EZ BACCARAT™ PANDA 8

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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 assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck and no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks 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: picture cards (king, queen, jack) and 10's have a value of zero, an ace has a value of one, and all other cards have their face value. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. The ranking of hands for EZ Baccarat Panda 8, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

Method used to Determine Action and Distribution of Cards

The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker line 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 other number. 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.

EZ Baccarat Panda 8

Dealing Procedures and Round of Play

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

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

- The player line which pays 1 to 1;
- The banker line which pays 1 to 1;
- The Tie Bet, which pays 8 to 1;
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
- If a player placed a wager on either the player line or the banker line, that player may place a wager on the Panda 8, which pays 25 to 1.

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

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

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

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

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

EZ Baccarat Panda 8

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet wager. A player may place a Tie Bet wager even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bet wagers when the total of the player's hand and the total of the banker's hand are equal.
- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is not permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

EZ Baccarat Panda 8

Panda 8 Bet

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

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

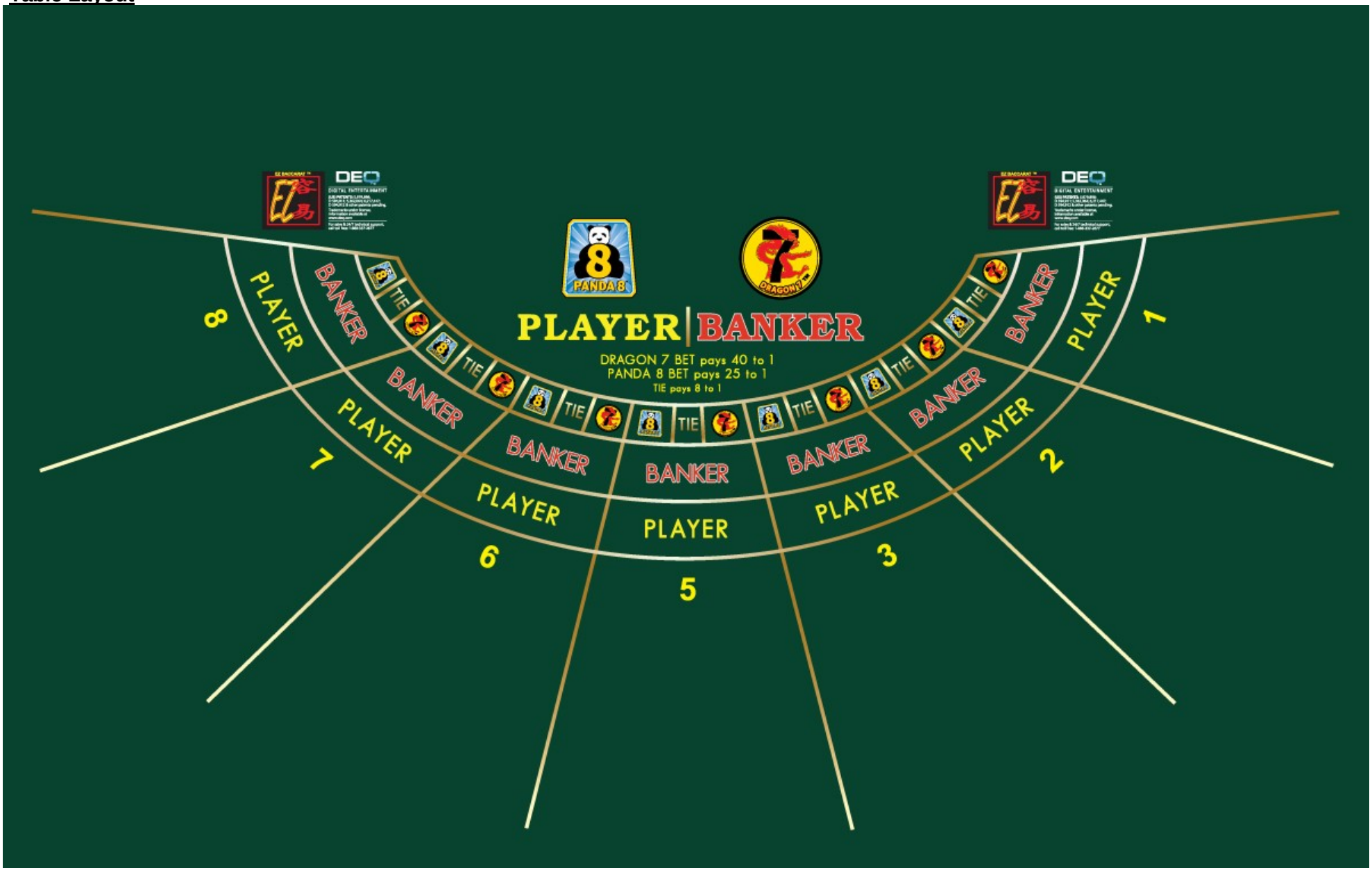
- Table game min and max amounts
- Numbers and percentages for Player, Banker, Tie Bets, Dragon 7 and Panda 8 bets
- The occurrence of Naturals
- The number of hands per shoe
- Previous shoe statistics
- A timer (optional) that automatically closes all bets for the hand, speeding up hands per hour.

EZ Baccarat Panda 8

Collection Rates:

For table limits and collection rate schedules for the game of EZ Baccarat Panda 8 please refer to the approval of all California Games Collection rates (BGC ID: **GEGA-003784**).

Table Layout



Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles 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 (2) 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.

Object of the Game

The object of the game is for the player to beat both the high and low hands of the player-dealer.

Description of the Deck and Number of Decks Used

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

Tile Values and Hand Rankings (include charts)

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take the highest ranked tile in each hand and compare them.

When two hands have the same numeric value and identical high tiles, it is called a 'copy' hand. The player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

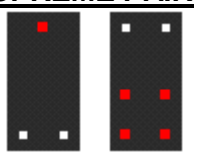
How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

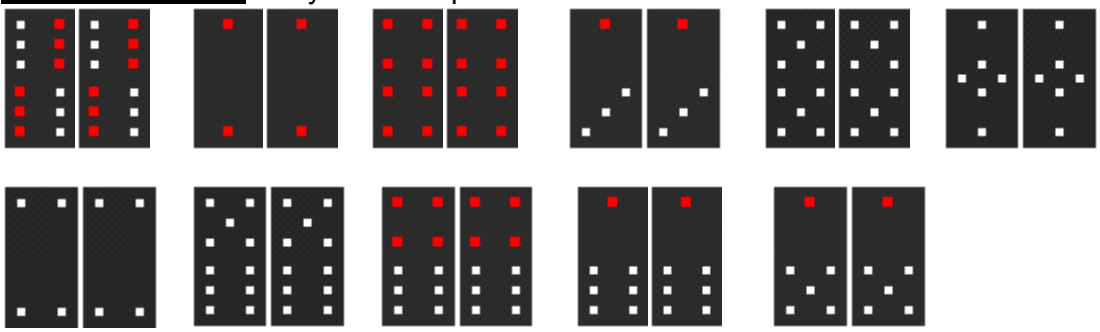
Pai Gow Tiles

SUPREME PAIR

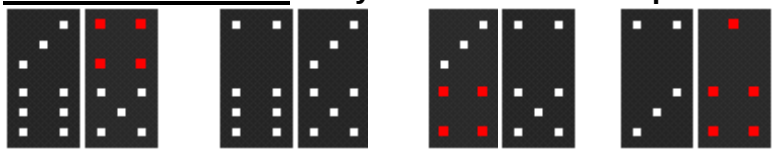


Jee Goon

MATCHED PAIRS: Any matched pair.

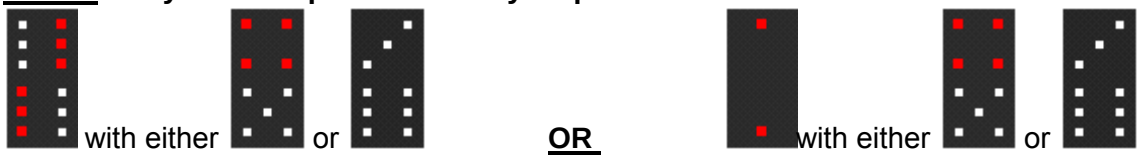


UNMATCHED PAIRS: Any of the below mixed pairs.

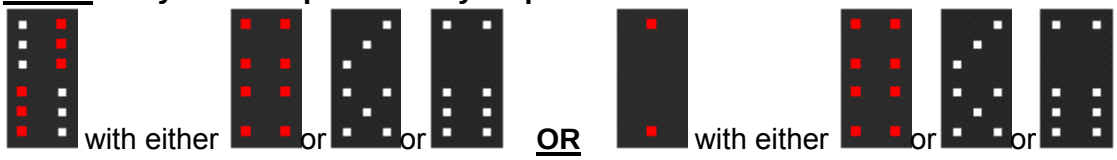


Mixed 9s Mixed 8s Mixed 7s Mixed 5s

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

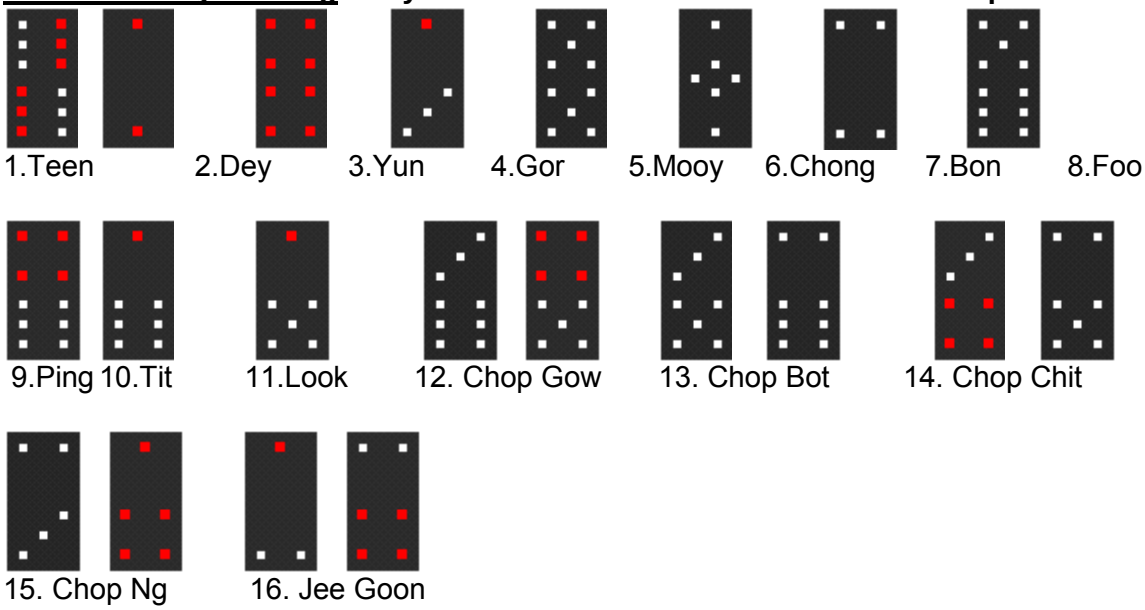


GONG: Any 2 or 12-spot with any 8-spot tile.



