with Player Dealer's hand last and on top when it is racked.
- d. Do not deal to any unattended bets.
- e. Slow down on the draw, it is very important that you get a proper hand signal every time the player has an option.
- f. Focus on the game. Do not stop during the deal to ask for service, fills, etc. Do not talk to anyone outside of the game unless it pertains to casino business. Always pay attention to what you are doing while you are in the box.
- g. Dealer is responsible to keep seats available for active players and to ask non-players to leave the table. Player may sit out a few hands, however, has to move when it is apparent that he won't play again.
- h. Dead-spread when a game breaks down with only one Player Dealer, shuffle the cards, load them into the shoe and burn six cards and leave burn cards on the table until game continues.
- i. Cross betting is allowed but dealer must place bet. Do not allow players to place their own bets. If they continue to place their own bets after you have explained the rules, call the supervisor. Watch carefully for "Action Player" hand signal. Know who has control of the hand and act only on his signal.
- j. Swipe with the right hand from right to left and announce "no more bets." Before announcing "no more bets" as you are swiping the table check to make sure no one has "over bet" a spot.

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

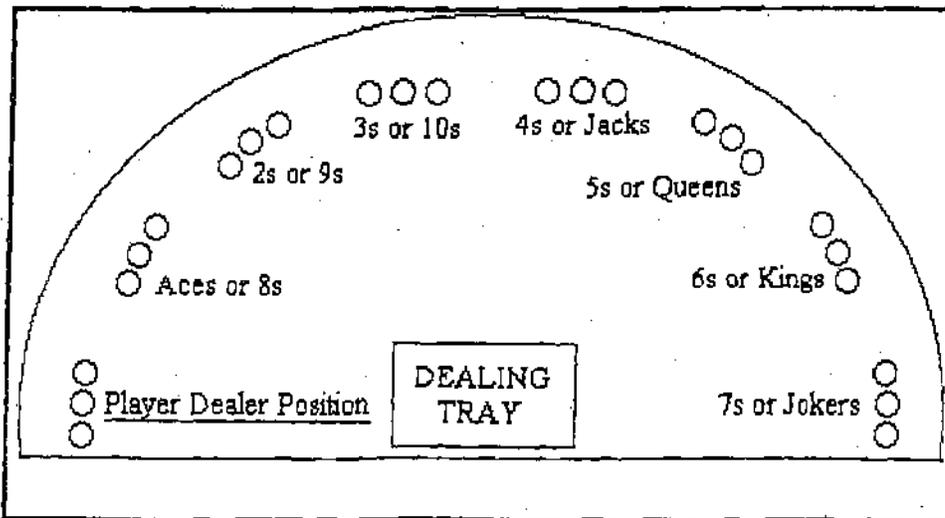
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players

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

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three 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 or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or “Natural.” (This hand pays 6 to 5.)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- 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

Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

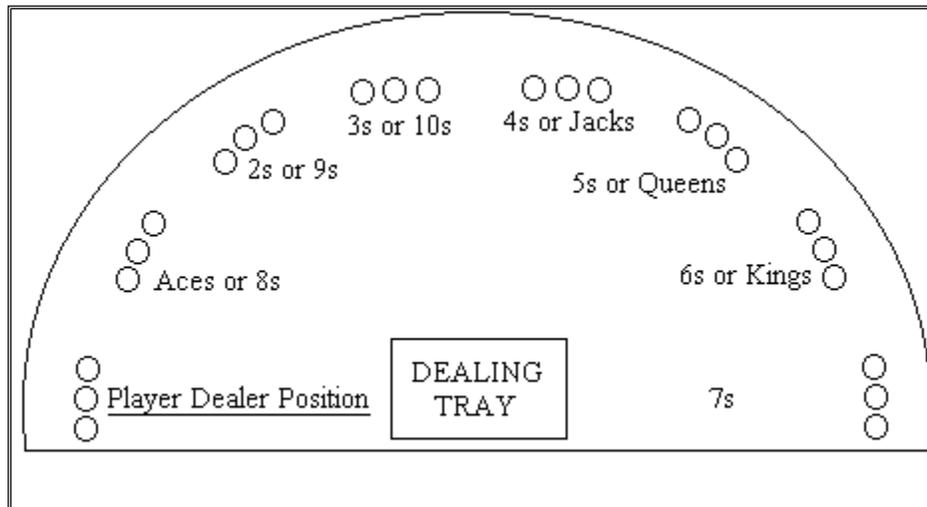
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

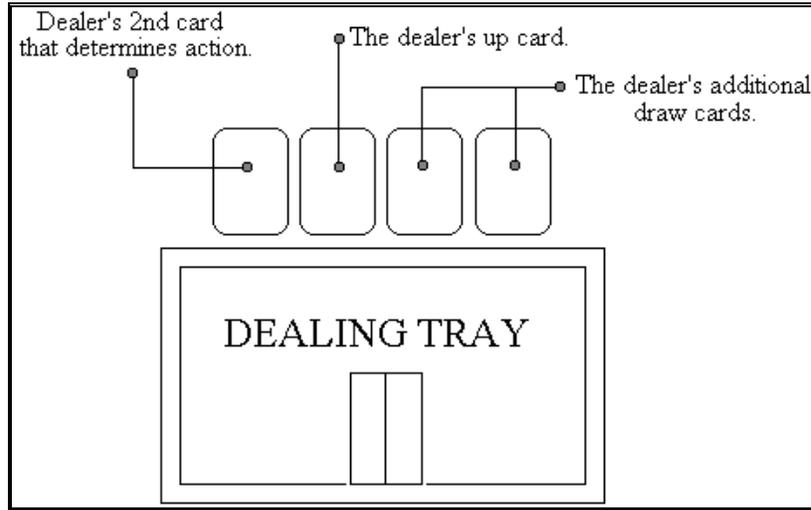
Rules For Player			
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>	
Soft & Hard 21 "Naturals"	11 Or Less	12	
		13	
		14	
		15	
		16	
		17	
		18	

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.)



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

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

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A 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. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 and a half) is the best possible hand. 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.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 22, 23, 24 & 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three 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 or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . 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.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.
- **ODDS**
 - Any Natural hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

Buster Blackjack features a side bet that allows the player to bet that the dealer will bust. The more cards in the dealer's busted hand, the higher the payoff is.

The game can be played on any Blackjack style table. It can be dealt with six to eight decks of cards. In addition to the mandatory blackjack bet, the player has the option to make a "Buster" side bet. After all bets are made, the dealer deals himself and each player two cards. One of the dealer's cards is revealed. All players then play out their hands according to the house rules.

The Buster side bet remains in action whether or not the player busts or has a blackjack.

Once all players have played out their hands, the dealer will reveal his hole card and play out his hand. If the dealer does not bust, all Buster side bets lose. If the dealer busts, all Buster side bets are paid according to the below pay tables. The payoff odds vary with the number of cards in the dealer's busted hand.

Note that if all players have a blackjack, as long as there are Buster side bets, the dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table A
3	2
4	2
5	4
6	18
7	50
8 or more	200

The Benefits of Buster Blackjack

- ❑ **Camaraderie**
A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.
- ❑ **Suspense**
This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.
- ❑ **High hit frequency**
The hit frequency is over 28%. The player will win once every 3.5 hands.
- ❑ **Easy to deal**
If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

No Bust 21st Century Blackjack[©]

6.0 version

May,30,2009

No Bust -21st Century Blackjack[©] is a patented and trademark protected game under the following:

<u>Patent Number*</u>	<u>Patent Date</u>	<u>Patent Name</u>
6,855,051	February 15, 2005	No Bust 21 Blackjack
6,855,051	January 9, 2001	No Bust 21 Blackjack
7,022,015	April 4, 2006	No Bust 21 Blackjack

*Additional pending patent

<u>Trademark</u>	<u>Trademark Number</u>
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of “Natural” or “22.” Winning “Natural” hands are paid odds of 6 to 5.
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards of 52 cards consisting of special marked “Bonus” or “No Bust ” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- 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
Ace Has 3 value	a) 12 on first two cards 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.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Bonus" or "No Bust" aces with 3 values. The aces are Bonus cards with the value of:
 - a. 12 on first two cards with all cards with the value of 10's.
 - b. 1 or 11 with all cards with value of 2-9.
 - c. 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player/Dealer and a designation whether it is the first or second turn for the Player/Dealer in the

banking position. The Player/Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or “action”.
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player/Dealer’s first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer’s cards will always be dealt and placed in front of the casino Dealer’s tray.

13. The casino 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

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

GAME RULES

1. A "Natural" is the best possible hand. 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.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" then the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural, the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player/Dealer is closer to a "Natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand which consists of a 7, 8, and 9 of a single suit and then they will "PUSH".
6. The Player/Dealer wins all ties over a "Natural."
7. If a player has more than a "Natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins.

8. A two card Natural beat all other hands.
9. Double-Down:
 - a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer. Doubling down for less is not permitted.
10. Splits:
 - a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
 - b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" can not be had off of any hand from the split of a ten-value card.
 - c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and can not qualify for a "Natural" hand after it is split.
11. Players can not surrender.
12. Insurance:
 - a. Players may make an optional insurance wager.
 - b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has a "Natural" (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
13. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. All table fees are collected by the casino 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.

16. Backline betting is allowed.
17. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.
18. All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Village Club
Pure Spanish 21.5

Pure Spanish 21.5TM

Masque Publishing, Inc.

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



Village Club Pure Spanish 21.5

OBJECT OF THE GAME

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

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



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

VALUE OF THE CARDS

The game uses a 48-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 12 cards specially marked with the word "Bonus" (four of each "king", "queen", and "jack" cards). All 10's shall be removed from each deck. The game shall be played with a minimum of four decks (totaling 192 cards) to a maximum of eight decks (totaling 384 cards).

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

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

Village Club

Pure Spanish 21.5

ROUND OF PLAY

1. Pure Spanish 21.5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the card room. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.

Village Club Pure Spanish 21.5

7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.
10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Village Club Pure Spanish 21.5

DIAGRAM #1

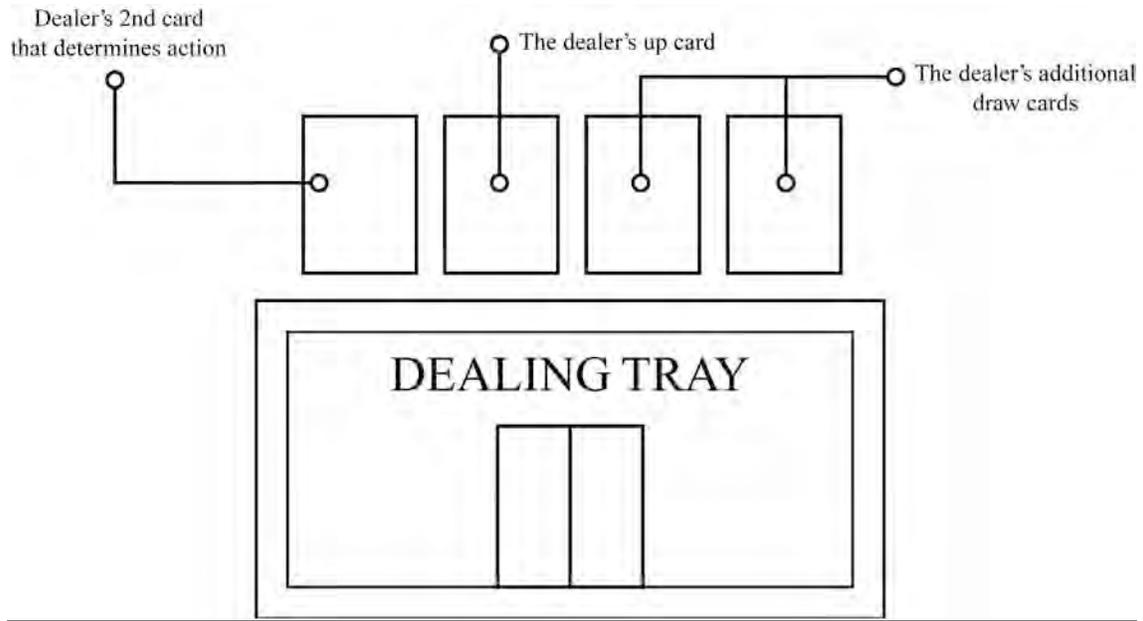


CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Players Option	All other counts

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

CHART 1B

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

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

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

Village Club Pure Spanish 21.5

GAME RULES

1. A Pure Spanish 21.5 Blackjack (an ace and a King, Queen, or Jack Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Pure Spanish 21.5 Blackjack the player wins.
2. If the player-dealer does not have a Pure Spanish 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player-dealer's face-down card will be checked by the house dealer, for a Pure Spanish 21.5 Blackjack, when the player-dealer's face-up card is an ace or King, Queen, or Jack Bonus Card. This will happen prior to any additional cards being given to players. If the player-dealer has Pure Spanish 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure Spanish 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a Pure Spanish 21.5 Blackjack and the player-dealer's total is more than a Pure Spanish 21.5 Blackjack, the player wins the hand.
5. If a player's total is more than a Pure Spanish 21.5 Blackjack and the player-dealer's total is less than a Pure Spanish 21.5 Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Pure Spanish 21.5 Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Pure Spanish 21.5 Blackjack, the hand closest to a Pure Spanish 21.5 Blackjack will win.
8. If the player and the player-dealer's total are both 21 and neither hand is a Pure Spanish 21.5 Blackjack hand, the player wins the hand.
9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is permitted on all wagers.