Pai Gow Tiles

SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



House Way:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be one separate betting space specifically designated for one separate base game wagers. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Back-line betting is permitted for all wagers, and players may wager on available betting spaces.

Method used to Determine Action and Distribution of Tiles

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice are one, nine, or seventeen, the player-dealer shall receive the first set of cards,

regardless of how many players are seated, and the player to the right of the house dealer shall receive the action button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers shall be settled from seat to seat. 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.

Dealing Procedures and Round of Play

Pai Gow Tiles is played with 32 Chinese dominoes or "tiles", which form 16 possible pairs. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player-dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a "house way." Once this is complete, the player-dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player-dealer, and as close to 9 as possible. All bets are against the player-dealer. A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a "push." If both of the player's hands rank lower then the player-dealer's hands, the player loses to the player-dealer. The player-dealer wins all situations where both hands are identical to the player's hands. The player-dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Collection Fees

For table limits and collection rate schedules for the game of Pai Gow Tiles please refer to the Bureau approved California Games Collection rates **GEGA-003784**.

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Standards of play:

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

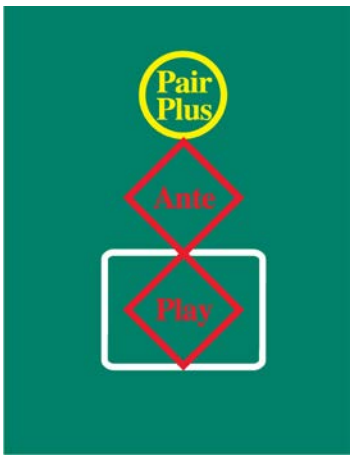
The player-dealer will only "bank" the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

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

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

The wagering areas shall be designated as follows:



1. For Ante wagers the word "Ante";

2. For Play wagers the word "Play";

3. For the Bonus wager the word(s) "Bonus" or "Pair Plus."

Number of players in the game:

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

Type of card deck used:

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

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

3. ***Number of Decks:*** Cards used to play Three Card Poker shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.
   a. The backs of each deck will be a different color;
   b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
   c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
   d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.

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

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker table, who has placed the Ante wager required above, shall also have the option to make an additional "Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table*.

5. Backline betting is not permitted on any wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.

2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, “no more bets.”

    a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.

3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.

2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.

4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

    a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.

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

c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.

   i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
   ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.

d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.

7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

8. The game utilizes an action button to determine which player receives action on their wager. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be place, 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.

9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

Bonus/Pair Plus:

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

1. A player shall only place a Bonus/Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Bonus/Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Bonus/Pair Plus and any collection fees that may be taken.
4. The Bonus/Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.

6. If the player's hand does not qualify for payouts, the player-dealer collects the Bonus/Pair Plus wager.
7. The player-dealer will pay all winning Bonus/Pair Plus wagers and will collect all losing Bonus/Pair Plus wagers.
8. The Bonus/Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Bonus/Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Bonus/Pair Plus wagers pay as follows:

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

Glossary of terms used in the controlled game:

Action The player position where the settling of wagers begins.

Ante The mandatory wager players make before seeing their hand.

Backline Betting Any wager made by a player on any position other than their own position.

Bet Chips placed on the table in a betting square.

Betting Square A specially marked area on the table designated specifically for wagers.

Bonus Bet An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.

Boxed Card A card that is turned face up in the deck.

Cut Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.

Cut Card A card used to determine the location of the cut.

Fold The player option to surrender his/her ante, rather than continue the game.

Hand A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

Play An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.

Player-dealer Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.

Qualifier A specific set of card(s) that a player and/or the player-dealer must have to play.

Round of Play One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.

Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Collection Rates:

For table limits and collection rate schedules for the game of Three Card Poker please refer to the Bureau approved Poker Collection rates **GEGA-003783**.

Pure Spanish 21.5™

Masque Publishing, Inc.

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

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

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 cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.

5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player’s body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.

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.

DIAGRAM #I

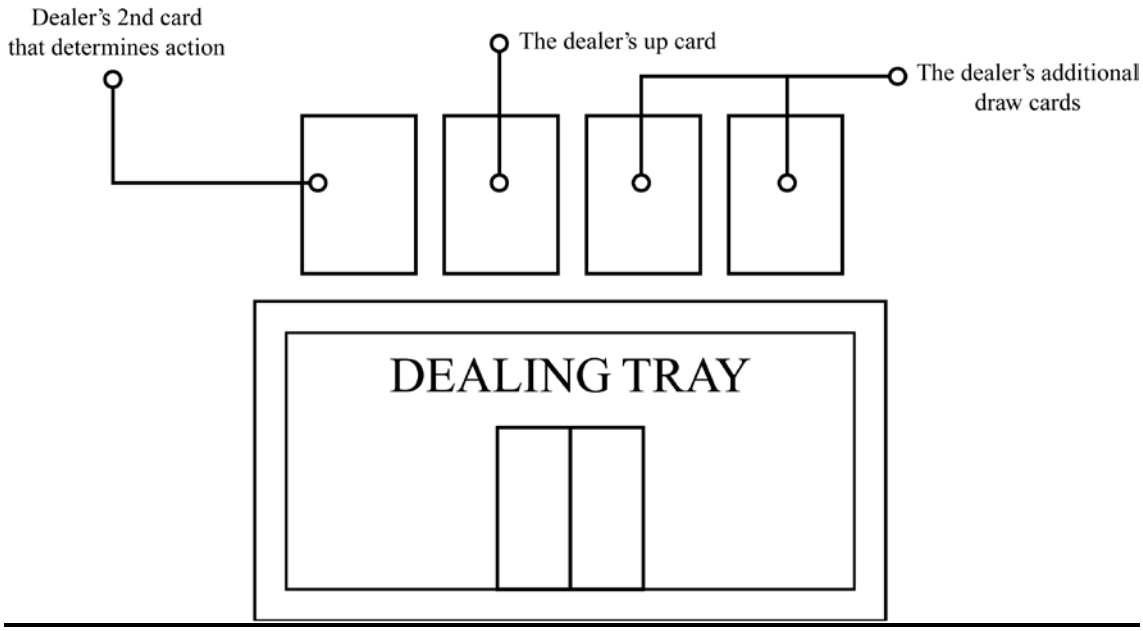


CHART 1A

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.

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 not permitted on any wager.

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 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.

4. Back-line betting is not permitted on the Match the Dealer Up Card Bonus Bet.

5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer Up Card Bonus Bet.

6. If the player-dealer does <u>not</u> or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. <u>The Match the Dealer Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack</u>.

7. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal his or her hole card and play out his hand. The payoff odds vary with the number of matched cards in the player-dealer's hand.

    a. If the player-dealer's hand matches, all Match the Dealer Bonus Bets will be paid according to the posted Match the Dealer pay table.
    b. If the player-dealer's hand does not match, all Match the Dealer Bonus Bets will be collected in rotation to the extent of the money in action.

8. The player-dealer will pay all winning Match the Dealer Bonus Bets and will collect all losing Match the Dealer Bonus Bets.

9. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Buster Blackjack Bonus Bet wager, Match the Dealer Bonus Bet Wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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 tables.

Match the Dealer Card Bonus Bet Pay Tables

Table C 48 Card Deck	**6 Decks**
2 suited matches	18 to 1
1 suited + 1 non-suited match	13 to 1
1 suited match	9 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

Collection Fee Schedule: How and When are House Fees Collected

For table limits and collection rate schedules for the game of Pure Spanish 21.5, please refer to CA Games Collection Rate Approval (**GEGA-003784)**.

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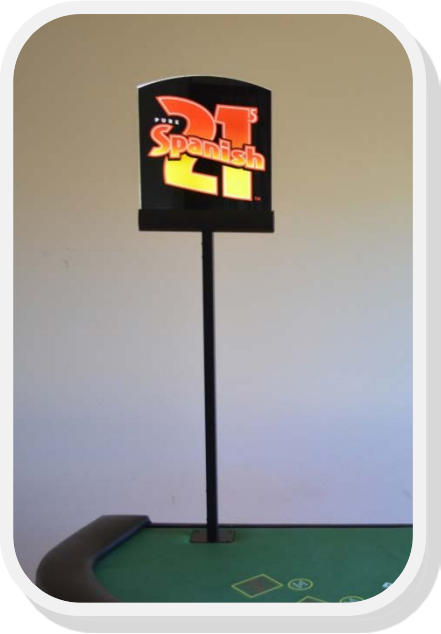
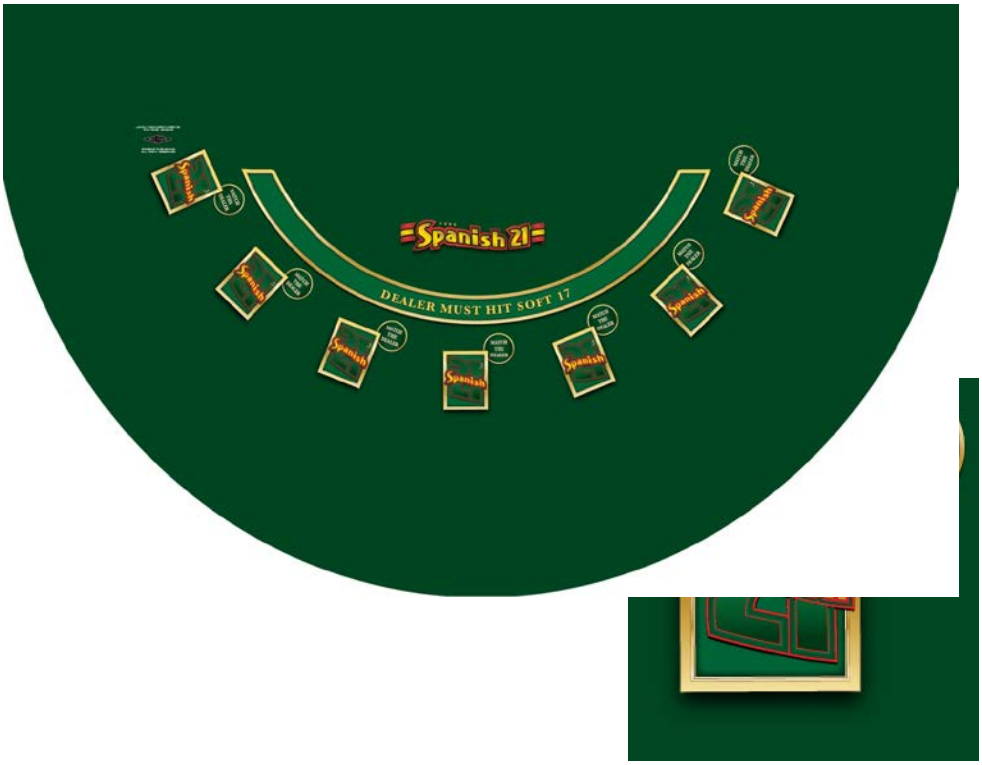


Table Layout



No Bust 21st Century Blackjack© 4.0

No Bust 21st Century Blackjack 4.0

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 22 or "Natural." (This hand pays 6 to 5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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 one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any of the following combinations is a Natural and beats all other hands:
    - A bonus ace and any card with a value of 10 on the first two cards dealt (pays 6 to 5)
- An ace has a value of 12 on the first two cards if the other card has a value of 10
- An Ace has a value of 1 or 11
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. No Bust 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 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.

No Bust 21st Century Blackjack 4.0

2. The game utilizes between one and eight 52-card decks.
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. A maximum of five 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 places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. 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:

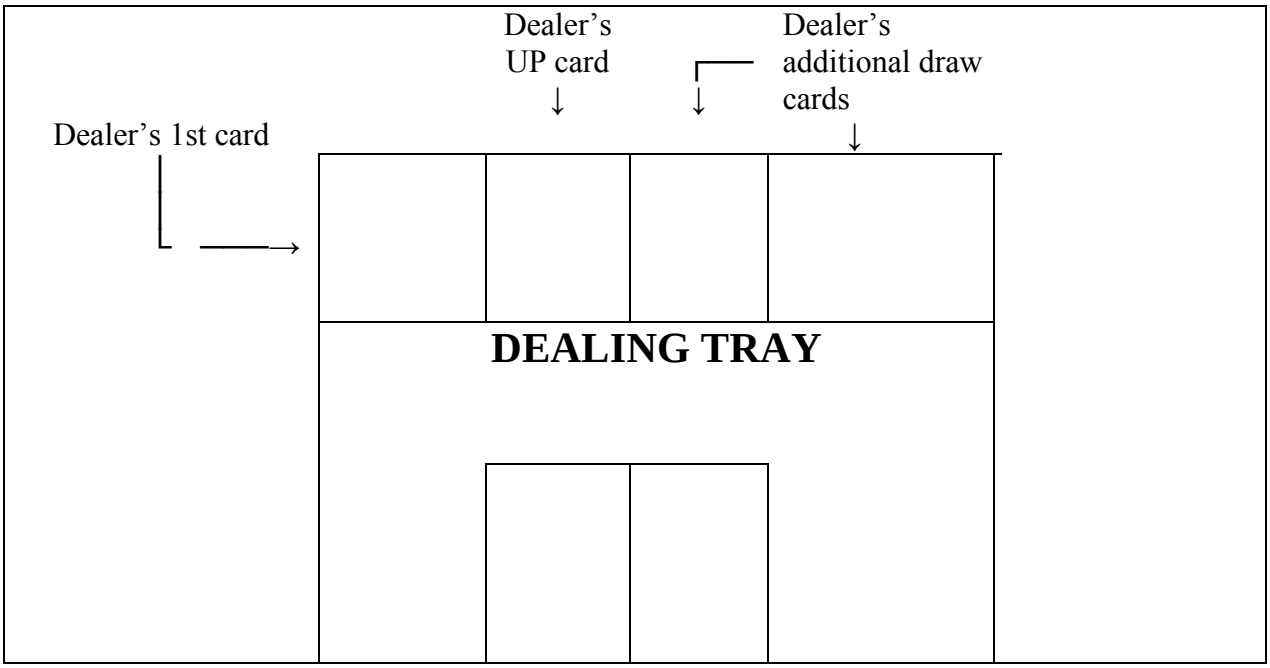
Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

8. 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, 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.
9. 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.
10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 Natural 22	11 Or Less	12 - 20

No Bust 21st Century Blackjack 4.0

11. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will complete the player-dealer's hand according to the rules below.
12. 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:



13. 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		
Must Stand On	*Must Hit On*	*Have Option On*
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. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.
16. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Bank Button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table. 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.

No Bust 21st Century Blackjack 4.0

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, 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 unless they have a three card hand totaling 25, in which case it will be a 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.
8. A two card 22 beats all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to 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 of the amount wagered or won.
11. Backline betting is permitted on any wagers.
12. 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 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.
- SPLIT-
    - 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.
    - 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 on the first two cards and forfeit half their wager unless the dealer has a natural.

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- INSURANCE-
    - 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.

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 that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Collection Fee Schedule: How and When are House Fees Collected

For table limits and collection rate schedules for the game of No Bust 21st Century Blackjack 4.0, please refer to CA Games Collection Rate Approval (**GEGA-003784)**.

No Bust 21st Century Buster Blackjack© 4.0

No Bust 21st Century Buster Blackjack 4.0

OBJECT OF THE GAME

The object of the No-Bust 21st Century Buster Blackjack 4.0 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." (This hand pays 6 to 5)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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 one (1) and a maximum of eight (8) decks.

- Any two card hand consisting of any of the following combinations is a Natural and beats all other hands:
    - A bonus ace and any card with a value of 10 on the first two cards dealt (pays 6 to 5)
- An ace has a value of 12 on the first two cards if the other card has a value of 10
- An Ace has a value of 1 or 11
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

1. No Bust 21st Century Buster Blackjack 4.0 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.

No Bust 21st Century Buster Blackjack 4.0

2. The game utilizes between one and eight 52-card decks.
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. A maximum of five 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 places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the house dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. 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

8. 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, 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.
9. 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.
10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 Natural 22	11 Or Less	12 - 20

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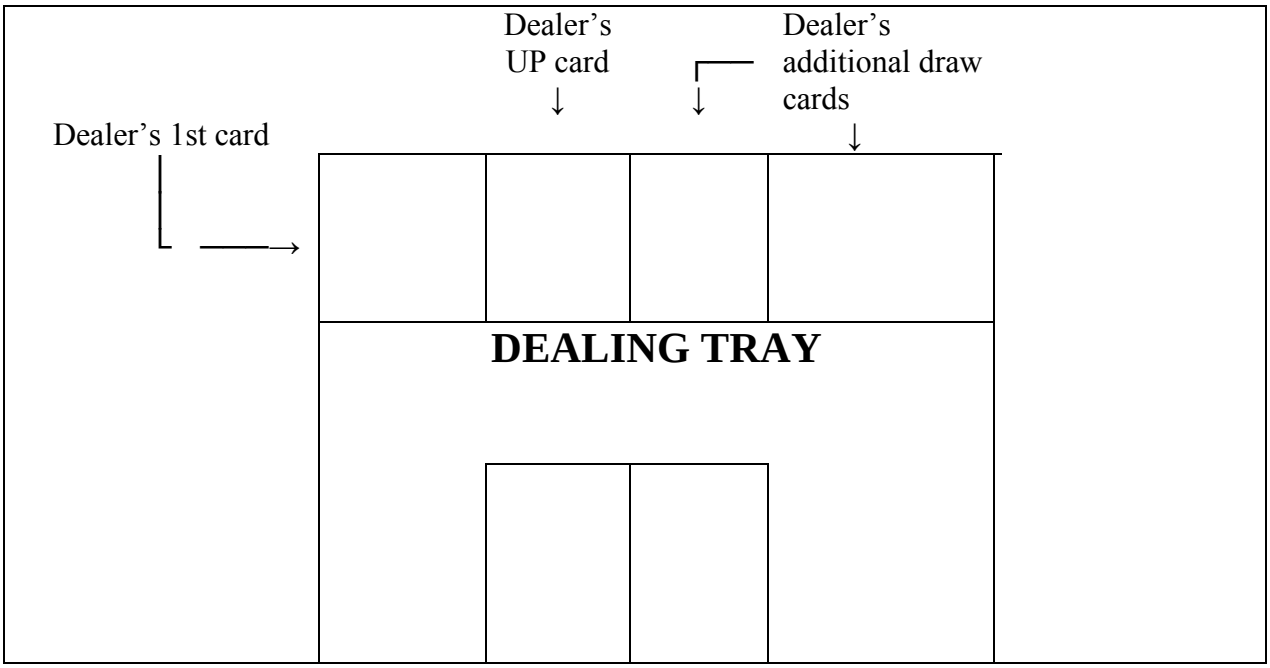
11. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will complete the player-dealer's hand according to the rules below.
12. The Player-Dealer's cards will always be dealt and placed in front 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:



13. 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		
Must Stand On	*Must Hit On*	*Have Option On*
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. Wagers shall be settled in the following order: all base game wagers, followed by all Buster Bonus Bet wagers.
16. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray. The house dealer will also change the Bank Button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table.

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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, 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 unless they have a three card hand totaling 25, in which case it will be a 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.
8. A two card 22 beats all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the house dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to 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 of the amount wagered or won.
11. Backline betting is permitted on any wagers.
12. 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 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.
- SPLIT
    - 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.
    - 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 on the first two cards and forfeit half their wager unless the dealer has a natural.