Village Club Pure Spanish 21.5

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

DOUBLE-DOWN, RESCUE, DOUBLE-DOUBLE DOWN, SPLIT, AND SURRENDER

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. After doubling, if a player is dissatisfied with his/her non-busted hand, he/she may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
3. If the player-dealer hits on a soft 17, the casino may allow an option known as "double-double down." If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager. After doubling a third time and receiving a double card, a player only has the option to stand or rescue. When a player "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager. Their play for the hand will then cease.
 - a. Important: The "double-double down" option is not available to the player when the player-dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed there is no doubling for less.
4. Players can split any pair or two cards of the equal value, including aces and Bonus cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. There is no splitting for less.
5. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
6. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
7. Late surrender option:
 - a. Players will have to option to surrender after the dealer has checked for Pure Spanish 21.5 Blackjack. If the player-dealer has Pure Spanish 21.5 Blackjack, the

Village Club Pure Spanish 21.5

hand is over there will be no draw; the player will not have the option to surrender.

- b. If the player-dealer does not have Pure Spanish 21.5 Blackjack the player will have the option on their original first two cards dealt to them to surrender, whereas half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.
8. The casino will take no extra collection fee on double downs or splits from the player or player-dealer.
9. All payoffs are to the extent that the player-dealer's money covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

Match the Dealer Up Card Bonus Bet

1. In addition to the regular base game wager, casinos may offer a Match the Dealer Up Card bonus wager.
2. A Match the Dealer Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up-card in rank.
3. In order to play the Match the Dealer Up Card bonus wager, the player must make a regular base game wager.

There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. All payoffs are shown in the below Match the Dealer Card bonus bet pay table.

Table D 48 Card Deck	6 Decks
2 suited matches	16 to 1
1 suited + 1 non-suited match	12 to 1
1 suited match	8 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Type of Game

The game of No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet utilizes a player-dealer position and is a California game. As in other games featuring a player-dealer, 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 No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet is for the players and the player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 22 or "Natural." (Natural Pays 3 to 2)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

Description of the Deck and Number of Decks Used

A plurality of standard decks of 52 cards is used in the play of the game. The game will be played with a minimum of two (2) and a maximum of eight (8) decks.

Card Values and Hand Rankings

- Any two card hand consisting of any of the following cards, an Ace and ten value card on the first two cards, is a Natural and beats all other hands.
- An Ace has a value of 1 or 11 except when paired with a 10 on the first two cards, then the value is 12.
- Two Aces shall have a combined value of 2 or 12, two aces on as the player's first two cards does not equal 22. .
- Twos through tens count as their face value.
- Picture or face cards have a value of 10.

Card	Value
Ace	1 or 11; 12 on the first two cards if the other card has a value of 10
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Hand Rankings from highest to lowest:

A natural; an Ace and ten value card on the first two cards
A total of 2-21
A total of 22-30

Dealing Procedures and Round of Play

1. No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The casino 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. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and a designation whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
3. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
4. Prior to the start of play, the house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
5. The game also utilizes an "Action" button to determine which player receives first action on their wager. The player-dealer's second face-up card determines the position of the action button. The player-dealer's position is always zero and is not counted as a position. Other seats, in clockwise rotation from the player-dealer position, respectively represent the other numbers. When determining where the button shall be placed, cards shall have the following values:

Action Button Card Chart:

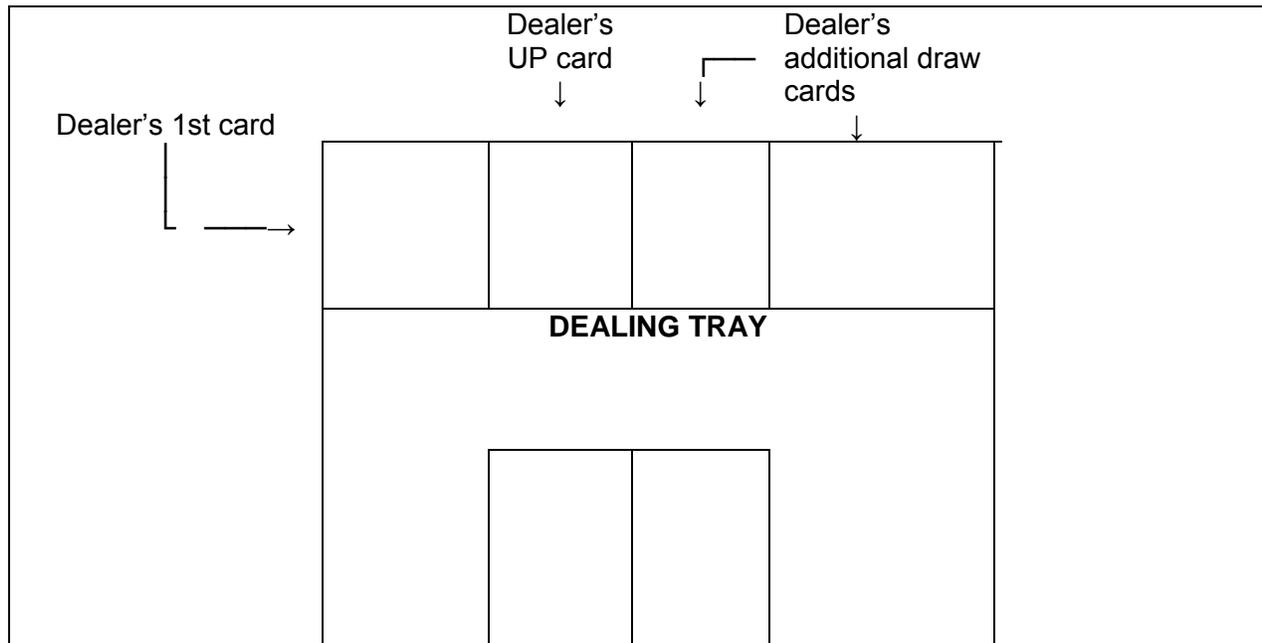
Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The house dealer is the only person on the table to touch the cards. 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,

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

indicating they wish to stay with their cards on the table. The house dealer deals the first card to the player seated to the left of house dealer, in a clock-wise fashion. Each player will be dealt one card face up. The player-dealer's first card will be placed in front of the house dealer.

7. The house will deal a second face up card to the players, again starting at the player to the first seated position to the left of the house dealer, in a clock-wise fashion. The player-dealer will receive another face up card in front of the house dealer.
8. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted in the chart below:



9. The house 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

10. 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.
11. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is rotated in a clock-wise fashion around the table. Wagers shall be settled in the following order: Lucky Lucky Bonus Bet, all base game wagers, followed by all Buster Bonus Bet wagers.

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

- The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Bank button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table.

How Winners are Determined and Paid

Once the player-dealer's hand has been revealed, the Lucky Lucky Bonus Bet will be collected as a win or loss according to the chart in the Bonus section below. Then the numerical value of each player's hand shall be compared against the numerical value of the player-dealer's hand. Each wager shall be settled in clockwise rotation around the table, beginning with each player's base game wager, then each player's Buster Blackjack Bonus Bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- A Natural is the best possible hand. 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.
- If a player's total is less than a Natural and the player-dealer's total is more than a Natural the player wins the hand.
- If a player's total is less than a Natural and the player-dealer's hand is less than a Natural, the hand closest to a Natural wins.
- If a player and the player-dealer have the same total and it is less than a Natural, the hand is a push or tie, and no action is taken on the wager.
- If a player's and the player-dealer's totals are more than a Natural, the following will apply:
 - If the player-dealer is closer to a Natural, the player-dealer wins the hand.
 - If the player is closer to a Natural, the player loses unless they have a three card hand totaling 25, in which case it will be a push.
- The player-dealer pushes over a Natural.
- If a player has more than a Natural and the player-dealer has less than a Natural, the player-dealer wins.
- A two card Natural, an Ace and ten value card on the first two cards is a 22 and beats all other hands.
- In the event that the player-dealer's wager does not cover the amount wagered by the players, action for the Lucky Lucky Bonus Bet will start on the betting circle on the left side of the player-dealer position and go clockwise around the table. Additionally, each player's wager receives action in the following order: Lucky Lucky Bonus Bet, game wager, Buster Blackjack Bonus Bet wager.

Player Options

- Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

Soft & Hard 21 Natural 22	11 Or Less	12 - 20
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2. Players may double down on any two cards by placing an additional wager equal to the original wager. Players may double down for less, but must be at least the table minimum. Only one additional card may be taken on a double down hand. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is their any extra collection fee charged to the player-dealer.
3. Players can split any pair and receive up to three draws except when splitting aces, which can only be split once. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. When splitting Aces, only one additional card may be drawn per split.
4. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is their any extra collection fee charged to the player-dealer.
5. Players can surrender on the first two cards and forfeit half their wager unless the dealer has a Natural.
6. If the player-dealer's up card is a Bonus Ace, players may take insurance by placing an additional wager up to 1/2 of their original wager. Insurance wagers pay 2 to 1.
7. Backline betting is not permitted on any wager.
8. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Bonus Bets

Buster Blackjack is an optional wager attached to No Bust 21st Century Blackjack 4.0. It features a wager that allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. There will be a distinctive marked circle on the table in which the player will place the optional wager.

1. The Buster Blackjack Bonus Bet is an optional bet offered to all players who placed a game wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack Bonus Bet must be placed prior to the initial deal.
3. Backline betting is not permitted.
4. If the player-dealer does not or cannot have a Natural and the player has a Natural, the game wager is paid and the player's cards are put away. The Buster Blackjack Bonus Bet wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for the game, the player-dealer will reveal his hole card and play out his hand. The

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

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

- a. If the player-dealer hand busts, all Buster Blackjack Bonus Bet wagers will be paid according to the posted Buster Blackjack Bonus Bet pay table.
 - b. If the player-dealer does not bust, all Buster Blackjack Bonus Bet wagers will be collected in rotation to the extent of the money in action.
6. The player-dealer will pay all winning Buster Blackjack Bonus Bet wagers and will collect all losing Buster Blackjack Bonus Bet wagers.
 7. In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin.

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

Buster Blackjack Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	1:1
4	3:1
5	5:1
6	20:1
7	100:1
8 or more	250:1

Lucky Lucky Bonus Bet is an optional wager attached to No Bust 21st Century Blackjack 4.0 w/Lucky Lucky Bonus Bet.

There will be a distinctive marked circle on the table in which the player will place the optional wager.

1. The Lucky Lucky Bonus Bet is an optional bet offered to all players who placed a base game wager. A player must participate in the base game in order to make the additional wager.
2. If a player chooses to participate, an additional bet is to be placed in the designated area on the layout. Each Casino house may place their betting limits for this side bet.
3. Backline betting is not permitted.
4. All bets will be placed prior to the dealer dealing any cards.
5. Once all cards have been dealt, and prior to any draws being made, the dealer will check to see if any players have received a Lucky Lucky Bonus Bet win. The Lucky Lucky Bonus Bet is based on the player's first two cards and the player-dealer's up card. The Lucky Lucky Bonus Bet pay table is as stated below:

No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet

6. Player's who did place and win a Lucky Lucky Bonus bet must be paid immediately and all payouts must be removed off the Lucky Lucky Bonus Bet betting circle before regular Blackjack play begins.
7. Player's who did not receive a Lucky Lucky win in their first two cards dealt and player-dealer's first up card will lose their Lucky Lucky Bonus Bet wager. All losing wagers will be removed immediately before regular Blackjack play begins.
8. The player-dealer will pay all winning Lucky Lucky Bonus Bet wagers and will collect all losing Lucky Lucky Bonus Bet wagers.
9. In the event the player qualifies for more than one win each player shall be entitled to only one payout (which is the highest win) from the Lucky Lucky Bonus Bet Pay Table.

Lucky Lucky Bonus Bet Pay Table

Player's Hand	Pays
Suited 777	200 to 1
Suited 678	100 to 1
777	50 to 1
678	30 to 1
Suited 21	10 to 1
21 Total	3 to 1
20 Total	2 to 1
19 Total	2 to 1
18 Total or less	Loss





NO BUST 21st CENTURY BLACKJACK

4.01

4/23/2006

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Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922



OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
- 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
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10



ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.



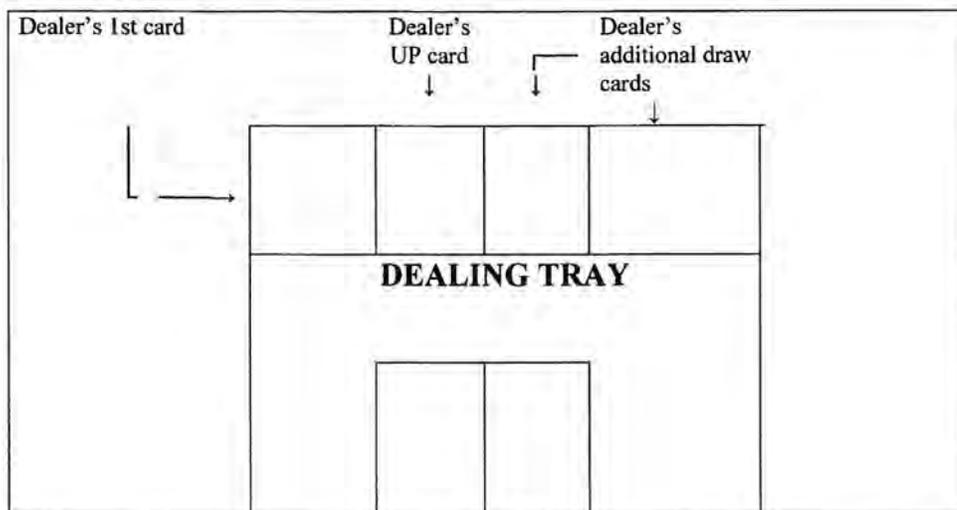
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.



13. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



14. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

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

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A 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. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
17. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.



GAME RULES

1. A "Natural " (21 1/2) is the best possible hand. 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.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural " , the following will apply:
 - a. If the Player/Dealer is closer to a "Natural ," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural " the Player loses except when the Player has a 3-card hand with the value of 22, 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural ."
7. If a player has more than a "Natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "Natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three 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 or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.



DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . 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.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.



LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

Attachment to Application for Controlled Game Review

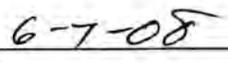
Submitted by:

Village Club



Harvey Souza

Owner/Licensee



Date

Poker Collection Rates

Omaha High/Low Split or better (GEGR-001915)

For **schedule options 1 through 10**, the collection shall be taken by the house dealer from the pot every 30 minutes. The 30 minute collection drop will commence at the top and bottom of each hour. The appropriate fees are dependent on the table limit as shown below.

Schedule Option	Table Limit	Collection Fee
1	\$40-\$80	\$10
2	\$60-\$120	\$10
3	\$75-\$150	\$12
4	\$100-\$200	\$12
5	\$150-\$300	\$13
6	\$200-\$400	\$15
7	\$300-\$600	\$15
8	\$400-\$800	\$15
9	\$500-\$1,000	\$15
10	\$1,000-\$2,000	\$15

For **schedule options 11 through 62**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option.

Minimum of a \$3-\$6 limit game to a maximum of a \$30-\$60 limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
11	7 - 9	\$5	\$1	\$30	\$1
12	6	\$4	\$1	\$30	\$1
13	5	\$3	\$1	\$30	\$1
14	4 or less	\$2	\$1	\$30	\$1
15	7 - 9	\$5	\$1	\$40	\$1
16	6	\$4	\$1	\$40	\$1
17	5	\$3	\$1	\$40	\$1
18	4 or less	\$2	\$1	\$40	\$1
19	7 - 9	\$5	\$1	\$50	\$1
20	6	\$4	\$1	\$50	\$1
21	5	\$3	\$1	\$50	\$1
22	4 or less	\$2	\$1	\$50	\$1
23	7 - 9	\$5	\$1	\$60	\$1
24	6	\$4	\$1	\$60	\$1
25	5	\$3	\$1	\$60	\$1
26	4 or less	\$2	\$1	\$60	\$1
27	7 - 9	\$5	\$1	\$80	\$1
28	6	\$4	\$1	\$80	\$1
29	5	\$3	\$1	\$80	\$1
30	4 or less	\$2	\$1	\$80	\$1
31	7 - 9	\$5	\$1	\$100	\$1
32	6	\$4	\$1	\$100	\$1
33	5	\$3	\$1	\$100	\$1

Poker Collection Rates

34	4 or less	\$2	\$1	\$100	\$1
35	7 - 9	\$5	\$1	\$120	\$1
36	6	\$4	\$1	\$120	\$1
37	5	\$3	\$1	\$120	\$1
38	4 or less	\$2	\$1	\$120	\$1
39	7 - 9	\$5	\$1	\$140	\$1
40	6	\$4	\$1	\$140	\$1
41	5	\$3	\$1	\$140	\$1
42	4 or less	\$2	\$1	\$140	\$1
43	7 - 9	\$5	\$1	\$160	\$1
44	6	\$4	\$1	\$160	\$1
45	5	\$3	\$1	\$160	\$1
46	4 or less	\$2	\$1	\$160	\$1
47	7 - 9	\$5	\$1	\$200	\$1
48	6	\$4	\$1	\$200	\$1
49	5	\$3	\$1	\$200	\$1
50	4 or less	\$2	\$1	\$200	\$1
51	7 - 9	\$5	\$1	\$300	\$1
52	6	\$4	\$1	\$300	\$1
53	5	\$3	\$1	\$300	\$1
54	4 or less	\$2	\$1	\$300	\$1
55	7 - 9	\$5	\$1	\$400	\$1
56	6	\$4	\$1	\$400	\$1
57	5	\$3	\$1	\$400	\$1
58	4 or less	\$2	\$1	\$400	\$1
59	7 - 9	\$5	\$1	\$600	\$1
60	6	\$4	\$1	\$600	\$1
61	5	\$3	\$1	\$600	\$1
62	4 or less	\$2	\$1	\$600	\$1

For **schedule options 63 through 64**, the collection shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee shall be taken from the pot.

Minimum of a \$3-\$6 limit game to a maximum of a \$30-\$60 limit game

Schedule Option	Number of Players				Modified Fee
	7 - 9	6	5	4 or Less	
63	\$5	\$4	\$3	\$2	\$1
64	\$6	\$5	\$4	\$2	\$1

Poker Collection Rates

For **schedule options 65 through 71**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the hand reaches the river.

Minimum of a \$3-\$6 limit game to a maximum of a \$30-\$60 limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Modified Fee B
65	7 - 9	\$5	\$1	\$1
66	6	\$4	\$1	\$1
67	5	\$3	\$1	\$1
68	4 or less	\$2	\$1	\$1
69	7 - 9	\$6	\$1	\$1
70	6	\$5	\$1	\$1
71	5	\$4	\$1	\$1

For **schedule options 72 through 123**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option.

Minimum of a \$3-\$6 limit game to a maximum of a \$30-\$60 limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
72	7 - 9	\$6	\$1	\$30	\$1
73	6	\$5	\$1	\$30	\$1
74	5	\$4	\$1	\$30	\$1
75	4 or less	\$2	\$1	\$30	\$1
76	7 - 9	\$6	\$1	\$40	\$1
77	6	\$5	\$1	\$40	\$1
78	5	\$4	\$1	\$40	\$1
79	4 or less	\$2	\$1	\$40	\$1
80	7 - 9	\$6	\$1	\$50	\$1
81	6	\$5	\$1	\$50	\$1
82	5	\$4	\$1	\$50	\$1
83	4 or less	\$2	\$1	\$50	\$1
84	7 - 9	\$6	\$1	\$60	\$1
85	6	\$5	\$1	\$60	\$1
86	5	\$4	\$1	\$60	\$1
87	4 or less	\$2	\$1	\$60	\$1
88	7 - 9	\$6	\$1	\$80	\$1
89	6	\$5	\$1	\$80	\$1
90	5	\$4	\$1	\$80	\$1
91	4 or less	\$2	\$1	\$80	\$1
92	7 - 9	\$6	\$1	\$100	\$1
93	6	\$5	\$1	\$100	\$1
94	5	\$4	\$1	\$100	\$1

Poker Collection Rates

95	4 or less	\$2	\$1	\$100	\$1
96	7 - 9	\$6	\$1	\$120	\$1
97	6	\$5	\$1	\$120	\$1
98	5	\$4	\$1	\$120	\$1
99	4 or less	\$2	\$1	\$120	\$1
100	7 - 9	\$6	\$1	\$140	\$1
101	6	\$5	\$1	\$140	\$1
102	5	\$4	\$1	\$140	\$1
103	4 or less	\$2	\$1	\$140	\$1
104	7 - 9	\$6	\$1	\$160	\$1
105	6	\$5	\$1	\$160	\$1
106	5	\$4	\$1	\$160	\$1
107	4 or less	\$2	\$1	\$160	\$1
108	7 - 9	\$6	\$1	\$200	\$1
109	6	\$5	\$1	\$200	\$1
110	5	\$4	\$1	\$200	\$1
111	4 or less	\$2	\$1	\$200	\$1
112	7 - 9	\$6	\$1	\$300	\$1
113	6	\$5	\$1	\$300	\$1
114	5	\$4	\$1	\$300	\$1
115	4 or less	\$2	\$1	\$300	\$1
116	7 - 9	\$6	\$1	\$400	\$1
117	6	\$5	\$1	\$400	\$1
118	5	\$4	\$1	\$400	\$1
119	4 or less	\$2	\$1	\$400	\$1
120	7 - 9	\$6	\$1	\$600	\$1
121	6	\$5	\$1	\$600	\$1
122	5	\$4	\$1	\$600	\$1
123	4 or less	\$2	\$1	\$600	\$1

Omaha (GEGR-001763)

For **schedule options 1 through 12**, the collection fee shall be taken by the house dealer from the pot every 30 minutes. The 30 minute collection drop will commence at the top and bottom of each hour. The appropriate fees are dependent on the table limit as shown below.

Schedule Option	Table Limit	Collection Fee
1	\$5-\$10	\$9
2	\$10-\$20	\$10
3	\$40-\$80	\$10
4	\$60-\$120	\$10
5	\$75-\$150	\$12
6	\$100-\$200	\$12
7	\$150-\$300	\$13
8	\$200-\$400	\$15
9	\$300-\$600	\$15
10	\$400-\$800	\$15
11	\$500-\$1,000	\$15
12	\$1,000-\$2,000	\$15

Poker Collection Rates

For **schedule options 13 through 64**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option.

Minimum of a \$3-\$6 limit game to a maximum of a Pot Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
13	7 - 9	\$5	\$1	\$30	\$1
14	6	\$4	\$1	\$30	\$1
15	5	\$3	\$1	\$30	\$1
16	4 or less	\$2	\$1	\$30	\$1
17	7 - 9	\$5	\$1	\$40	\$1
18	6	\$4	\$1	\$40	\$1
19	5	\$3	\$1	\$40	\$1
20	4 or less	\$2	\$1	\$40	\$1
21	7 - 9	\$5	\$1	\$50	\$1
22	6	\$4	\$1	\$50	\$1
23	5	\$3	\$1	\$50	\$1
24	4 or less	\$2	\$1	\$50	\$1
25	7 - 9	\$5	\$1	\$60	\$1
26	6	\$4	\$1	\$60	\$1
27	5	\$3	\$1	\$60	\$1
28	4 or less	\$2	\$1	\$60	\$1
29	7 - 9	\$5	\$1	\$80	\$1
30	6	\$4	\$1	\$80	\$1
31	5	\$3	\$1	\$80	\$1
32	4 or less	\$2	\$1	\$80	\$1
33	7 - 9	\$5	\$1	\$100	\$1
34	6	\$4	\$1	\$100	\$1
35	5	\$3	\$1	\$100	\$1
36	4 or less	\$2	\$1	\$100	\$1
37	7 - 9	\$5	\$1	\$120	\$1
38	6	\$4	\$1	\$120	\$1
39	5	\$3	\$1	\$120	\$1
40	4 or less	\$2	\$1	\$120	\$1
41	7 - 9	\$5	\$1	\$140	\$1
42	6	\$4	\$1	\$140	\$1
43	5	\$3	\$1	\$140	\$1
44	4 or less	\$2	\$1	\$140	\$1
45	7 - 9	\$5	\$1	\$160	\$1
46	6	\$4	\$1	\$160	\$1
47	5	\$3	\$1	\$160	\$1
48	4 or less	\$2	\$1	\$160	\$1
49	7 - 9	\$5	\$1	\$200	\$1
50	6	\$4	\$1	\$200	\$1
51	5	\$3	\$1	\$200	\$1
52	4 or less	\$2	\$1	\$200	\$1

Poker Collection Rates

53	7 - 9	\$5	\$1	\$300	\$1
54	6	\$4	\$1	\$300	\$1
55	5	\$3	\$1	\$300	\$1
56	4 or less	\$2	\$1	\$300	\$1
57	7 - 9	\$5	\$1	\$400	\$1
58	6	\$4	\$1	\$400	\$1
59	5	\$3	\$1	\$400	\$1
60	4 or less	\$2	\$1	\$400	\$1
61	7 - 9	\$5	\$1	\$600	\$1
62	6	\$4	\$1	\$600	\$1
63	5	\$3	\$1	\$600	\$1
64	4 or less	\$2	\$1	\$600	\$1

For **schedule options 65 through 66**, the collection shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee shall be taken from the pot.

Minimum of a \$3-\$6 limit game to a maximum of a Pot Limit game

Schedule Option	Number of Players				Modified Fee
	7 - 9	6	5	4 or Less	
65	\$5	\$4	\$3	\$2	\$1
66	\$6	\$5	\$4	\$2	\$1

For **schedule options 67 through 73**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the hand reaches the river.

Minimum of a \$3-\$6 limit game to a maximum of a Pot Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Modified Fee B
67	7 - 9	\$5	\$1	\$1
68	6	\$4	\$1	\$1
69	5	\$3	\$1	\$1
70	4 or less	\$2	\$1	\$1
71	7 - 9	\$6	\$1	\$1
72	6	\$5	\$1	\$1
73	5	\$4	\$1	\$1

Poker Collection Rates

For **schedule options 74 through 125**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option.