No Bust 21st Century Buster Blackjack 4.0

- INSURANCE
    - 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.

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 Bonus Wager

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.

Rules of Play

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 wagers 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 game, the player-dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the player-dealer's busted hand. The more cards in his busted hand, the higher the payoff.
    a. If the player-dealer hand busts, all Buster Blackjack Bonus Bet 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. Additionally, each player's wager receives action in the following order: game wager, Buster Blackjack Bonus Bet wager.

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.

No Bust 21st Century Buster Blackjack 4.0

Buster Blackjack Pay Table

Number of Cards in Dealer's Busted Hand	Payout
3	2:1
4	2:1
5	4:1
6	15:1
7	50:1
8 or more	300:1

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 that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

Collection Fee Schedule: How and When are House Fees Collected

For table limits and collection rate schedules for the game of No Bust 21st Century Buster Blackjack 4.0, please refer to CA Games Collection Rate Approval (**GEGA-003784)**.

OMAHA HI-LOW SPLIT

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher than the other players five-card poker hand. Each player must use 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 "the board" cards, to make the highest and lowest ranking five-card poker hand, according to the rankings as shown below. When making a five-card low poker hand and a five-card high poker hand, a player is not required to use the same hole cards and/or community cards to complete each hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck and no Joker.

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 then 2. All suits shall be considered equal in rank.

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

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

OMAHA HI-LOW SPLIT

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 poker hand, in order of highest to lowest rank, shall be: King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 and then Ace. All suits shall be considered equal in rank.

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

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

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. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Method Used to Determine Action and Distribution of Cards

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the flat white disk with the words "dealer button." This button is used to visually designate which player is in the dealer position (in theory) for that hand.

The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are designated positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small

blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer. Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." 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:

- Place a wager that is equal to the amount of the big blind;
- Place their 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;
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise."
- "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.
- 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.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a "burn." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are shared by all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a check, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

OMAHA HI-LOW SPLIT

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

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

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. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is shared by all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and final round of betting will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the four hole cards initially dealt to them at the beginning of the game and three of the five community cards turned over throughout the round of play to make the highest ranking five-card poker hand. The following shall apply for determining which player wins the pot:

- If there is no qualifying five-card low poker hand, as described above, the entire pot shall be awarded to the player with the highest ranked five-card poker hand, according to the hand and card rankings shown above. All other players shall lose.
- If there is one or more qualifying five-card low poker hands, as described above, the pot shall be divided equally in half, with half of the pot being awarded to the player with the highest ranked five-card poker hand and the other half of the pot being awarded to the player with the lowest qualifying five-card poker hand. Furthermore, a player is eligible to win both the high hand portion of the pot as well as the low hand portion of the pot if

they have the highest ranked five-card poker hand and the lowest qualifying five-card poker hand.

- In the event that more than one player has the highest ranking hand and there is not a qualifying five-card low poker hand, the pot shall be split equally among all players with the highest ranked five-card poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.
- In the event that more than one player has the highest ranking hand and there is a qualifying five-card low poker hand, the pot shall be divided equally in half, with half of the pot being split equally among all players with the highest ranked five-card poker hand and the other half of the pot being split equally among all players with the qualifying five-card low poker hand. In the instance that there are an odd number of chips, the odd chips shall be awarded to the player closest to the left of the dealer button.

Collection Fee Schedule

For table limits and collection rate schedules for the game of Omaha Hi-Low Split please refer to **GEGA-003783**.

OMAHA

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

Object of the Game
The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as "community" cards or "the 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.

Card Values and Hand Rankings
Five-Card High Card Values-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 then 2. All suits shall be considered equal in rank.

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

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

OMAHA

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. Within each betting area for each seated position, there shall be a single betting space specifically designated for players to place a wager. Each seated position at the table shall have the same minimum and maximum wagering limits during each betting round, as specified by the table limits. Back-line betting is not permitted.

Method Used to Determine Action and Distribution of Cards

When first opening a game, all players shall be dealt one card face-up, starting with the player to the immediate left of the house dealer and continuing clockwise around the table. The player with the highest ranked card shall receive the flat white disk with the words "dealer button." This button is used to visually designate which player is in the dealer position (in theory) for that hand.

The dealer button shall rotate from player to player around the table clockwise after each round of play. The player with the dealer button is the last to receive cards when they are initially dealt at the beginning of the round of play and has the right of last action on all betting rounds (second, third, and fourth) except the first betting round, in which the "big blind" shall have the right to act last.

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are designated positions immediately to the left of the dealer button and posted before the house dealer deals cards. On all subsequent betting rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer. 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 received the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are pre-determined based on the posted table limit, mandatory for the players with the small blind and big blind buttons, and are used to initiate action. Both blind bets shall be placed in the center of the table, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have four cards face-down. These initial four cards are referred to as "hole cards." 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:

- Place a wager that is equal to the amount of the big blind;
- Place their 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;

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- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a “raise.”
- 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.
- 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.

After all players have acted in turn and either called all bets or folded their hand, the house dealer shall move all player bets into the pot. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it, referred to as a “burn.” The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as “the flop.” These are community cards and are shared by all players. Once the first three community cards have been placed face-up on the table, the second round of betting will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a check, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

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

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

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

OMAHA

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

How The Pot Is Awarded

After the fourth and final round of betting has been completed, the house dealer shall move all player wagers into the pot. All active players shall then enter into a showdown with each other and compare their hands. Players must use two of the 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.

Collection Fee Schedule

For table limits and collection rate schedules for the game of Omaha please refer to **GEGA-003783.**

Texas Hold'em

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

Object of the Game
The object of the game is for players to form a five-card poker hand that ranks higher than the other players' five-card poker hands. Each player may use any combination of the two cards initially dealt to them at the beginning of the game, referred to as "hole" cards, and the five cards dealt on the table throughout the course of the game, referred to as "community" cards or the "board" cards, or 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.

Card Values and Hand Rankings
Five-Card High Card Values-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 then 2. All suits shall be considered equal in rank.

The ranking of hands for Texas Hold 'em, in order from highest to lowest rank, shall be:

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 that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 5, 4, 3 and 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.

Texas Hold'em

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. Back-line wagering is not permitted.

Method Used to Determine Action and Distribution of Cards

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

The game also utilizes two separate disks, one with the words "small blind" and the other with the words "big blind" on them, to visually designate which player is in the "small blind" position and which player is in the "big blind" position. The small blind and the big blind, which are used to initiate action, are positioned immediately to the left of the dealer button and posted before the house dealer deals cards. 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. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

Dealing Procedures and Round of Play

The 52-card deck shall be shuffled, cut, and dealt by the house dealer.

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

Once the dealer button has been distributed by the house dealer, the player to the immediate left of the player with the dealer button shall receive the small blind button and shall be required to place the small blind. Additionally, the player to the immediate left of the player that received the small blind button shall receive the big blind button and shall be required to place the big blind. Both blinds are predetermined and mandatory for the players with the small blind and big blind buttons. Both blind wagers shall be placed in the designated wagering area, which is referred to as "the pot." Once the blinds have been placed in the pot, the house dealer shall deal one card face-down to each player, starting with the player to the left of the dealer button, which is the player that received the small blind button, and continuing clockwise around the table until all players have two cards face-down. These initial two cards are referred to as "hole cards." 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:

- Place a wager that is equal to the amount of the big blind;
- 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;
- Place a wager that is equal to the amount of the big blind as well as an additional amount within the posted table limit, referred to as a "raise;"
- 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;
- 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;

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. 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." The house dealer shall then take the next three cards from the top of the deck and place them face-up on the table simultaneously, which is referred to as "the flop." These are community cards and are shared by all players. Once the first three community cards have been placed face-up on the table, the second round of wagering will occur. All active players, which are players that called all wagers and did not fold their hand, shall be given the following options, starting with the first active player to the left of the dealer button:

- Place a wager according to the established table limits;
- Do not make a wager, referred to as a check, with the option to call or raise a wager by another player;
- Call a wager according to the rules and guidelines used in the previous round of play;
- Fold their hand according to the rules and guidelines used in the previous round of play;
- Raise the pot according to the rules and guidelines used in the previous round of play;

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. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of four community cards face-up on the table. This is referred to as "the turn card." This card shall also become a community card and is shared by all players. Once the fourth community card has been placed face-up on the table, the third round of wagering will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

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. The house dealer shall then take the top card of the deck and place it in the discard pile without exposing it. The house dealer shall then take one card from the top of the deck and place it face-up on the table so that there are now a total of five community cards face-up on the table. This is referred to as "the river card." This card shall also become a community card and is shared by all players. Once the fifth community card has been placed face-up on the table, which is the final community card, the fourth and

final round of wagering will occur. All active players shall be given the following options, starting with the first active player to the left of the dealer button:

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

How Each Wager Wins, Loses, or Pushes

After the fourth and final round of wagering has been completed, the house dealer shall move all wagers into the pot. All active players shall then enter into a showdown with each other and compare their hands. 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 Fee Schedule

For table limits and collection rate schedules for the game of Texas Hold'em please refer to **GEGA-003783**.

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Standards of play:

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the "War" option, the player/dealer also matches the player's primary wager and places it next to the player's. The dealer then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to the player/dealer. If the player's card has a higher rank than the player/dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer's cards are of equal rank on the "War" the player wins the "War" and is paid an additional amount equal to their ante wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the Tie wager, the ranks of the player and the player/dealer's cards must be equal.

The player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive rounds before it is rotated in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

Number of players in the game:

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Casino War shall be dealt from an automatic card shuffling device ("shuffler").
2. ***Physical Characteristics:*** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Casino War shall be played with at least twelve decks of cards in accordance with the following requirements:

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

Ranking of Hands:

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

Betting scheme:

1. All wagers at Casino War shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."

3. At the beginning of each round of play, each player shall be required to place a primary wager.

4. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.

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

Dealing procedures:

1. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.

2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

4. No player shall touch any card used in the game of Casino War other than the cutting card.

5. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:

   a. One card face up to each player who has placed on primary wager; and
   b. One card face up to the player/dealer.