Minimum of a \$3-\$6 limit game to a maximum of a Pot Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
74	7 - 9	\$6	\$1	\$30	\$1
75	6	\$5	\$1	\$30	\$1
76	5	\$4	\$1	\$30	\$1
77	4 or less	\$2	\$1	\$30	\$1
78	7 - 9	\$6	\$1	\$40	\$1
79	6	\$5	\$1	\$40	\$1
80	5	\$4	\$1	\$40	\$1
81	4 or less	\$2	\$1	\$40	\$1
82	7 - 9	\$6	\$1	\$50	\$1
83	6	\$5	\$1	\$50	\$1
84	5	\$4	\$1	\$50	\$1
85	4 or less	\$2	\$1	\$50	\$1
86	7 - 9	\$6	\$1	\$60	\$1
87	6	\$5	\$1	\$60	\$1
88	5	\$4	\$1	\$60	\$1
89	4 or less	\$2	\$1	\$60	\$1
90	7 - 9	\$6	\$1	\$80	\$1
91	6	\$5	\$1	\$80	\$1
92	5	\$4	\$1	\$80	\$1
93	4 or less	\$2	\$1	\$80	\$1
94	7 - 9	\$6	\$1	\$100	\$1
95	6	\$5	\$1	\$100	\$1
96	5	\$4	\$1	\$100	\$1
97	4 or less	\$2	\$1	\$100	\$1
98	7 - 9	\$6	\$1	\$120	\$1
99	6	\$5	\$1	\$120	\$1
100	5	\$4	\$1	\$120	\$1
101	4 or less	\$2	\$1	\$120	\$1
102	7 - 9	\$6	\$1	\$140	\$1
103	6	\$5	\$1	\$140	\$1
104	5	\$4	\$1	\$140	\$1
105	4 or less	\$2	\$1	\$140	\$1
106	7 - 9	\$6	\$1	\$160	\$1
107	6	\$5	\$1	\$160	\$1
108	5	\$4	\$1	\$160	\$1
109	4 or less	\$2	\$1	\$160	\$1
110	7 - 9	\$6	\$1	\$200	\$1
111	6	\$5	\$1	\$200	\$1
112	5	\$4	\$1	\$200	\$1
113	4 or less	\$2	\$1	\$200	\$1

Poker Collection Rates

114	7 - 9	\$6	\$1	\$300	\$1
115	6	\$5	\$1	\$300	\$1
116	5	\$4	\$1	\$300	\$1
117	4 or less	\$2	\$1	\$300	\$1
118	7 - 9	\$6	\$1	\$400	\$1
119	6	\$5	\$1	\$400	\$1
120	5	\$4	\$1	\$400	\$1
121	4 or less	\$2	\$1	\$400	\$1
122	7 - 9	\$6	\$1	\$600	\$1
123	6	\$5	\$1	\$600	\$1
124	5	\$4	\$1	\$600	\$1
125	4 or less	\$2	\$1	\$600	\$1

For **schedule options 126 through 169**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option. Anytime players elect to participate in the Player Option of "Running it Twice," the Modified Fee A shall be taken by the house dealer.

Minimum of a \$3-\$6 limit game to a maximum of a Pot Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
126	7 - 9	\$6	\$2	\$30	\$1
127	6	\$5	\$2	\$30	\$1
128	5	\$4	\$2	\$30	\$1
129	4 or Less	\$2	\$2	\$30	\$1
130	7 - 9	\$6	\$2	\$50	\$1
131	6	\$5	\$2	\$50	\$1
132	5	\$4	\$2	\$50	\$1
133	4 or Less	\$2	\$2	\$50	\$1
134	7 - 9	\$6	\$2	\$60	\$1
135	6	\$5	\$2	\$60	\$1
136	5	\$4	\$2	\$60	\$1
137	4 or Less	\$2	\$2	\$60	\$1
138	7 - 9	\$6	\$2	\$75	\$1
139	6	\$5	\$2	\$75	\$1
140	5	\$4	\$2	\$75	\$1
141	4 or Less	\$2	\$2	\$75	\$1
142	7 - 9	\$6	\$2	\$100	\$1
143	6	\$5	\$2	\$100	\$1
144	5	\$4	\$2	\$100	\$1
145	4 or Less	\$2	\$2	\$100	\$1
146	7 - 9	\$6	\$2	\$150	\$1
147	6	\$5	\$2	\$150	\$1
148	5	\$4	\$2	\$150	\$1
149	4 or Less	\$2	\$2	\$150	\$1
150	7 - 9	\$6	\$2	\$200	\$1
151	6	\$5	\$2	\$200	\$1

Poker Collection Rates

152	5	\$4	\$2	\$200	\$1
153	4 or Less	\$2	\$2	\$200	\$1
154	7 – 9	\$6	\$2	\$300	\$1
155	6	\$5	\$2	\$300	\$1
156	5	\$4	\$2	\$300	\$1
157	4 or Less	\$2	\$2	\$300	\$1
158	7 – 9	\$6	\$2	\$400	\$1
159	6	\$5	\$2	\$400	\$1
160	5	\$4	\$2	\$400	\$1
161	4 or Less	\$2	\$2	\$400	\$1
162	7 – 9	\$6	\$2	\$500	\$1
163	6	\$5	\$2	\$500	\$1
164	5	\$4	\$2	\$500	\$1
165	4 or Less	\$2	\$2	\$500	\$1
166	7 – 9	\$6	\$2	\$600	\$1
167	6	\$5	\$2	\$600	\$1
168	5	\$4	\$2	\$600	\$1
169	4 or Less	\$2	\$2	\$600	\$1

For **schedule options 170 through 213**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option. Anytime players elect to participate in the Player Option of “Running it Twice,” Modified Fee A shall be taken by the house dealer.

Minimum of a \$3-\$6 limit game to a maximum of a Pot Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
170	7 – 9	\$5	\$2	\$30	\$1
171	6	\$4	\$2	\$30	\$1
172	5	\$3	\$2	\$30	\$1
173	4 or Less	\$2	\$2	\$30	\$1
174	7 – 9	\$5	\$2	\$50	\$1
175	6	\$4	\$2	\$50	\$1
176	5	\$3	\$2	\$50	\$1
177	4 or Less	\$2	\$2	\$50	\$1
178	7 – 9	\$5	\$2	\$60	\$1
179	6	\$4	\$2	\$60	\$1
180	5	\$3	\$2	\$60	\$1
181	4 or Less	\$2	\$2	\$60	\$1
182	7 – 9	\$5	\$2	\$75	\$1
183	6	\$4	\$2	\$75	\$1
184	5	\$3	\$2	\$75	\$1
185	4 or Less	\$2	\$2	\$75	\$1
186	7 – 9	\$5	\$2	\$100	\$1
187	6	\$4	\$2	\$100	\$1
188	5	\$3	\$2	\$100	\$1
189	4 or Less	\$2	\$2	\$100	\$1

Poker Collection Rates

190	7 – 9	\$5	\$2	\$150	\$1
191	6	\$4	\$2	\$150	\$1
192	5	\$3	\$2	\$150	\$1
193	4 or Less	\$2	\$2	\$150	\$1
194	7 – 9	\$5	\$2	\$200	\$1
195	6	\$4	\$2	\$200	\$1
196	5	\$3	\$2	\$200	\$1
197	4 or Less	\$2	\$2	\$200	\$1
198	7 – 9	\$5	\$2	\$300	\$1
199	6	\$4	\$2	\$300	\$1
200	5	\$3	\$2	\$300	\$1
201	4 or Less	\$2	\$2	\$300	\$1
202	7 – 9	\$5	\$2	\$400	\$1
203	6	\$4	\$2	\$400	\$1
204	5	\$3	\$2	\$400	\$1
205	4 or Less	\$2	\$2	\$400	\$1
206	7 – 9	\$5	\$2	\$500	\$1
207	6	\$4	\$2	\$500	\$1
208	5	\$3	\$2	\$500	\$1
209	4 or Less	\$2	\$2	\$500	\$1
210	7 – 9	\$5	\$2	\$600	\$1
211	6	\$4	\$2	\$600	\$1
212	5	\$3	\$2	\$600	\$1
213	4 or Less	\$2	\$2	\$600	\$1

Texas Hold'em (GEGR-001769)

For **schedule options 1 through 10**, the collection shall be taken by the house dealer from the pot every 30 minutes. The 30 minute collection drop will commence at the top and bottom of each hour. The appropriate fees are dependent on the table limit as shown below.

Schedule Option	Table Limit	Collection Fee
1	\$40-\$80	\$10
2	\$60-\$120	\$10
3	\$75-\$150	\$12
4	\$100-\$200	\$12
5	\$150-\$300	\$13
6	\$200-\$400	\$15
7	\$300-\$600	\$15
8	\$400-\$800	\$15
9	\$500-\$1,000	\$15
10	\$1,000-\$2,000	\$15

Poker Collection Rates

For **schedule options 11 through 86**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option.

Minimum of a \$3-\$6 limit game to a maximum of a No Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
11	7 – 9	\$5	\$1	\$30	\$1
12	6	\$4	\$1	\$30	\$1
13	5	\$3	\$1	\$30	\$1
14	4 or Less	\$2	\$1	\$30	\$1
15	7 – 9	\$5	\$1	\$40	\$1
16	6	\$4	\$1	\$40	\$1
17	5	\$3	\$1	\$40	\$1
18	4 or Less	\$2	\$1	\$40	\$1
19	7 – 9	\$5	\$1	\$50	\$1
20	6	\$4	\$1	\$50	\$1
21	5	\$3	\$1	\$50	\$1
22	4 or Less	\$2	\$1	\$50	\$1
23	7 – 9	\$5	\$1	\$60	\$1
24	6	\$4	\$1	\$60	\$1
25	5	\$3	\$1	\$60	\$1
26	4 or Less	\$2	\$1	\$60	\$1
27	7 – 9	\$5	\$1	\$75	\$1
28	6	\$4	\$1	\$75	\$1
29	5	\$3	\$1	\$75	\$1
30	4 or Less	\$2	\$1	\$75	\$1
31	7 – 9	\$5	\$1	\$80	\$1
32	6	\$4	\$1	\$80	\$1
33	5	\$3	\$1	\$80	\$1
34	4 or Less	\$2	\$1	\$80	\$1
35	7 – 9	\$5	\$1	\$100	\$1
36	6	\$4	\$1	\$100	\$1
37	5	\$3	\$1	\$100	\$1
38	4 or Less	\$2	\$1	\$100	\$1
39	7 – 9	\$5	\$1	\$120	\$1
40	6	\$4	\$1	\$120	\$1
41	5	\$3	\$1	\$120	\$1
42	4 or Less	\$2	\$1	\$120	\$1
43	7 – 9	\$5	\$1	\$140	\$1
44	6	\$4	\$1	\$140	\$1
45	5	\$3	\$1	\$140	\$1
46	4 or Less	\$2	\$1	\$140	\$1
47	7 – 9	\$5	\$1	\$150	\$1
48	6	\$4	\$1	\$150	\$1
49	5	\$3	\$1	\$150	\$1
50	4 or Less	\$2	\$1	\$150	\$1

Poker Collection Rates

51	7 – 9	\$5	\$1	\$160	\$1
52	6	\$4	\$1	\$160	\$1
53	5	\$3	\$1	\$160	\$1
54	4 or Less	\$2	\$1	\$160	\$1
55	7 – 9	\$5	\$1	\$200	\$1
56	6	\$4	\$1	\$200	\$1
57	5	\$3	\$1	\$200	\$1
58	4 or Less	\$2	\$1	\$200	\$1
59	7 – 9	\$5	\$1	\$300	\$1
60	6	\$4	\$1	\$300	\$1
61	5	\$3	\$1	\$300	\$1
62	4 or Less	\$2	\$1	\$300	\$1
63	7 – 9	\$5	\$1	\$400	\$1
64	6	\$4	\$1	\$400	\$1
65	5	\$3	\$1	\$400	\$1
66	4 or Less	\$2	\$1	\$400	\$1
67	7 – 9	\$5	\$1	\$500	\$1
68	6	\$4	\$1	\$500	\$1
69	5	\$3	\$1	\$500	\$1
70	4 or Less	\$2	\$1	\$500	\$1
71	7 – 9	\$5	\$1	\$600	\$1
72	6	\$4	\$1	\$600	\$1
73	5	\$3	\$1	\$600	\$1
74	4 or Less	\$2	\$1	\$600	\$1
75	7 – 9	\$5	\$1	\$800	\$1
76	6	\$4	\$1	\$800	\$1
77	5	\$3	\$1	\$800	\$1
78	4 or Less	\$2	\$1	\$800	\$1
79	7 – 9	\$5	\$1	\$1,000	\$1
80	6	\$4	\$1	\$1,000	\$1
81	5	\$3	\$1	\$1,000	\$1
82	4 or Less	\$2	\$1	\$1,000	\$1
83	7 – 9	\$5	\$1	\$1,200	\$1
84	6	\$4	\$1	\$1,200	\$1
85	5	\$3	\$1	\$1,200	\$1
86	4 or Less	\$2	\$1	\$1,200	\$1

For **schedule options 87 through 88**, the collection shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee shall be taken from the pot.

Minimum of a \$3-\$6 limit game to a maximum of a No Limit game

Schedule Option	Number of Players				Modified Fee
	7 – 9	6	5	4 or Less	
87	\$5	\$4	\$3	\$2	\$1
88	\$6	\$5	\$4	\$2	\$1

Poker Collection Rates

For **schedule options 89 through 164**, the Regular Table Fee shall be taken by the house dealer from the pot after the flop and is dependent on the number of players. If the round of play ends before the flop, the Modified Fee A shall be taken from the pot. Modified Fee B will be taken from the pot when the pot size qualifies based on the schedule option.