Round of Play

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.

   a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
   b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
   c. If the player's card and the player/dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager.

2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.

3. If a player has a tie hand, the player shall be offered one of the following options:

   a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
   b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player’s primary wager.

4. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.

6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.

7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.

    a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
    b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
    c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.

8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rank in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

9. 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 a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Payout Odds

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1
- A tie wager shall be paid at odds of 10 to 1.
- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager.

Glossary of Terms

Definitions

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Burn card means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.

Primary wager means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.

Original deal means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.

Player/Dealer means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.

Round of play means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.

Suit means one of the four categories of cards: club, diamond, heart or spade.

Tie hand means the rank of a player's card and the rank of the dealer's card are equal.

Tie wager means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.

War means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.

War deal means the deal of the cards that follows the placement of a war wager.

War wager means a wager, equal in amount to the player's primary wager, that is required to be made if the player elects to go to war.

Collection Fee Schedule: How and When are House Fees Collected

For table limits and collection rate schedules for the game of Casino War, please refer to CA Games Collection Rate Approval (**GEGA-003784)**.

21st Century Blackjack Switch

21st CENTURY

21st Century Blackjack Switch

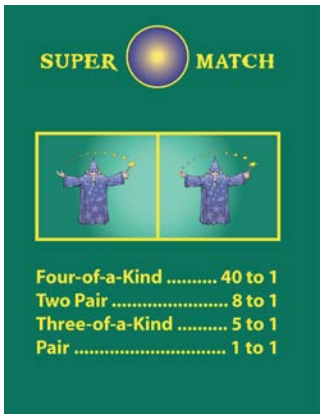
OBJECT OF THE GAME

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

HOW TO PLAY

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

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



TYPE OF TABLE

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

VALUE OF CARDS

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

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

RANKING CHART

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

21st Century Blackjack Switch

ROUND OF PLAY

1. 21st Century Blackjack Switch is played on a raised gaming table. The table seats six players who face the house dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.

2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.

3. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in accordance with the collection rate schedules.

5. Collection fees will be taken in accordance with the collection rate schedule.

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards.

7. The house dealer deals the first card to the player seated to the left of house dealer and continues in a clockwise fashion around the table. Each player will be dealt one card, face up, to each of their hands for a total of two cards. After each player has received their cards, the player-dealer receives one card face up. The player-dealer's card will be placed in front of the house dealer face up.

8. The house dealer will deal a second card, face up, to each of the players' two hands, again starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players have received their cards, face up, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

9. When each player has two hands and the player-dealer has two starting cards, the Super Match wager will be settled beginning with the player to the right of the house dealer and continuing in a counter-clockwise manner until all Super Match wagers have been acted upon or the player-dealer's funds are exhausted.

10. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" Ace card. If the player-dealer is dealt a "Bonus" Ace face-up, players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of

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

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

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

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

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

12. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer's hole (second) card.

13. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

14. The house dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

Rules For Player-dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

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

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

15. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The Player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.

16. Beginning with the player to the right of the house dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon or the player-dealer's funds are exhausted. Furthermore, wagers will be settled in the following order: All Super Match wagers (see number 8 above), then all game wagers on the table.

17. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is offered in a clock-wise fashion around the table.

18. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

19. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

GAME RULES

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

g. If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
    i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
    ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will "PUSH" and no action is taken on the wager.

2. Double-Down:
    a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
    b. There is no extra collection fee taken by the casino on any double-down executed by a player, nor is there any extra collection fee charged to the player-dealer.
    c. A player may double down for less than his original wager

3. Splits:
    a. Players can split two cards of the same value or rank on the first two cards of each hand dealt to them. A split may occur before or after a switch. The player must place a second wager for each split equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split hand to make the best hand. Players may double-down after each split.
    b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of three times for a total of 4 hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
    c. Players can split any two "Bonus" Aces originally dealt to them but can only receive one extra card per "Bonus" Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. "Bonus" Aces may only be split once and cannot qualify for a "Natural" hand after the split.
    d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

4. Insurance:
    a. Players may make an optional insurance wager.
    b. When the player-dealer has a "Bonus" Ace showing, players can take insurance by betting up to half (1/2) of their original wager. If the player-dealer has a "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
    c. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

5. Players cannot surrender.

6. Odds: All winning player hands pay 1 to 1 including "Naturals."

7. Optional Bonus Bet: Super Match

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

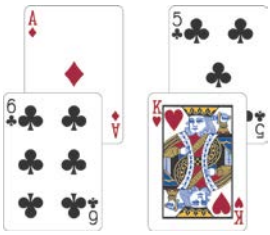
1. A player shall only place a Super Match wager if he/she has also placed a game wager prior to the initial deal.
2. See the collection rate schedule for any restrictions on the amount that may be wagered on the Super Match and any collection fees that may be taken.
3. The Super Match wager considers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

Super Match wager is paid according to posted paytable:

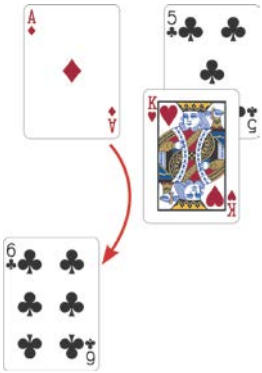
First 4 cards	6 Decks
4 of a Kind	40 to 1
Two Pair	8 to 1
Three of a Kind	5 to 1
Pair	1 to 1

21st Century Blackjack Switch

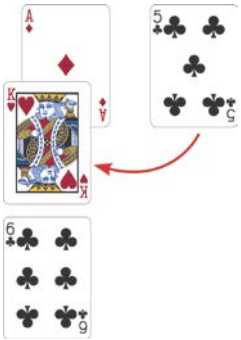
Procedure for Switching the Cards



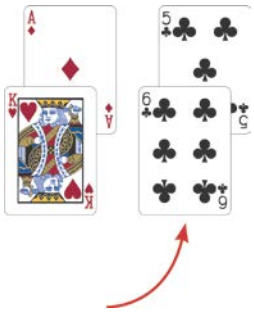
Starting position of the player's hand



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



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



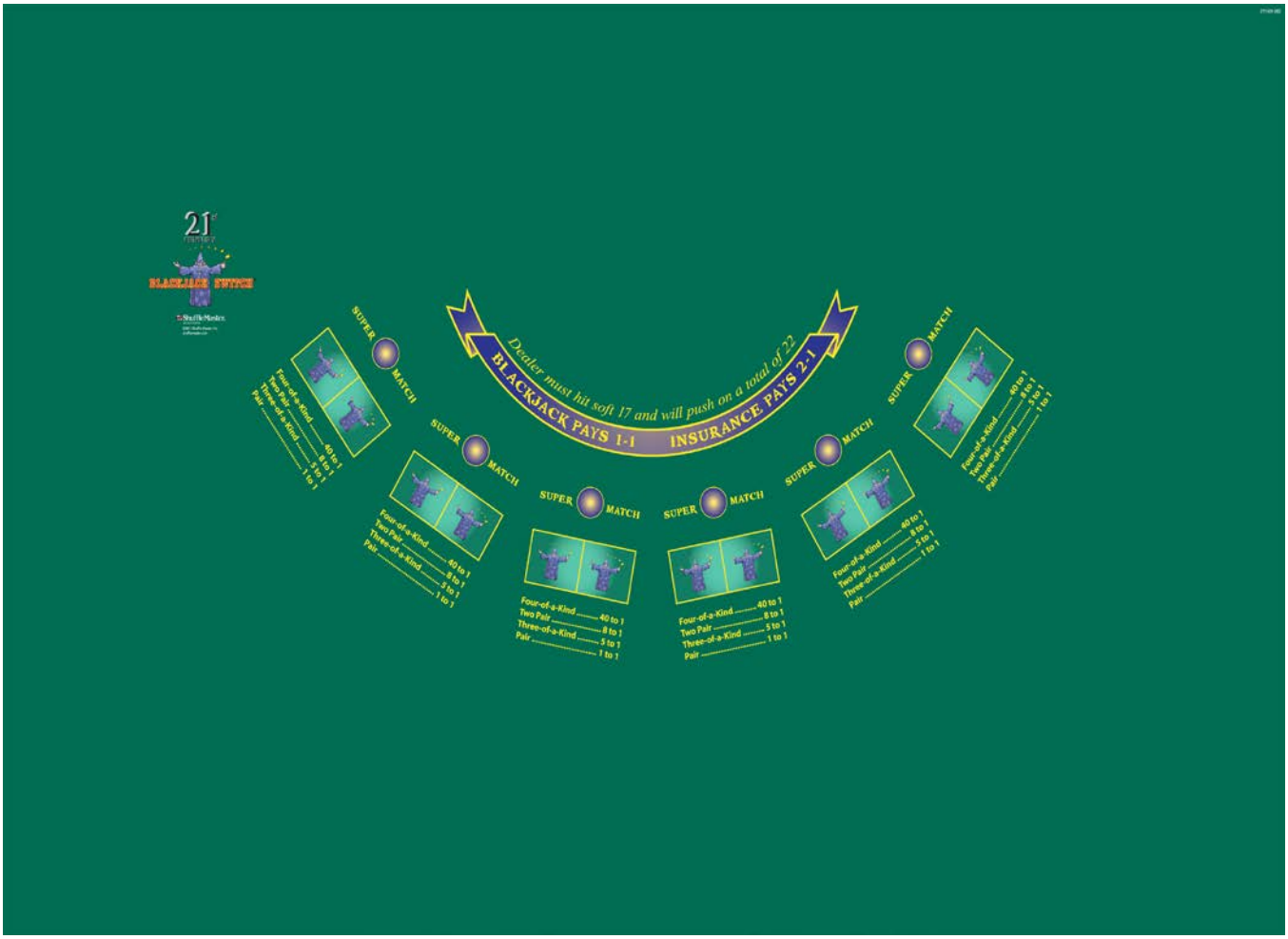
Finally, the dealer will move the original left card into the position left vacant by the right card.

21st Century Blackjack Switch

Collection Rates

For table limits and collection rate schedules for the game of 21st Century Blackjack Switch please refer to the approved California Games Collection Rates (**GEGA-003784)**.

Table Layout



ZooBac

Game Information/Specifics

The name of the controlled game is ZooBac. Alternative capitalizations would be ZOOBAC or Zoobac.

Type of Game

The game of ZooBac 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 ZooBac is to assemble a hand of two or three cards with a point value as close to nine as possible.

Description of the Deck and the Number of Decks Used

ZooBac uses at least four (4) but no more than eight (8) standard 52-card decks. The House Dealer will have a standard "shoe" from which to deal the cards.

Card Values and Hand Rankings

The value of each hand is determined by the sum of the combined cards. Aces count as one, picture cards as ten and all others as their face value. When combined cards have a total sum greater than ten, the last digit of the total sum is the value of the hand. For example, a hand with a sum of eighteen would be valued as eight.

Description of Table Used and Total Number of Seated Positions

One type of ZooBac table will be a standard semi-circular gaming table. The House Dealer will be seated in the center of the flat portion while the participants will be seated around the outside of the circular portion. There will be clearly marked areas to bet on the Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and each betting area is large enough to accommodate back line wagers. The area directly in front of the House Dealer will be where the cards for the Player and Banker hands are placed. A graphic representation of what the table may look like is shown below. A second type of ZooBac table will be a kidney-style table with both a House Dealer and a Stick. The two employees will be seated in the center, with the participants seated to either side of them. There will be clearly marked areas to bet on the Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo, and there may be demarcated areas for back line wagers. The area directly in front of the House Dealer will be where the cards for the Player and Banker hands are placed. There will be seats for up to twelve participants. Back line betting is permitted on all wagers.

Dealing Procedures and Round of Play

Participants can place one or more of the following seven wagers: Player, Banker, Tie, Rabbit, Tiger, Monkey, and/or Zoo. No particular wager is dependent on another; participants may wager on any one of the seven options, or any combination of their choosing.

There is no more wagering once the dealer calls for last bets and then takes the collection. The House Dealer will then deal out the hand.

ZooBac

The House Dealer deals two cards face up for the Player and Banker hands in the following manner: The first card goes to the Player, the next to the Banker, the next to the Player, and the next to the Banker. These are community hands, meaning that everyone who places a wager is betting on the outcome of those hands.

If either the Player hand or the Banker hand has a point total of eight or nine on their first two cards, they both stand, meaning they do not take a third card. This overrides all other hitting rules.

If the Player hand has a point total of six or seven, the Player stands. If the Player has a point total of five or less, the Player takes a third card.

If the Player hand has a point total of six or seven after two cards, the Banker hand will take a third card if the Banker hand has a point total of five or less. If the Player hand takes a third card, the Banker hand will follow a set of rules to determine whether to take a third card based on the Banker's current score and the value of the Player's third card. Those rules are outlined in the table below, where "S" represents stand and "H" represents hit.

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

How Each Wager Wins, Loses or Pushes

A Player hand wager wins when the Player's hand has a higher point total than the Banker's hand. The winning Player wagers will be paid 1-to-1. When the Player hand and the Banker hand point totals tie, the Player hand wager pushes. When the Banker hand finishes with the higher point total, the Player hand wager loses.

A Banker wager wins when the Banker's hand has a higher point total than the Player hand. The winning Banker wagers will be paid 1-to-1, with one exception. If the Banker hand wins with a hand comprised of three cards and a point total of eight, the Banker bets will push. When

the Player and Banker hand point totals tie, the Banker hand wagers will again push. When the Player hand finishes with the higher point total, the Banker hand wager loses.
A Tie wager wins when the Player and Banker hand end with identical point totals. The Tie wager will be paid 9-to-1. If either the Player or Banker hand wins, the Tie wager loses.

A Rabbit wager wins when the Player hand wins with a three-card hand totaling seven points, and will be paid 25-to-1. If the Rabbit wager wins and the Banker hand totals zero, the payout is tripled to 75-to-1. The Rabbit wager loses with any outcome other than the Player hand winning with a three-card hand totaling seven points.

A Tiger wager wins when the Banker hand wins with a three-card hand totaling eight points, and will be paid 25-to-1. If the Tiger wager wins and the Player hand totals zero, the payout is tripled to 75-to-1. The Tiger wager loses with any outcome other than the Banker hand winning with a three-card hand totaling eight points.

A Monkey wager wins when the hand ends in a zero-to-zero tie and will be paid 150-to-1. The Monkey wager loses with any result other than a zero-to-zero tie.

A Zoo wager is a combination wager that wins if any one of the Rabbit, Tiger, or Monkey wager wins. The payout varies depending on which wager wins. If the Rabbit wager wins, the Zoo wager payout is 10-to-1. If the Rabbit wager wins and the Banker hand totals zero, the Zoo wager payout is tripled to 30-to-1. If the Tiger wager wins, the Zoo wager payout is 10-to-1. If the Tiger wager wins and the Player hand totals zero, the Zoo wager payout is tripled to 30-to-1. If the Monkey wager wins, the Zoo payout is 30-to-1.

When the Player-Dealer wager covers all other wagers, the House Dealer will collect and pay counter-clockwise, starting from the seat to the House Dealer's immediate right and proceeding to the left.

If the Player-Dealer's wager covers all wagers, the House Dealer will collect and pay counter-clockwise, starting from the seat to the House Dealer's immediate right and proceeding to the left. The House Dealer will first collect all losing bets starting from the outermost ring of designated betting areas and continuing inward, collecting right to left on each ring of designated betting areas. The House Dealer will then pay all winning bets from right to left, again starting with the outermost ring of designated betting areas and continuing inward, paying right to left on each ring of designated betting areas. Wagers will be settled in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Each participant's Player wager will be settled first, followed by each participant's Banker wager, then continuing on with Tie, Rabbit, Tiger, Monkey, and Zoo, in that order.

In the event that the Player-Dealer wager does not cover all other wagers, the House Dealer will start from the action button and proceed clockwise, using the Player-Dealer's wager to settle all other wagers in the following order: Player, Banker, Tie, Rabbit, Tiger, Monkey, and Zoo. Wagers not covered by the Player-Dealer shall be returned to the respective participants. The Player-Dealer can win or lose only the amount of their wager.

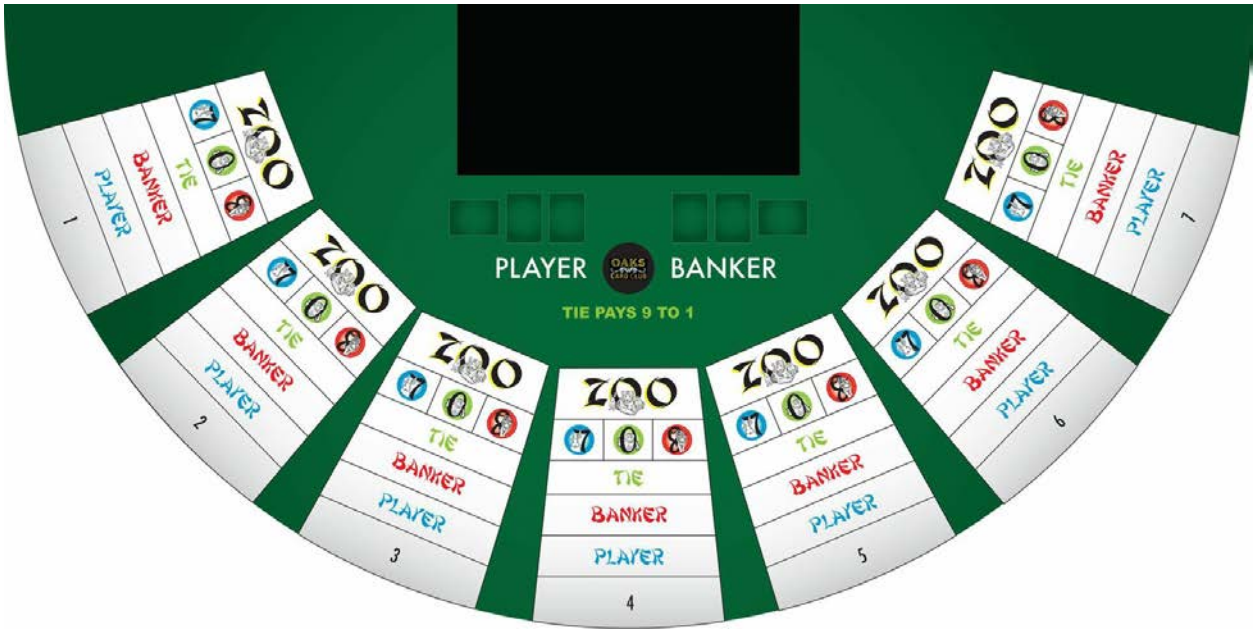
The first card dealt for the Player hand will determine the location of the action button, taking the value of the card and counting clockwise from the Player-Dealer seat.

ZooBac

Collection Fee Schedules

For table limits and collection rate schedules for the game of Zoobac, please refer to the approval of all California Games Collection Rates (BGC ID: **GEGA-003784).**

ZooBac



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

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

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

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

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

e) A shuffling machine which the House Dealer will use only when he or she reaches the end of a given shoe.

ZooBac

Glossary of Terms

Player – One of the two hands on which participants place wagers. When the Player hand ends the round with a higher point total than the Banker hand, participants who bet on the Player hand are paid 1-to-1.

Banker – One of the two hands on which participants place wagers. When the Banker hand ends the round with a higher point total than the Player hand, participants who bet on the Banker hand are paid 1-to-1, except when the Banker hand wins with a three-card hand totaling eight points, in which case the Banker hand wagers push.

Tie – When the Player hand and the Banker hand end the round with identical point totals. Winning wagers on the Tie pay 9-to-1.

Rabbit – When the Player hand wins the round with a three-card hand totaling seven points. Winning Rabbit wagers pay 25-to-1.

Triple Rabbit – When the Player hand wins the round with a three-card hand totaling seven points and the Banker hand totals zero. In that instance, the payout on winning the Rabbit wager is tripled to 75-to-1.

Tiger – When the Banker hand wins the round with a three-card hand totaling eight points. Winning Tiger wagers pay 25-to-1.

Triple Tiger – When the Banker hand wins the round with a three-card hand totaling eight points and the Player hand totals zero. In that instance, the payout on winning the Tiger wager is tripled to 75-to-1.