Minimum of a \$3-\$6 limit game to a maximum of a No Limit game

Schedule Option	Number of Players	Regular Table Fee	Modified Fee A	Qualifying Pot Size	Modified Fee B
89	7 – 9	\$6	\$1	\$30	\$1
90	6	\$5	\$1	\$30	\$1
91	5	\$4	\$1	\$30	\$1
92	4 or Less	\$2	\$1	\$30	\$1
93	7 – 9	\$6	\$1	\$40	\$1
94	6	\$5	\$1	\$40	\$1
95	5	\$4	\$1	\$40	\$1
96	4 or Less	\$2	\$1	\$40	\$1
97	7 – 9	\$6	\$1	\$50	\$1
98	6	\$5	\$1	\$50	\$1
99	5	\$4	\$1	\$50	\$1
100	4 or Less	\$2	\$1	\$50	\$1
101	7 – 9	\$6	\$1	\$60	\$1
102	6	\$5	\$1	\$60	\$1
103	5	\$4	\$1	\$60	\$1
104	4 or Less	\$2	\$1	\$60	\$1
105	7 – 9	\$6	\$1	\$75	\$1
106	6	\$5	\$1	\$75	\$1
107	5	\$4	\$1	\$75	\$1
108	4 or Less	\$2	\$1	\$75	\$1
109	7 – 9	\$6	\$1	\$80	\$1
110	6	\$5	\$1	\$80	\$1
111	5	\$4	\$1	\$80	\$1
112	4 or Less	\$2	\$1	\$80	\$1
113	7 – 9	\$6	\$1	\$100	\$1
114	6	\$5	\$1	\$100	\$1
115	5	\$4	\$1	\$100	\$1
116	4 or Less	\$2	\$1	\$100	\$1
117	7 – 9	\$6	\$1	\$120	\$1
118	6	\$5	\$1	\$120	\$1
119	5	\$4	\$1	\$120	\$1
120	4 or Less	\$2	\$1	\$120	\$1
121	7 – 9	\$6	\$1	\$140	\$1
122	6	\$5	\$1	\$140	\$1
123	5	\$4	\$1	\$140	\$1
124	4 or Less	\$2	\$1	\$140	\$1
125	7 – 9	\$6	\$1	\$150	\$1
126	6	\$5	\$1	\$150	\$1
127	5	\$4	\$1	\$150	\$1
128	4 or Less	\$2	\$1	\$150	\$1

Poker Collection Rates

129	7 – 9	\$6	\$1	\$160	\$1
130	6	\$5	\$1	\$160	\$1
131	5	\$4	\$1	\$160	\$1
132	4 or Less	\$2	\$1	\$160	\$1
133	7 – 9	\$6	\$1	\$200	\$1
134	6	\$5	\$1	\$200	\$1
135	5	\$4	\$1	\$200	\$1
136	4 or Less	\$2	\$1	\$200	\$1
137	7 – 9	\$6	\$1	\$300	\$1
138	6	\$5	\$1	\$300	\$1
139	5	\$4	\$1	\$300	\$1
140	4 or Less	\$2	\$1	\$300	\$1
141	7 – 9	\$6	\$1	\$400	\$1
142	6	\$5	\$1	\$400	\$1
143	5	\$4	\$1	\$400	\$1
144	4 or Less	\$2	\$1	\$400	\$1
145	7 – 9	\$6	\$1	\$500	\$1
146	6	\$5	\$1	\$500	\$1
147	5	\$4	\$1	\$500	\$1
148	4 or Less	\$2	\$1	\$500	\$1
149	7 – 9	\$6	\$1	\$600	\$1
150	6	\$5	\$1	\$600	\$1
151	5	\$4	\$1	\$600	\$1
152	4 or Less	\$2	\$1	\$600	\$1
153	7 – 9	\$6	\$1	\$800	\$1
154	6	\$5	\$1	\$800	\$1
155	5	\$4	\$1	\$800	\$1
156	4 or Less	\$2	\$1	\$800	\$1
157	7 – 9	\$6	\$1	\$1,000	\$1
158	6	\$5	\$1	\$1,000	\$1
159	5	\$4	\$1	\$1,000	\$1
160	4 or Less	\$2	\$1	\$1,000	\$1
161	7 – 9	\$6	\$1	\$1,200	\$1
162	6	\$5	\$1	\$1,200	\$1
163	5	\$4	\$1	\$1,200	\$1
164	4 or Less	\$2	\$1	\$1,200	\$1

Poker Collection Rates

- 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.
- 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.

California Games Collection Rates

Fortune Pai Gow Poker (GEGR-001764)

For **schedule options 1 through 6**, a collection shall be taken per round of play from the player-dealer position. A collection shall also be taken from each player based on the amount of each base game wager placed. There will be no collection taken for any bonus bet placed by a player. The collection shall be collected from the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Minimum wagering limits shall be between \$1 and \$1,000.

Maximum wagering limits shall be between \$100 and \$10,000.

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	\$1-\$49	\$0.50	\$2.00
	\$50-\$100	\$1.00	
	\$101-\$200	\$2.00	
	\$201-\$300	\$3.00	
	\$301+	\$4.00	
2	\$1-\$49	\$0.50	\$2.00
	\$50-\$100	\$1.00	
	\$101-\$200	\$2.00	
	\$201-\$400	\$3.00	
	\$401+	\$5.00	
3	\$1-\$49	\$0.50	\$3.00
	\$50-\$100	\$1.00	
	\$101-\$200	\$2.00	
	\$201-\$400	\$3.00	
	\$401+	\$5.00	
4	\$1-\$100	\$1.00	\$1.00
	\$101-\$200	\$2.00	
	\$201-\$300	\$3.00	
	\$301-\$400	\$4.00	
	\$401+	\$5.00	
5	\$1-\$200	\$1.00	\$2.00
	\$201-\$400	\$2.00	
	\$401-\$600	\$3.00	
	\$601-\$800	\$4.00	
	\$801+	\$5.00	
6	\$1-\$200	\$2.00	\$2.00
	\$201-\$600	\$4.00	
	\$601-\$1,000	\$8.00	
	\$1,001-\$1,400	\$12.00	
	\$1,401+	\$15.00	

California Games Collection Rates

For **schedule options 7 through 29**, a collection shall be taken per round of play from the player-dealer position based on the Total Table Action, which is the sum of all players' controlled game wagers and Fortune Bonus Bets placed prior to cards being dealt. There will be base collection taken from each player for **schedule options 8 through 11**. For **schedule options 7 and 12 through 29**, the player will not pay a collection fee. The collection shall be collected from the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Minimum wagering limits shall be between \$1 and \$1,000.

Maximum wagering limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
7	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$149	\$6.00	
	\$150-\$199	\$8.00	
	\$200+	\$12.00	
8	\$1-\$49	\$1.00	\$1.00
	\$50-\$99	\$3.00	
	\$100-\$149	\$5.00	
	\$150-\$199	\$7.00	
	\$200+	\$10.00	
9	\$1-\$49	\$1.00	\$0.50
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300+	\$6.00	
10	\$1-\$49	\$2.00	\$1.00
	\$50-\$99	\$4.00	
	\$100-\$199	\$6.00	
	\$200-\$299	\$8.00	
	\$300+	\$12.00	
11	\$1-\$49	\$1.00	\$0.50
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300+	\$6.00	
12	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$5.00	
	\$300+	\$8.00	
13	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$5.00	

California Games Collection Rates

14	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$6.00	
15	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$399	\$4.00	
	\$400+	\$6.00	
16	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$399	\$4.00	
	\$400+	\$7.00	
17	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$2.00	
	\$200-\$299	\$3.00	
	\$300-\$399	\$4.00	
	\$400+	\$6.00	
18	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300-\$399	\$5.00	
	\$400+	\$7.00	
19	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$4.00	
	\$200-\$299	\$5.00	
	\$300-\$399	\$6.00	
	\$400+	\$8.00	
20	\$1-\$74	\$1.00	\$0.00
	\$75-\$199	\$2.00	
	\$200-\$399	\$5.00	
	\$400-\$699	\$8.00	
	\$700+	\$12.00	
21	\$1-\$99	\$1.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$5.00	
	\$500-\$799	\$8.00	
	\$800+	\$12.00	
22	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$8.00	
	\$800+	\$12.00	

California Games Collection Rates

23	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$10.00	
	\$800+	\$15.00	
24	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$5.00	
	\$500-\$799	\$12.00	
	\$800+	\$20.00	
25	\$1-\$999	\$5.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$25.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$45.00	
26	\$1-\$999	\$10.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$50.00	
27	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$20.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$40.00	
	\$4,000+	\$55.00	
28	\$1-\$999	\$20.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$45.00	
	\$4,000+	\$55.00	
29	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$70.00	

California Games Collection Rates

No Bust 21st Century Blackjack (GEGA-001051), No Bust 21st Century Blackjack 6.0 (GEGA-002570), No Bust 21st Century Blackjack Version 4.0 (GEGA-000122), No Bust 21st Century Blackjack Version 4.01 (GEGA-000270), No Bust 21st Century Buster Blackjack 4.0 with Lucky Lucky Bonus Bet (GEGA-004512), Pure Spanish 21.5 (GEGA-004076)

For **schedule options 1 through 32**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and Bonus Bets that are placed by players prior to cards being dealt, referred to as Total Table Action. The total action on the table does not count any additional wagers placed by players after cards are dealt, such as when player's double-down, split cards, surrender, or place an insurance wager. There will be no collection fee required from a player when placing a base game wager, Bonus Bet, doubling-down, splitting cards, surrendering, or placing an insurance wager. Bonus Bets may be less than, equal to, or more than the game wager as long as they are within table limits. The collection shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$1 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$149	\$6.00	
	\$150-\$199	\$8.00	
	\$200+	\$12.00	
2	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$3.00	
	\$100-\$149	\$5.00	
	\$150-\$199	\$7.00	
	\$200+	\$10.00	
3	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$199	\$6.00	
	\$200+	\$12.00	
4	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$5.00	
5	\$1-\$74	\$2.00	\$0.00
	\$75-\$149	\$3.00	
	\$150-\$224	\$4.00	
	\$225-\$299	\$5.00	
	\$300+	\$7.00	
6	\$1-\$99	\$2.00	\$0.00
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300-\$399	\$8.00	
	\$400+	\$10.00	

California Games Collection Rates

7	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$449	\$5.00	
	\$450-\$599	\$7.00	
	\$600+	\$9.00	
8	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$449	\$6.00	
	\$450-\$599	\$8.00	
	\$600+	\$10.00	
9	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$449	\$6.00	
	\$450-\$599	\$8.00	
	\$600+	\$12.00	
10	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$449	\$5.00	
	\$450-\$599	\$7.00	
	\$600+	\$10.00	
11	\$1-\$200	\$3.00	\$0.00
	\$201-\$400	\$4.00	
	\$401-\$500	\$6.00	
	\$501-\$600	\$8.00	
	\$601+	\$10.00	
12	\$1-\$200	\$10.00	\$0.00
	\$201-\$400	\$12.00	
	\$401-\$500	\$14.00	
	\$501-\$600	\$16.00	
	\$601+	\$20.00	
13	\$1-\$74	\$2.00	\$0.00
	\$75-\$199	\$3.00	
	\$200-\$399	\$5.00	
	\$400-\$699	\$8.00	
	\$700+	\$10.00	
14	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$499	\$5.00	
	\$500-\$799	\$10.00	
	\$800+	\$15.00	
15	\$1-\$199	\$3.00	\$0.00
	\$200-\$399	\$4.00	
	\$400-\$599	\$5.00	
	\$600-\$799	\$8.00	
	\$800+	\$10.00	

California Games Collection Rates

16	\$1-\$299	\$3.00	\$0.00
	\$300-\$499	\$4.00	
	\$500-\$699	\$6.00	
	\$700-\$800	\$10.00	
	\$801+	\$12.00	
17	\$1-\$299	\$3.00	\$0.00
	\$300-\$499	\$4.00	
	\$500-\$699	\$5.00	
	\$700-\$800	\$8.00	
	\$801+	\$10.00	
18	\$1-\$100	\$2.00	\$0.00
	\$101-\$300	\$3.00	
	\$301-\$500	\$5.00	
	\$501-\$999	\$8.00	
	\$1,000+	\$12.00	
19	\$1-\$100	\$2.00	\$0.00
	\$101-\$300	\$3.00	
	\$301-\$500	\$4.00	
	\$501-\$999	\$10.00	
	\$1,000+	\$15.00	
20	\$1-\$100	\$3.00	\$0.00
	\$101-\$300	\$4.00	
	\$301-\$500	\$5.00	
	\$501-\$999	\$11.00	
	\$1,000+	\$16.00	
21	\$1-\$100	\$3.00	\$0.00
	\$101-\$300	\$4.00	
	\$301-\$500	\$5.00	
	\$501-\$999	\$12.00	
	\$1,000+	\$18.00	
22	\$1-\$100	\$3.00	\$0.00
	\$101-\$300	\$4.00	
	\$301-\$500	\$6.00	
	\$501-\$999	\$12.00	
	\$1,000+	\$20.00	
23	\$1-\$100	\$3.00	\$0.00
	\$101-\$300	\$4.00	
	\$301-\$500	\$6.00	
	\$501-\$999	\$10.00	
	\$1,000+	\$20.00	
24	\$1-\$100	\$3.00	\$0.00
	\$101-\$300	\$4.00	
	\$301-\$500	\$5.00	
	\$501-\$999	\$10.00	
	\$1,000+	\$15.00	

California Games Collection Rates

25	\$1-\$100	\$2.00	\$0.00
	\$101-\$300	\$3.00	
	\$301-\$500	\$6.00	
	\$501-\$999	\$10.00	
	\$1,000+	\$20.00	
26	\$1-\$100	\$2.00	\$0.00
	\$101-\$300	\$4.00	
	\$301-\$500	\$6.00	
	\$501-\$999	\$8.00	
	\$1,000+	\$12.00	
27	\$1-\$399	\$5.00	\$0.00
	\$400-\$599	\$6.00	
	\$600-\$799	\$8.00	
	\$800-\$999	\$12.00	
	\$1,000+	\$15.00	
28	\$1-\$399	\$8.00	\$0.00
	\$400-\$599	\$10.00	
	\$600-\$799	\$14.00	
	\$800-\$999	\$18.00	
	\$1,000+	\$20.00	
29	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$70.00	
30	\$1-\$999	\$20.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$45.00	
	\$4,000+	\$55.00	
31	\$1-\$999	\$25.00	\$0.00
	\$1,000-\$1,999	\$35.00	
	\$2,000-\$2,999	\$45.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$60.00	
32	\$1-\$999	\$20.00	\$0.00
	\$1,000-\$1,999	\$30.00	
	\$2,000-\$2,999	\$40.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$60.00	

California Games Collection Rates

EZ Baccarat (GEGR-001766)

For **schedule options 1 through 29**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and Bonus Bets that are placed by players prior to cards being dealt, referred to as Total Table Action. There will be no collection required from a player when placing a base game wager or any Bonus Bets. Bonus Bets may be less than, equal to, or more than the game wager as long as they are within table limits. The collection shall be collected from the player-dealer and dropped by the house dealer after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$1 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$199	\$6.00	
	\$200+	\$12.00	
2	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$149	\$6.00	
	\$150-\$199	\$8.00	
	\$200+	\$12.00	
3	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$3.00	
	\$100-\$149	\$5.00	
	\$150-\$199	\$7.00	
	\$200+	\$10.00	
4	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$149	\$3.00	
	\$150-\$199	\$4.00	
	\$200+	\$5.00	
5	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300+	\$6.00	
6	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$5.00	
	\$300+	\$8.00	
7	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$5.00	

California Games Collection Rates

8	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$6.00	
9	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$399	\$4.00	
	\$400+	\$6.00	
10	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$399	\$4.00	
	\$400+	\$7.00	
11	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$2.00	
	\$200-\$299	\$3.00	
	\$300-\$399	\$4.00	
	\$400+	\$6.00	
12	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300-\$399	\$5.00	
	\$400+	\$7.00	
13	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$4.00	
	\$200-\$299	\$5.00	
	\$300-\$399	\$6.00	
	\$400+	\$8.00	
14	\$1-\$74	\$1.00	\$0.00
	\$75-\$199	\$2.00	
	\$200-\$399	\$5.00	
	\$400-\$699	\$8.00	
	\$700+	\$12.00	
15	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$8.00	
	\$800+	\$12.00	
16	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$5.00	
	\$500-\$799	\$12.00	
	\$800+	\$20.00	

California Games Collection Rates

17	\$1-\$99	\$1.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$499	\$6.00	
	\$500-\$999	\$10.00	
	\$1,000+	\$20.00	
18	\$1-\$99	\$1.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$499	\$6.00	
	\$500-\$999	\$10.00	
	\$1,000+	\$40.00	
19	\$1-\$99	\$1.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$499	\$6.00	
	\$500-\$999	\$10.00	
	\$1,000+	\$30.00	
20	\$1-\$199	\$1.00	\$0.00
	\$200-\$599	\$3.00	
	\$600-\$999	\$8.00	
	\$1,000-\$1,499	\$12.00	
	\$1,500+	\$17.00	
21	\$1-\$199	\$1.00	\$0.00
	\$200-\$599	\$3.00	
	\$600-\$1,199	\$8.00	
	\$1,200-\$1,999	\$14.00	
	\$2,000+	\$22.00	
22	\$1-\$299	\$1.00	\$0.00
	\$300-\$599	\$3.00	
	\$600-\$1,499	\$8.00	
	\$1,500-\$2,499	\$15.00	
	\$2,500+	\$25.00	
23	\$1-\$199	\$1.00	\$0.00
	\$200-\$699	\$4.00	
	\$700-\$1,999	\$10.00	
	\$2,000-\$2,999	\$20.00	
	\$3,000+	\$30.00	
24	\$1-\$499	\$3.00	\$0.00
	\$500-\$1499	\$7.00	
	\$1500-\$2499	\$15.00	
	\$2500-\$3499	\$25.00	
	\$3,500+	\$35.00	
25	\$1-\$999	\$5.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$25.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$45.00	

California Games Collection Rates

26	\$1-\$999	\$10.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$50.00	
27	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$20.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$40.00	
	\$4,000+	\$55.00	
28	\$1-\$999	\$20.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$45.00	
	\$4,000+	\$55.00	
29	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$70.00	

Ultimate Texas Hold'em Bad Beat Bonus (GEGR-001768)

For **schedule options 1 through 24**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and Bonus Bets that are placed by players prior to cards being dealt, referred to as Total Table Action. The total action on the table does not count any additional wagers placed by players after cards are dealt. There will be no collection required from a player when placing the Ante, Blind, or Trips wagers. The Trips Bonus Bet and Bad Beat Bonus Bet may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection shall be collected from the player-dealer and dropped by the house dealer, into the drop box attached to the table, after each player has placed their wagers but prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$1 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$149	\$6.00	
	\$150-\$199	\$8.00	
	\$200+	\$12.00	
2	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$3.00	
	\$100-\$149	\$5.00	
	\$150-\$199	\$7.00	
	\$200+	\$10.00	

California Games Collection Rates

3	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$149	\$3.00	
	\$150-\$199	\$4.00	
	\$200+	\$5.00	
4	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$199	\$6.00	
	\$200+	\$12.00	
5	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300+	\$6.00	
6	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$5.00	
	\$300+	\$8.00	
7	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$6.00	
8	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$5.00	
9	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$399	\$4.00	
	\$400+	\$6.00	
10	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$399	\$4.00	
	\$400+	\$7.00	
11	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$2.00	
	\$200-\$299	\$3.00	
	\$300-\$399	\$4.00	
	\$400+	\$6.00	
12	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300-\$399	\$5.00	
	\$400+	\$7.00	

California Games Collection Rates

13	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$4.00	
	\$200-\$299	\$5.00	
	\$300-\$399	\$6.00	
	\$400+	\$8.00	
14	\$1-\$74	\$1.00	\$0.00
	\$75-\$199	\$2.00	
	\$200-\$399	\$5.00	
	\$400-\$699	\$8.00	
	\$700+	\$12.00	
15	\$1-\$99	\$3.00	\$0.00
	\$100-\$299	\$5.00	
	\$300-\$499	\$8.00	
	\$500-\$799	\$10.00	
	\$800+	\$12.00	
16	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$8.00	
	\$800+	\$12.00	
17	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$10.00	
	\$800+	\$15.00	
18	\$1-\$99	\$3.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$499	\$7.00	
	\$500-\$799	\$11.00	
	\$800+	\$16.00	
19	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$12.00	
	\$800+	\$20.00	
20	\$1-\$999	\$5.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$25.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$45.00	
21	\$1-\$999	\$10.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$50.00	

California Games Collection Rates

22	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$20.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$40.00	
	\$4,000+	\$55.00	
23	\$1-\$999	\$20.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$45.00	
	\$4,000+	\$55.00	
24	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$70.00	

Supreme 99 (GEGR-001767)

For **schedule options 1 through 24**, no collection fee shall be taken from the player. The 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 Bets. The Pair Fortunes Bonus Bets may be less than, equal to, or greater than the Supreme 99 game wager. However, the Pair Fortunes Bonus Bet must be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum Wagering Limits shall be between \$1 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$199	\$6.00	
	\$200+	\$12.00	
2	\$1-\$49	\$2.00	\$0.00
	\$50-\$99	\$4.00	
	\$100-\$149	\$6.00	
	\$150-\$199	\$8.00	
	\$200+	\$12.00	
3	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$3.00	
	\$100-\$149	\$5.00	
	\$150-\$199	\$7.00	
	\$200+	\$10.00	
4	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$149	\$3.00	
	\$150-\$199	\$4.00	
	\$200+	\$5.00	

California Games Collection Rates

5	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300+	\$6.00	
6	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$5.00	
	\$300+	\$8.00	
7	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$299	\$5.00	
	\$300+	\$8.00	
8	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$299	\$4.00	
	\$300+	\$6.00	
9	\$1-\$49	\$1.00	\$0.00
	\$50-\$99	\$2.00	
	\$100-\$199	\$3.00	
	\$200-\$399	\$4.00	
	\$400+	\$6.00	
10	\$1-\$74	\$1.00	\$0.00
	\$75-\$149	\$2.00	
	\$150-\$224	\$3.00	
	\$225-\$399	\$4.00	
	\$400+	\$7.00	
11	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$2.00	
	\$200-\$299	\$3.00	
	\$300-\$399	\$4.00	
	\$400+	\$6.00	
12	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$3.00	
	\$200-\$299	\$4.00	
	\$300-\$399	\$5.00	
	\$400+	\$7.00	
13	\$1-\$99	\$1.00	\$0.00
	\$100-\$199	\$4.00	
	\$200-\$299	\$5.00	
	\$300-\$399	\$6.00	
	\$400+	\$8.00	

California Games Collection Rates

14	\$1-\$74	\$1.00	\$0.00
	\$75-\$199	\$2.00	
	\$200-\$399	\$5.00	
	\$400-\$699	\$8.00	
	\$700+	\$12.00	
15	\$1-\$99	\$3.00	\$0.00
	\$100-\$299	\$5.00	
	\$300-\$499	\$8.00	
	\$500-\$799	\$10.00	
	\$800+	\$12.00	
16	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$8.00	
	\$800+	\$12.00	
17	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$10.00	
	\$800+	\$15.00	
18	\$1-\$99	\$3.00	\$0.00
	\$100-\$299	\$4.00	
	\$300-\$499	\$7.00	
	\$500-\$799	\$11.00	
	\$800+	\$16.00	
19	\$1-\$99	\$2.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$6.00	
	\$500-\$799	\$12.00	
	\$800+	\$20.00	
20	\$1-\$999	\$5.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$25.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$45.00	
21	\$1-\$999	\$10.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$50.00	
22	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$20.00	
	\$2,000-\$2,999	\$30.00	
	\$3,000-\$3,999	\$40.00	
	\$4,000+	\$55.00	

California Games Collection Rates

23	\$1-\$999	\$20.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$45.00	
	\$4,000+	\$55.00	
24	\$1-\$999	\$15.00	\$0.00
	\$1,000-\$1,999	\$25.00	
	\$2,000-\$2,999	\$35.00	
	\$3,000-\$3,999	\$50.00	
	\$4,000+	\$70.00	

California Games Collection Procedures

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

Fortune Pai Gow Poker

Type of Game

The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. 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 play.

Object of Game

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

Fortune Pai Gow Poker adds a bonus bet element to the traditional game of Pai Gow Poker. 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 payout.

Description of the Deck and Number of Decks Used

Fortune Pai Gow Poker is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace or to complete a Straight or Flush.

Card Values and Hand Rankings

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. 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:

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

Fortune Pai Gow Poker

Two Pairs	A hand that consists of Two Pairs. Two aces and two kings is the highest ranked Two Pairs and two 3s and two 2s is the lowest ranked Two Pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 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, 6, 5, 4, 2 is the lowest ranked High Card hand.

Description of Table Used and Total Number of Seated Players

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker. The table felt will be marked with the game name and segregated areas for the Fortune Bonus Bet. Backline betting is permitted on the base game wager and the Fortune Bonus Bet. The Fortune Pai Gow Poker table seats a maximum of seven players including the player-dealer position.

Dealing Procedures and Round of Play

1. Before the start of each hand the player and the player-dealer place their wagers. Players also have the option of placing a Fortune Bonus Bet at this time as well.
2. The house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
3. Once cards have been stacked, the house dealer will ask the player-dealer to select which pile will be distributed first. Once the player-dealer has identified the pile, the house dealer will place a button marked "Action" on the pile, push it forward, and turn the pile side ways.
4. Beginning with the pile that has the "Action" button, the house dealer shall distribute the seven piles of cards. 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. To determine the placement of the first pile of cards with the "Action" button, the player-dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the pile of cards with the "Action" button will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. The player to the left of the player that receives the first pile of cards, receives the "Action" button. Once all of the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
5. 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.
6. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the "House Way" chart, as shown below.

Fortune Pai Gow Poker House Way

No Pairs	Put 2 nd and 3 rd highest cards in front.
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Fortune Pai Gow Poker

One Pair	Put the Pair in the back and the highest two other cards in the front.
Two Pairs	If the largest Pair are aces, kings, or queens, put the small Pair in front and the higher Pair in back. If the largest Pair are jacks, 10's, or 9's, put both Pairs in back if you can put an ace or joker in front, otherwise, place the small Pair in front and the higher Pair in back. If the largest Pair are 8's, 7's, or 6's, put both Pairs in back if you can put a king or higher in front, otherwise, place the small Pair in front and the higher Pair in back. If the largest Pair are 5's, 4's or 3's, put both Pairs in back if you can put a queen or higher in front, otherwise, place the small Pair in front and the higher Pair in back.
Three Pairs	Put the highest Pair in the front and the two lower Pairs in the back.
Three of a Kind	If three aces, put one ace and the highest card in front and the Pair of aces in the back. If three kings or lower, never split the Three of a Kind, place the Three of a Kind in back and the highest two cards in the front.
Three of a Kind – Two Sets	Put the highest Pair in front and put the lower Three of a Kind in the back.
Five Aces	Put a Pair of aces in front and three aces in back.
Straight, Flush, or Straight-Flush with No Pair	Play the complete hand (Straight or Flush) in the back and the two highest remaining single cards in front.
Straight, Flush, or Straight-Flush with One Pair	Play the complete hand behind (Straight or Flush) in the back and the two highest remaining cards (Pair or no Pair) in front.
Straight, Flush, or Straight-Flush with Two Pairs	Play according to Two Pairs strategy.
Straight, Flush, or Straight-Flush with Three of a Kind	Play a Pair in the front and a complete hand in the back

7. 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.
8. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. 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. 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, 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.

How Winners are Determined and Paid

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

Fortune Pai Gow Poker

- 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 five-card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
- 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 five-card hand.
- 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.
- If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all "copy hands."
- Once the standard Fortune Pai Gow Poker wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus 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 by the player-dealer. The house dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The house 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. The house dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The house 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 as noted below:
 - 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 Bets and pays all winning Fortune Bonus Bets.
- The cards are collected, shuffled, and a new round begins.

Bonus Bets

Fortune Bonus Bet

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

- The Fortune Bonus Bet takes into account the seven cards dealt as a player's hand.
- If the seven cards dealt to a player who placed a Fortune Bonus Bet is a designated qualifying hand, as shown below, the Fortune Bonus Bet will win.
- The player does not have to set their hand just for the Fortune Bonus Bet.
- The player will then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, will lose.

Fortune Pai Gow Poker

- There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- Backline betting is permitted on the Fortune Bonus Bet.
- The joker can be used as an ace, or to complete any Straight or any Flush.
- The Fortune Bonus Bet remains in action regardless of whether the player's Fortune Pai Gow Poker base game wager wins, loses, or pushes.
- The player-dealer will pay qualifying Fortune Bonus Bets and will collect Fortune Bonus Bets to the extent of the player-dealer's wager that did not qualify.
- The Fortune Bonus Bet may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet must be within the minimum and maximum table limits.