Monkey – When the round ends in a zero-to-zero tie. Winning Monkey wagers pay 150-to-1.

Zoo - A combination wager that wins in five different scenarios. If the result of the round is a Rabbit or Tiger, the Zoo wagers pay is 10-1. If the result of the round is a Triple Rabbit, Triple Tiger, or Monkey, the Zoo wagers pay is 30-1.

Ownership of Game

1. Copyright and trademark registration applications for this game are pending.

2. A copy of the patent application for this game is attached.

3. An agreement between the Tavern at Stones Gambling Hall and Lessinger Gaming, LLC, represented by Matt Lessinger, will be completed upon approval

4. The inventor of the game is Matt Lessinger.

Poker Collection Rates

Texas Hold'em (GEGA-003757)

For **schedule options 1-4**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot after immediately the flop. If the hand does not reach the flop a $1 collection, referred to as the Modified fee, will be taken from the pot.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
1	7+	$6.00	$1.00
	5-6	$5.00	
	2-4	$4.00	
2	7+	$5.00	$1.00
	5-6	$4.00	
	2-4	$3.00	
3	7+	$4.00	$1.00
	5-6	$3.00	
	2-4	$2.00	
4	7+	$3.00	$1.00
	5-6	$2.00	
	2-4	$1.00	

For **schedule options 5-8**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand does not reach the flop no collection shall be taken.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees after the Flop
5	7+	$6.00
	5-6	$5.00
	2-4	$4.00
6	7+	$5.00
	5-6	$4.00
	2-4	$3.00
7	7+	$4.00
	5-6	$3.00
	2-4	$2.00
8	7+	$3.00
	5-6	$2.00
	2-4	$1.00

Poker Collection Rates

For **schedule options 9-12**, a collection shall be taken by the house dealer from the pot before the flop regardless if the flop is reached, this shall be known as the pre-flop. A collection shall also be taken after the flop, and after the turn.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
9	7+	$1.00	$4.00	$1.00
	5-6		$3.00	$1.00
	2-4		$2.00	$0.00
10	7+	$1.00	$3.00	$1.00
	5-6		$2.00	$1.00
	2-4		$2.00	$0.00
11	7+	$1.00	$2.00	$1.00
	5-6		$1.00	$1.00
	2-4		$1.00	$0.00
12	7+	$1.00	$1.00	$1.00
	5-6			
	2-4			

<u>No Limit Texas Hold'em (GEGA-003757)</u>

For **schedule options 13-36**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum amount in the pot listed for each schedule option. If the pot has not reached the maximum amount for the individual schedule option by the end of the hand, the appropriate collection based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand fails to reach the flop a $1 collection, referred to as the Modified fee, will be taken from the pot.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Collection Fees		Modified Fee
	Total Amount in Pot	Amount of Collection	
13	$1-$5	$1.00	$1.00
	$6-$8	$3.00	
	$9+	$6.00	
14	$1-$5	$1.00	$1.00
	$6-$8	$3.00	
	$9+	$5.00	
15	$1-$5	$1.00	$1.00
	$6-$8	$3.00	
	$9+	$4.00	
16	$1-$5	$1.00	$1.00
	$6-$8	$2.00	
	$9+	$3.00	
17	$1-$6	$1.00	$1.00
	$7+	$2.00	

Poker Collection Rates

18	$1-$5	$1.00	$1.00
	$6-$10	$3.00	
	$11	$6.00	
19	$1-$5	$1.00	$1.00
	$6-$10	$3.00	
	$11	$5.00	
20	$1-$5	$1.00	$1.00
	$6-$10	$2.00	
	$11+	$4.00	
21	$1-$5	$1.00	$1.00
	$6-$10	$2.00	
	$11+	$3.00	
22	$1-$7	$1.00	$1.00
	$8-$12	$3.00	
	$13+	$6.00	
23	$1-$7	$1.00	$1.00
	$8-$12	$3.00	
	$13+	$5.00	
24	$1-$7	$1.00	$1.00
	$8-$12	$3.00	
	$13+	$4.00	
25	$1-$7	$1.00	$1.00
	$8-$12	$2.00	
	$13+	$3.00	
26	$1-$7	$1.00	$1.00
	$8+	$2.00	
27	$1-$15	$1.00	$1.00
	$16-$25	$4.00	
	$26+	$6.00	
28	$1-$15	$1.00	$1.00
	$16-$25	$4.00	
	$26+	$5.00	
29	$1-$15	$1.00	$1.00
	$16-$25	$3.00	
	$26+	$4.00	
30	$1-$15	$1.00	$1.00
	$16-$25	$2.00	
	$26+	$3.00	
31	$1-$15	$1.00	$1.00
	$16+	$2.00	
32	$1-$30	$1.00	$1.00
	$31-$50	$4.00	
	$51+	$6.00	
33	$1-$30	$1.00	$1.00
	$31-$50	$4.00	
	$51+	$5.00	

Poker Collection Rates

34	$1-$30	$1.00	$1.00
	$31-$50	$3.00	
	$51+	$4.00	
35	$1-$30	$1.00	$1.00
	$31-$50	$2.00	
	$51+	$3.00	
36	$1-$30	$1.00	$1.00
	$31+	$2.00	

For **schedule options 37-60**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum total amount in the pot listed in each schedule option. If the pot has not reached the maximum total amount in the pot for the schedule option by the end of the hand, the appropriate collection based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand does not reach the flop, a collection will not be taken.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Collection Fees	
	Total Amount in Pot	Amount of Collection
37	$1-$5	$1.00
	$6-$8	$3.00
	$9+	$6.00
38	$1-$5	$1.00
	$6-$8	$3.00
	$9+	$5.00
39	$1-$5	$1.00
	$6-$8	$3.00
	$9+	$4.00
40	$1-$5	$1.00
	$6-$8	$2.00
	$9+	$3.00
41	$1-$6	$1.00
	$7+	$2.00
42	$1-$5	$1.00
	$6-$10	$3.00
	$11	$6.00
43	$1-$5	$1.00
	$6-$10	$3.00
	$11	$5.00
44	$1-$5	$1.00
	$6-$10	$2.00
	$11+	$4.00
45	$1-$5	$1.00
	$6-$10	$2.00
	$11+	$3.00

Poker Collection Rates

46	$1-$7	$1.00
	$8-$12	$3.00
	$13+	$6.00
47	$1-$7	$1.00
	$8-$12	$3.00
	$13+	$5.00
48	$1-$7	$1.00
	$8-$12	$3.00
	$13+	$4.00
49	$1-$7	$1.00
	$8-$12	$2.00
	$13+	$3.00
50	$1-$7	$1.00
	$8+	$2.00
51	$1-$15	$1.00
	$16-$25	$4.00
	$26+	$6.00
52	$1-$15	$1.00
	$16-$25	$4.00
	$26+	$5.00
53	$1-$15	$1.00
	$16-$25	$3.00
	$26+	$4.00
54	$1-$15	$1.00
	$16-$25	$2.00
	$26+	$3.00
55	$1-$15	$1.00
	$16+	$2.00
56	$1-$30	$1.00
	$31-$50	$4.00
	$51+	$6.00
57	$1-$30	$1.00
	$31-$50	$4.00
	$51+	$5.00
58	$1-$30	$1.00
	$31-$50	$3.00
	$51+	$4.00
59	$1-$30	$1.00
	$31-$50	$2.00
	$51+	$3.00
60	$1-$30	$1.00
	$31+	$2.00

Poker Collection Rates

For **schedule options 61-66**, a collection shall be taken by the house dealer from the pot after the pot reaches the 3rd level of the total amount of the pot for the schedule option. An additional $1 fee will be taken immediately from the pot by the house dealer as soon as the amount in the pot reaches the 4th level. If the total amount in the pot does not reach the 3rd level, the appropriate collection will be taken after the river depending on the total amount of the pot. If the hand fails to reach the flop a $1 collection, referred to as the Modified fee, will be taken from the pot.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Collection Fees		Modified Fee
	Total Amount in Pot	Amount of Collection	
61	$1-$5	$1.00	$1.00
	$6-$8	$3.00	
	$9-$99	$5.00	
	$100+	$6.00	
62	$1-$5	$1.00	$1.00
	$6-$8	$3.00	
	$9-$99	$4.00	
	$100+	$5.00	
63	$1-$5	$1.00	$1.00
	$6-$10	$3.00	
	$11-$149	$5.00	
	$150+	$6.00	
64	$1-$7	$1.00	$1.00
	$8-$12	$3.00	
	$13-$199	$5.00	
	$200+	$6.00	
65	$1-$15	$1.00	$1.00
	$16-$25	$3.00	
	$26-$399	$5.00	
	$400+	$6.00	
66	$1-$30	$1.00	$1.00
	$31-$50	$3.00	
	$51-$799	$5.00	
	$800+	$6.00	

Poker Collection Rates

For **schedule options 67-72**, the collection shall be taken by the house dealer from the pot after the pot has reached the maximum total amount in the pot listed for the schedule option. If the pot has not reached the maximum amount for the corresponding schedule option by the end of the hand, the appropriate collection based on the total amount in the pot shall be taken by the house dealer from the pot immediately after the river. If the hand does not reach the flop, a collection will not be taken.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Collection Fees	
	Total Amount in Pot	Amount of Collection
67	$1-$5	$1.00
	$6-$8	$3.00
	$9-$99	$5.00
	$100+	$6.00
68	$1-$5	$1.00
	$6-$8	$3.00
	$9-$99	$4.00
	$100+	$5.00
69	$1-$5	$1.00
	$6-$10	$3.00
	$11-$149	$5.00
	$150+	$6.00
70	$1-$7	$1.00
	$8-$12	$3.00
	$13-$199	$5.00
	$200+	$6.00
71	$1-$15	$1.00
	$16-$25	$3.00
	$26-$399	$5.00
	$400+	$6.00
72	$1-$30	$1.00
	$31-$50	$3.00
	$51-$799	$5.00
	$800+	$6.00

For **schedule options 73-76**, the appropriate collection based on the number of players shall be taken from the house dealer from the pot immediately after the flop. If the hand fails to reach the flop a $1 collection, referred to as the Modified fee, will be taken from each player regardless.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
73	7+	$6.00	$1.00
	5-6	$5.00	
	2-4	$4.00	

Poker Collection Rates

74	7+	$5.00	$1.00
	5-6	$4.00	
	2-4	$3.00	
75	7+	$4.00	$1.00
	5-6	$3.00	
	2-4	$2.00	
76	7+	$3.00	$1.00
	5-6	$2.00	
	2-4	$1.00	

For **schedule options 77-80**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand does not reach the flop, a collection will not be taken.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Number of Players	Collection Fees after the Flop
77	7+	$6.00
	5-6	$5.00
	2-4	$4.00
78	7+	$5.00
	5-6	$4.00
	2-4	$3.00
79	7+	$4.00
	5-6	$3.00
	2-4	$2.00
80	7+	$3.00
	5-6	$2.00
	2-4	$1.00

For **schedule options 81-84**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot before the flop regardless if the flop is reached, this will be known as the pre-flop. A collection shall also be taken after the flop, and after the turn.