Envy Bonus

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

- Only seated players are eligible to receive an Envy button.
- The Envy Bonus takes into account the first seven cards dealt as a player's hand.
- In the event that the first seven cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an Envy button will win.
- Players are not eligible to win an Envy Bonus for their own hand.
- If multiple players have made a seven-card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an Envy button will win the higher payout, other than for their own hand.

EXAMPLE: *One player achieves a Four of a Kind and another player achieves Five Aces. The Five Aces Envy Bonus is the only bonus payout.*

- Players will receive a fixed monetary payout based on the qualifying hand that another player has received, as shown below.
- Any other combination of the first seven cards dealt, other than the hands shown below, will lose.
- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker base game wager.
- The player-dealer will pay qualifying Envy Bonuses and will collect Envy buttons that did not qualify to the extent of the player-dealer's wager.
- Qualifying Envy Bonuses will be paid according to the table, as shown below.

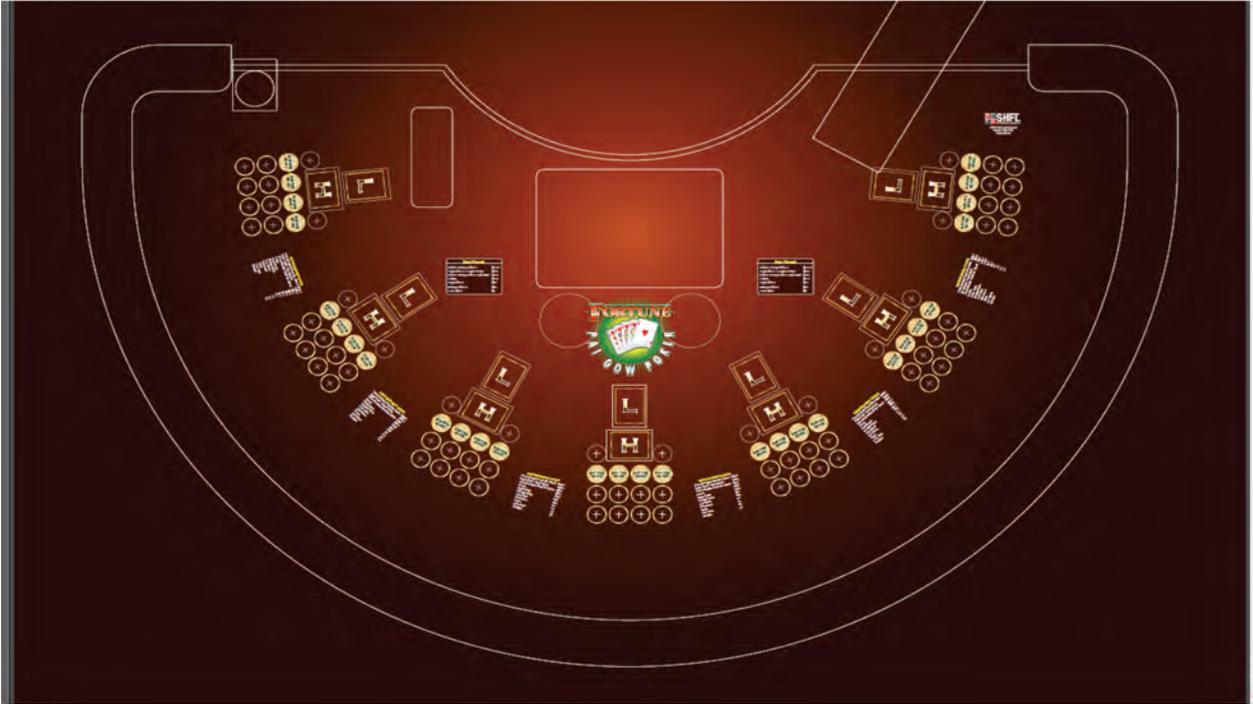
Fortune Bonus Bet & Envy Bonus Pay Table

7 Card Straight Flush	8,000 to 1	\$5,000
Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	1,000 to 1	\$500
Five Aces	400 to 1	\$250
Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$20

Fortune Pai Gow Poker

Four of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	4 to 1	
Three of a Kind	3 to 1	
Straight	2 to 1	

Table Layout



Collection Rates

For table limits and collection rate schedules for the game of Fortune Pai Gow Poker, please refer to Bureau approved California Games Collection rates (GEGR-001761).

EZ Baccarat Panda 8

Type of Game

The game of EZ Baccarat Panda 8 utilizes a player-dealer position and is a California game. The 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 place a bet on the hand, either Player line or Banker line, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks shall be used during the play of the game.

Card Values and Hand Rankings

The value of each card used in EZ Baccarat Panda 8, shall be as follows: aces have a value of one, picture cards have a value of zero, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

EZ Baccarat Panda 8 Bonus Hand Ranking

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 six players and a player-dealer position for a total of seven seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, Dragon 7 Bonus Bet and the Panda 8 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Backline betting is not permitted on any wager.

Dealing Procedures and Round of Play

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

EZ Baccarat Panda 8

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Each player has the following options when placing their wager(s):
 - a. The Player line pays 1 to 1;
 - b. The Banker line pays 1 to 1;
 - c. The Tie Bet, which pays 8 to 1;
 - d. If a player placed a wager on either the Player line or the Banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
 - e. If a player placed a wager on either the Player line or the Banker line, that player may place a wager on the Panda 8 Bonus Bet, which pays 25 to 1.
3. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line.
 - d. The player's hand is resolved first and then the banker's hand is resolved.
 - e. The hand closest to nine wins.
4. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed:
 - a. The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
 - b. If the player's hand stands, then the dealer hand hits on a total of 5 or less.
 - c. If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - i. If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
 - ii. If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
 - iii. If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
 - iv. If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.
5. The following chart shows when the banker hits (H) or stands (S) according to the rules above:

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

6. The house dealer must use the "house way" when a player requests the house dealer to play an additional wager.

EZ Baccarat Panda 8

- a. House way hands shall be set as follows: player hand hits on five or below and stands on six or more.

How Winners are Determined and Paid

Once both hands have been completed, according to the guidelines above, the player's wagers are settled. The action on payouts 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 Bets, all Panda 8 Bonus Bets, and then all Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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

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

Bonus Bets

Tie Bet

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 the player's hand and the banker's hand are of the same value (tie), the Tie Bet shall win. In the event the player's hand and the banker's hand are not of the same value, the player-dealer shall win the Tie Bet.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bets when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bets when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is not permitted on the Tie Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- All winning Tie Bets shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

EZ Baccarat Panda 8

Dragon 7 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Dragon 7 Bonus Bet. A player may only place a Dragon 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal. If the banker hand has a point value of seven using three cards and the player's hand has a value of six or less, regardless of the number of cards, the Dragon 7 Bonus Bet wins. The Dragon 7 Bonus Bet shall lose on all other outcomes.

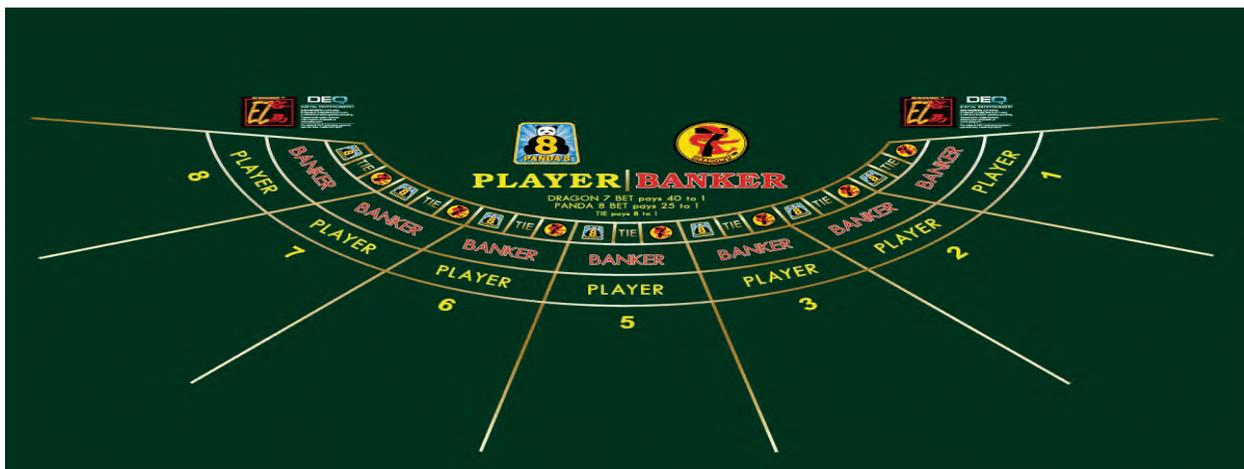
- Backline betting is not permitted on the Dragon 7 Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Dragon 7 Bonus Bet and any collection fees that may be taken.
- All winning Dragon 7 Bonus Bets shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bets and shall collect all losing Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Panda 8 Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bonus Bet. A player may only place a Panda 8 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal. If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bonus Bet wins. The Panda 8 Bonus Bet shall lose on all other outcomes.

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

Table Layout



EZ Baccarat Panda 8

Equipment Used



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

Key Features

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

Collection Rates

For table limits and collection rate schedules for the game of EZ Baccarat Panda 8, please refer to Bureau approved California Games Collection rates (GEGR-001761).

Supreme 99

Type of Game

The game of Supreme 99 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 play.

Object of Game

In Supreme 99, each player competes against the player-dealer to make the best possible hand. The object of the game is for each player to form two two-card hands, which both rank higher than the player-dealer's, according to the rankings shown below.

In Supreme 99, a player can place an optional Pair Fortunes Bonus Bet.

Description of the Deck and Number of Decks Used

Supreme 99 is played with one standard 52-card deck with no joker.

Card Values and Hand Rankings

The value of each card used in Supreme 99 shall be as follows: aces have a value of one, face cards have a value of ten, 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 highest ranked hand for Supreme 99 shall be a pair. If there is no pair, the next highest hand shall be the highest total numeric value. The ranking of hands for Supreme 99, in order from highest to lowest rank, shall be:

Supreme 99 Hand Rankings

Supreme 99 Hand Rankings	
Pairs	A-A is the highest pair, 2-2 is the lowest pair.
Nine through Zero	A two-card hand that has a value of nine, eight, seven, six, five, four, three, two, one or zero.

Description of Table Used and Total Number of Seated Players

Supreme 99 is played on a standard Pai Gow Poker table which seats a maximum of six players including the player-dealer position for a total of six seated positions. A table felt with the game name and segregated marked Bonus Bet areas. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

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

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is only permitted on all wagers.

Supreme 99

4. 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 Pair Fortunes Bonus Bet at this time as well.
5. The Casino will have the option of either using a shuffling machine or manually dealing the cards.
 - a. Shuffling machine: When using a shuffler, the player-dealer will shake the dice cup to determine who has first action and who will be delivered the first hand. All positions will receive a 4-Card hand, one by one from the shuffler.
 - i. 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 four 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 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.
 - b. Manual shuffle: The house dealer will complete the deal of seven piles of four cards face-down in front of the house dealer. When dealing the seven piles of four cards, the house dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has four cards. The remaining cards shall be placed in the discard pile.
 - i. Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The house dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
 - ii. 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 four 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 eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
 - iii. Once the "Action" button position is determined, the house 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 house dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
6. The house dealer will then follow dealing procedures and standards of play, as described above.
7. Once the cards have been distributed, each player shall set their hands by arranging the four cards into a two-card hand which is placed in front of another two-card hand. The front two-card hand must rank higher than the back two-card hand, according to the ranking of hands, as shown above. On the table layout below, the "H" refers to the higher front hand and the "L" refers to the lower back hand. Player's may ask the house dealer to place their hand "House Way" according to the chart below.
8. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets their hand according to the following "House Way" chart:

Supreme 99

Supreme 99 House Way

Supreme 99 House Way	
Two Pair	Set the higher pair in the High hand
One Pair	Set the pair in the High hand.
No Pair	Maximize the Low hand without fouling.

9. 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.
10. Each player's front two-card hand will be compared to the player-dealer's front two-card hand, and each player's back two-card hand will be compared to the player-dealer's back two-card hand, in turn, starting with the "Action" button.
11. A player cannot foul their hand. Whichever hand is the highest, either the front or back hand, is considered the back hand. This would mean then the hand with the lowest two cards will be the low hand even if it is in the wrong position. The dealer will not move the hand if they are in the wrong positions.
12. Wagers shall be settled in a counter-clockwise manner around the table, starting with the position to the right of the house-dealer. Furthermore, all wagers shall be settled from seat to seat in the following order: the Supreme 99 game wager, then the Pair Fortunes Bonus Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

- The Supreme 99 game wager wins if the front and back two-card hand held by the player ranks higher than the player-dealer's front and back two-card hand. Winning Supreme 99 game wagers are paid 1 to 1.
- The Supreme 99 game wager loses if the front and back two-card hand held by the player ranks lower than the player-dealer's front and back two-card hand.
- The Supreme 99 game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand.
 - In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.
- If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands." However, in the event both hands copy, the player who has the "copy hand" will win 4 to 1. If multiple players hands copy with the player-dealers, then each player will win 4 to 1.

Bonus Bet

Pair Fortunes Bonus Bet

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

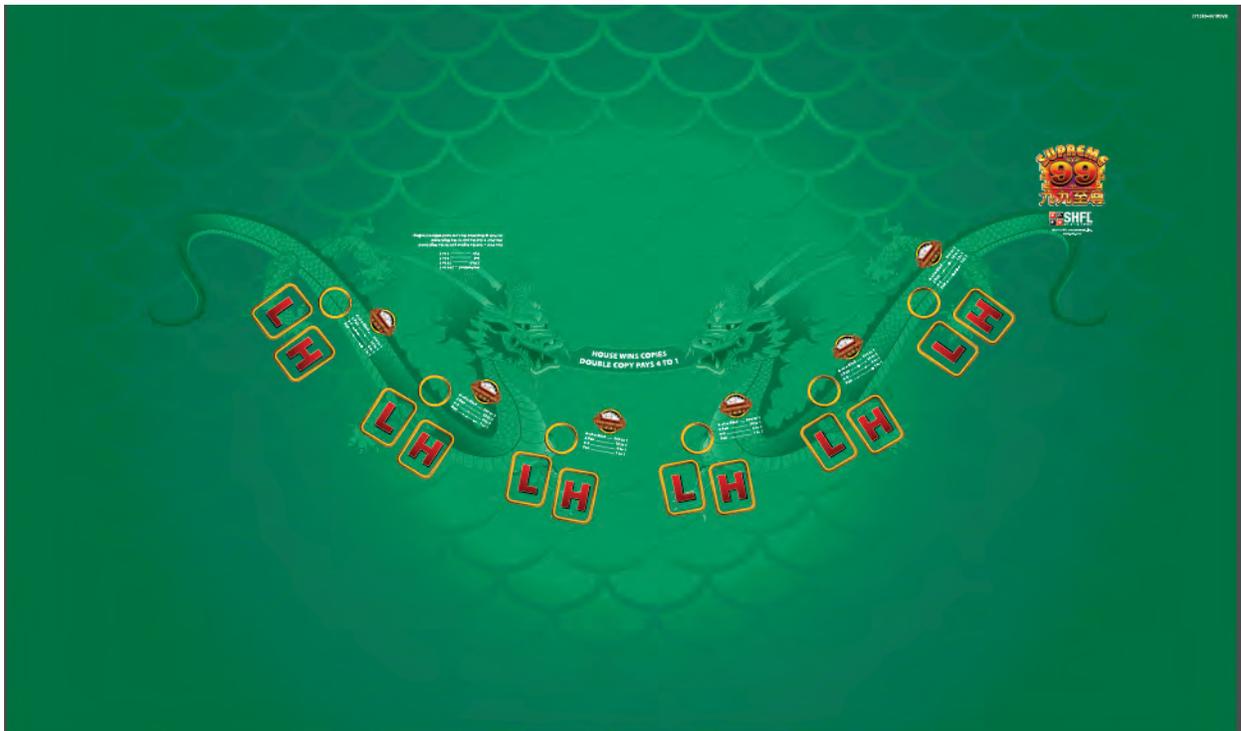
Supreme 99

- The Pair Fortunes Bonus Bet wins when a player has a pair in either the two card high hand or the two card low hand, regardless of how they set their hand against the player-dealer. The Pair Fortunes Bonus Bets are paid according to the payout chart below.
- The Pair Fortunes Bonus Bet remains in action regardless of whether the player's Supreme 99 game wager wins, loses, or pushes.
- The player-dealer shall pay all qualifying Pair Fortunes Bonus Bets and shall collect all Pair Fortunes Bonus Bets 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 Pair Fortunes Bonus Bets shall be paid according to the table, as shown below:

Bonus Bet Paytable

4 of a Kind	300 to 1
2 Pair	15 to 1
9-9	6 to 1
Pair	1 to 1

Table Layout



Collection Rates

For table limits and collection rate schedules for the game of Supreme 99, please refer to Bureau approved California Games Collection rates (GEGR-001761).

Ultimate Texas Hold'em Bad Beat Bonus

Type of Game

The game of Ultimate Texas Hold'em Bad Beat Bonus is a California game and utilizes a player-dealer position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The 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 for each player to form a five-card hand that ranks higher than the player-dealer's hand.

Players and the player-dealer each receive two cards. They combine them with five community cards to make their best five-card hand. Ultimate Texas Hold'em Bad Beat Bonus lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may bet three times or four times their Ante. If they bet on the flop, they may bet two times their Ante. If they wait until the river, when all community cards are out, they may only bet the same amount as their Ante.

This game also features two optional bonus bets, the Trips Bonus and Bad Beat Bonus. Players win the Trips Bonus Bet if their final five-card hand is Three of a Kind or higher and the Bad Beat Bonus Bet if either the player or player-dealer is beaten by Three of a Kind or better.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em Bad Beat Bonus, for the purpose of determining a winning hand shall be, in order from the lowest to highest rank; 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

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

Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.

Ultimate Texas Hold'em Bad Beat Bonus

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

Ultimate Texas Hold'em Bad Beat Bonus shall be played on a 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 of the table.

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

The wagering areas shall be designated as follows:

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



Dealing Procedures and Round of Play

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

1. Backline wagering is not permitted on any wagers.
2. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet or

Ultimate Texas Hold'em Bad Beat Bonus

- c. An equal wager in the "Ante" and "Blind" circles and a "Trips" Bonus Bet and a "Bad Beat" Bonus Bet.
3. Immediately before the start of each round of play and after all Ante and Blind wagers, Trips and any Bad Beat Bonus Bets have been made, the house dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets;" and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
4. All cards shall be dealt face-down, no cards shall be burned in the game.
 - a. When a non-auto shuffler is used the cards shall be dealt as follows:
 - i. One card to each wagering area containing an Ante and Blind wagers and then one card to the player-dealer; followed by
 - ii. A further card to each such wagering area and the player-dealer, so each player and the player-dealer have two cards each; followed by
 - iii. Five community cards in the center of the table dealt face-down.
 - b. When an automatic shuffler is used the cards shall be dealt as follows:
 - i. Five community cards in the center of the table dealt face-down; followed by
 - ii. Two cards at a time to each wagering area containing an Ante and Blind wagers; followed by
 - iii. Two cards to the player-dealer.
5. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
6. 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.
7. When players have made their player wagers (if any), the house dealer shall proceed to turn over the first three community cards.
8. 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.
9. The house dealer shall proceed to turn over the remaining two community cards (the turn and the river).
10. 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.
11. A player who decides to fold shall place his or her cards face-down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the Ante wager, Blind wager, any Trips Bonus Bet (if the hand is not a Three of a Kind or better), and Bad Beat Bonus Bet on behalf of the player-dealer;
 - b. Take the player's cards and individually spread out the cards, face-down, and count them; and
 - c. Place the cards in the discard rack.
12. For all remaining players, the house dealer will turn over the player-dealer's two cards.
13. 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.
14. 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: Play wagers, Ante wagers, Blind wagers, Trips Bonus Bets, and then Bad Beat Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Ultimate Texas Hold'em Bad Beat Bonus

15. 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.

How Winners are Determined and Paid

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

The player-dealer does not qualify when the player-dealer does not have a Pair or higher. The house dealer reconciles the hands of those players who remain in the game in the following way (NOTE: Ultimate Texas Hold'em Bad Beat Bonus handles qualifying differently than other games when the player-dealer does not qualify, it is not an automatic win for the player):

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

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

1. Starting with the player to the left of the player-dealer, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Compare the player's hand with that of the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than the player-dealer's hand;
 - b. Lose if it has a lower poker value than the player-dealer's hand;
 - c. Constitute a push if the hand has a poker value equal to the player-dealer's hand.
 - d. If a player wins with less than a Straight, the Blind wager pushes.
3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer;
 - c. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante wager and Play wager on the hand on behalf of the player-dealer;
 - b. Pay the Blind wager if the hand is a Straight or better on behalf of the player-dealer, otherwise the Blind wager pushes;

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- c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer;
 - d. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay any Trips Bonus Bets if the hand is a three-of-a-kind or better; or collect for the player-dealer or not;
 - b. Collect the Bad Beat Bonus Bet on behalf of the player-dealer.
 - c. Collect, count and place the player's cards in the discard holder.
 6. Winning Ante wagers and Play wagers shall be paid 1 to 1.
 7. Winning Blind wager and Trips Bonus Bets shall be paid in accordance with the approved pay table for the cardroom (see table below).
 8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face-up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
 9. If the player receives a Three of a Kind or higher, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins, even if the player folds).
 10. 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.
 11. Below is the Blind Wager Payout Table:

Blind Wager Payout Table

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

Trips Bonus Bet

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

Ultimate Texas Hold'em Bad Beat Bonus

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

Trips Bonus Bet Payout Table

Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	20 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

Bad Beat Bonus

- The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em Bad Beat Bonus.
- Players win if the player and the player-dealer are involved in a bad beat. There are two ways to win:
 - The player has Three of a Kind or better and loses to the player-dealer.
 - The player beats the player-dealer's hand of Three of a Kind or better, using the player's two cards and the five community cards to make a five-card poker hand.
- To participate in the Bad Beat Bonus Bet, players must make bets on the Ante and the Blind spots. Players place their Bad Beat Bonus Bet in the marked circle.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- If the player's hand qualifies for payouts, the player-dealer pays him/her according to the posted payable. If the player's hand does not qualify, the player-dealer takes his/her wager and moves on to the next player.
- If the player-dealer and the player have a five-card tie; then the Bad Beat Bonus Bet loses because neither the player-dealer nor the player suffered a bad beat.

Bad Beat Bonus Bet Payout Table

Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Ultimate Texas Hold'em Bad Beat Bonus

Table Layout



Collection Rates Schedule

For wagering limits and collection rates for the game of Ultimate Texas Hold'em Bad Beat Bonus Bad Beat Bonus, please refer to the California Games Collection Rates (GEGR-001761).

Omaha

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but 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 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.

Omaha

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.

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

1. The game shall utilize a flat white disk with the words “dealer button” on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the “big blind” shall have the right of last action.
2. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - b. The small blind and big blind shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.
 - a. The player with the highest ranked card with traditional suit rankings (Spades, Hearts, Diamonds, and Clubs) shall receive the flat white disk with the words dealer button.
4. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind and the player to the immediate left of the player that received the small blind shall receive the big blind.
 - a. Both blinds are pre-determined and mandatory and are used to initiate action.
 - b. Both blind wagers shall be placed in the designated wagering area, the pot.
5. Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, the player that received the small blind, and continuing clockwise around the table until all players have four cards face-down.
 - a. These initial four cards are the hole cards.
6. Once each player has received their four hole cards, the first round of betting will occur. Players are given the following options, starting with the player to the left of the player that received the big blind and continuing clockwise around the table:
 - a. Place a wager that is equal to the amount of the big blind.

Omaha

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

Omaha

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

How Winners are Determined and Paid

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

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

Player Options

Running It Twice Variation

“Running it Twice” is a player option allowed in specified games and limits in which all players in the hand must agree to participate. If players agree, 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:

- There are only two players left in the round;
- One of the two players has gone all-in;
- The other player has matched the all-in bet, leaving no more bets to be made.

Omaha

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

- The pre-flop: a second flop, turn, and river card would be dealt;
- The flop: a second turn and the river card would be dealt;
- The turn: a second river card would be dealt.

Example:

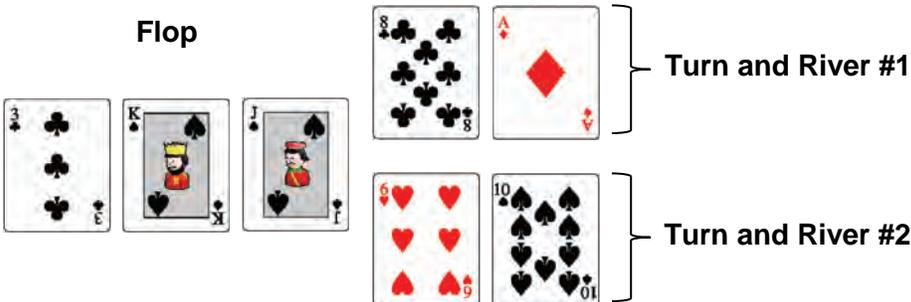
Player 1 Hole Cards



Player 2 Hole Cards



Flop



“Running it Twice” shall 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 example above, player 1 and player 2 agreed to “Run it Twice” after the flop. The house dealer shall deal the first turn and river card as normal (including each applicable burn card). The house dealer shall then deal the second turn and river cards (including each applicable burn card). There shall be no burn cards between running the first board and running the second board, other than previously noted above.

The first half of the pot shall be awarded to the winner of the first hand, and the second half of the pot shall be awarded to the winner of the second hand. In the example shown above, player 1 would win the first half of the pot because he or she has a Three of a Kind, while player 2 would win the second half of the pot because he or she has a Flush.

Omaha

Collection Rates Schedule

For table limits and collection rate schedules for the game of Omaha, please refer to Bureau approved Poker Games Collection rates (GEGR-001762).

Texas Hold'em

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no joker. The 52-card deck shall be shuffled, cut, and dealt by the house dealer. A shuffle machine will be used when available.

Card Values and Hand Rankings

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

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

Texas Hold'em 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 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five cards of the same suit, but not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 5, 4, 3 and 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but 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.

Texas Hold'em

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

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

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

How Winners are Determined and Paid

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

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

Collection Rates Schedule

For table limits and collection rate schedules for the game of Texas Hold'em, please refer to Bureau approved Poker Games Collection Rates (GEGR-001762).

Omaha High-Low Split

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Omaha High-Low Split Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but 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 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.

Omaha High-Low Split

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

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

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

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 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

1. The game shall utilize a flat white disk with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - a. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - b. The small blind and big blind shall rotate from player to player around the table clockwise after each round of play.
3. When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table.

Omaha High-Low Split

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

Omaha High-Low Split

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

How Winners are Determined and Paid

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

Omaha High-Low Split

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

Collection Rates Schedule

For table limits and collection rate schedules for the game of Omaha High-Low Split, please refer to Bureau approved Poker Games Collection Rates (GEGR-001762).