$20 Minimum Buy-In
No Maximum Buy-In

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
81	7+	$1.00	$4.00	$1.00
	5-6		$3.00	$1.00
	2-4		$2.00	$0.00
82	7+	$1.00	$3.00	$1.00
	5-6		$2.00	$1.00
	2-4		$2.00	$0.00
83	7+	$1.00	$2.00	$1.00
	5-6		$1.00	$1.00
	2-4		$1.00	$0.00

Poker Collection Rates

84	7+	$1.00	$1.00	$1.00
	5-6			
	2-4			

Texas Hold'em (GEGA-003757), Omaha (GEGA-003758, Omaha Hi-Lo Split (GEGA-003759)

A collection will be collected every thirty minutes. **Schedule options 85 through 99** apply to limit games, as well as no limit and pot limit games. For limit games, the table limits range from a minimum of a $1-$2 limit game, to a maximum of a $1,000-$2,000 limit game. For no limit games and pot limit games, the minimum buy-in will be $20.

Schedule Option	Number of Players	Collection Fees
85	2+	$6.00
86	2+	$7.00
87	2+	$8.00
88	2+	$9.00
89	2+	$10.00
90	2+	$11.00
91	2+	$12.00
92	2+	$13.00
93	2+	$14.00
94	2+	$15.00
95	2+	$16.00
96	2+	$17.00
97	2+	$18.00
98	2+	$19.00
99	2+	$20.00

Omaha (GEGA-003758) and Omaha Hi-Lo Split (GEGA-003759)

For **schedule options 1-4**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand fails to reach the flop a $1 collection, referred to as the Modified fee, will be taken from the pot.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees after the Flop	Modified Fee
1	7+	$6.00	$1.00
	5-6	$5.00	
	2-4	$4.00	
2	7+	$5.00	$1.00
	5-6	$4.00	
	2-4	$3.00	
3	7+	$4.00	$1.00
	5-6	$3.00	
	2-4	$2.00	
4	7+	$3.00	$1.00
	5-6	$2.00	
	2-4	$1.00	

Poker Collection Rates

For **schedule options 5-8**, the appropriate collection based on the number of players shall be taken by the house dealer from the pot immediately after the flop. If the hand does not reach the flop, a collection will not be taken.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees after the Flop
5	7+	$6.00
	5-6	$5.00
	2-4	$4.00
6	7+	$5.00
	5-6	$4.00
	2-4	$3.00
7	7+	$4.00
	5-6	$3.00
	2-4	$2.00
8	7+	$3.00
	5-6	$2.00
	2-4	$1.00

For **schedule options 9-12**, a $1 collection shall be taken by the house dealer from the pot before the flop regardless if the flop is reached, this will be known as the pre-flop. A collection shall also be taken after the flop, and after the turn.

Minimum of a $1-$2 limit game to a maximum of a $1,000-$2,000 limit game.

Schedule Option	Number of Players	Collection Fees		
		Pre-Flop	Flop	Turn
9	7+	$1.00	$4.00	$1.00
	5-6		$3.00	$1.00
	2-4		$2.00	$0.00
10	7+	$1.00	$3.00	$1.00
	5-6		$2.00	$1.00
	2-4		$2.00	$0.00
11	7+	$1.00	$2.00	$1.00
	5-6		$1.00	$1.00
	2-4		$1.00	$0.00
12	7+	$1.00	$1.00	$1.00
	5-6			
	2-4			

<u>Collection Fees for Poker Games</u>

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

Poker Collection Rates

- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.
- The Tavern at Stones Gambling Hall shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection fees shall be conspicuously posted on or within view of every gaming table.

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Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard 52 card deck including a Joker for a total of 53 cards. The Joker may be used as an Ace or to complete a straight or a flush.

The rank of each card used in Fortune Pai Gow Poker, in order of highest to lowest rank, shall be: Ace, King, Queen, Jack, Ten, 9, 8, 7, 6, 5, 4, 3, 2. The Joker may be used as an Ace or to complete a Straight, a Flush, or a Straight Flush. All suits shall be considered equal in rank.

The hand rankings for the base game wager 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 2's is the lowest ranked Four of a Kind.*
Full House	*A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.*

Flush	*A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush. Jokers may be used as an Ace to complete a 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. Jokers may be used as an Ace to complete a straight.*
Three of a Kind	*A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.*
Two Pairs	*A hand that consists of two pairs. Two aces and two kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.*
One Pair	*A hand that consists of two cards of the same rank. Two aces is the highest ranked Pair and two 2's is the lowest ranked Pair.*
High Card	*A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked High Card hand and 7, 6, 5, 4, 2 is the lowest ranked High Card hand.*

Dealing procedures:

- The casino dealer will utilize the shuffle machine to distribute 7 cards to each player.

- To determine the placement of the "Action" button, the casino dealer will read the random number generator on the shufflemachine. The random number generator indicates which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the random number is one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.

- Once the "Action" button position is determined, the casino dealer shall distribute the 7 hands in order to each seat, starting with the hand that has the "Action" button and continuing clockwise around the table. All seven hands will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.

Once all of the hands have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

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

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

How and when are house fees collected:

- Backline betting is not permitted.

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

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

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

Round of Play

- Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.

- The casino dealer will then follow dealing procedures and standards of play, as described above.

- Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five

card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

- When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and the player-dealer informs the casino dealer how they would like their hand set.

PAI GOW POKER HOUSE WAY

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

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

- Once the Player-dealer's hands are set, each player's hand is exposed, in turn, and compared to the Player-dealer's hands to determine the winners, losers, or tie hands.

- Each Player's five card hand will be compared to the Player-dealer's five card hand, and each player's two card hand will be compared to the Player-dealer's two card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:
  a. The Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the Player-dealer's two card hand and the five card hand. Winning Fortune Pai Gow Poker game wagers are paid 1 to 1.
  b. The Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the Player-dealer's two card hand and the five card hand.
  c. The Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the Player-dealer's corresponding hand, and the player's other hand ranks lower than the Player-dealer's corresponding hand. In this case, neither the player nor the Player-dealer wins or loses; the wager is a "push" and is returned to the player.
  d. If one hand is identical in rank to the Player-dealer's hand, it is a "copy hand." The Player-dealer wins all "copy hands."

- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Fortune Bonus Bet and/or the Envy Bonus.

- The Fortune Bonus bet considers the best hand possible among the player's seven cards.

- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
  - The casino dealer leaves the "Envy" button, if applicable, next to the player's original wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

- If the player's hand does not qualify for payouts, the Player-dealer collects the Fortune Bonus Bet wager.
  - The casino dealer leaves the "Envy" button, if applicable, next to the player's Fortune Pai Gow Poker game wager and payouts. The casino dealer will not pick up "Envy" buttons until all wagers are reconciled.

- The Player-dealer pays any Envy Bonuses at the end of the round.
  - If at least one player has a Four of a Kind or higher, all players with "Envy" buttons win (see pay table).
  - In the event more than one player has at least Four of a Kind, then all players with "Envy" buttons win multiple payouts.
  - A player cannot win an Envy Bonus for their own hand or for the Player-dealer's hand.

- The Player-dealer collects all losing Fortune Bonus Bet wagers and pays all winning Fortune Bonus Bet wagers.

- The cards are collected, shuffled, and a new round begins.

- The Player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the Player-dealer for more than two consecutive hands. The Player-dealer position rotates clockwise around the table.

Fortune Bonus Bet

RULES OF PLAY

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

- The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.

- The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown in the chart below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the paytable, as shown in the chart below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.

- The Joker may be used as an Ace or to make straights and flushes.

- The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.

- **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

- Qualifying Fortune Bonus Bet wagers shall be paid according to the chart, as shown below.

Envy Bonus

- A player that places a wager of at least $5 on the Fortune Bonus Bet shall receive an “Envy” button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown in the chart below. Players shall receive one (1) “Envy” button for each Fortune Bonus Bet wager in an amount equal to or greater than $5.

- Seated players are eligible to receive an “Envy” button.

- The Envy Bonus takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown in the chart below, all players with an “Envy” button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown in the chart below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.

- The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.

- **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Bonus Bet Paytable

Hand	FPG-04	
	Pays	Envy
7 Card Straight Flush	2,500 to 1	$1,000
Royal Flush + Royal Match*	1,000 to 1	$750
7 Card Straight Flush with Joker	750 to 1	$250
5 Aces	250 to 1	$100
Royal Flush	125 to 1	$50
Straight Flush	50 to 1	$20
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

***** A hand that consists of ace, king, queen, jack, 10 and king, queen suited.

Glossary of terms used in the controlled game:

Action Button A token used to designate where the settling of bets will begin (the action).

Action The player position where the settling of bets begins.

Copy When a players hand is ranked equally to the player/dealer's hand.

Envy Bonus A payout that is made if a player wagers at least $5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.

Fortune Bonus An optional wager that can be placed by a player and paid according the the paytable.

Player/Dealer Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player/dealer position is also referred to as the player/dealer.

Seated-positions The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.

Push When a player wins either the high or the low hand and the player/dealer wins the other.

Collection Fees

For table limits and collection rate schedules for the game of Fortune Pai Gow Poker please refer to Burea approved California Games Collection rates (**GEGA-003784)**.

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 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.
- Split Aces have a combined value of 2 or 12.
- 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

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:

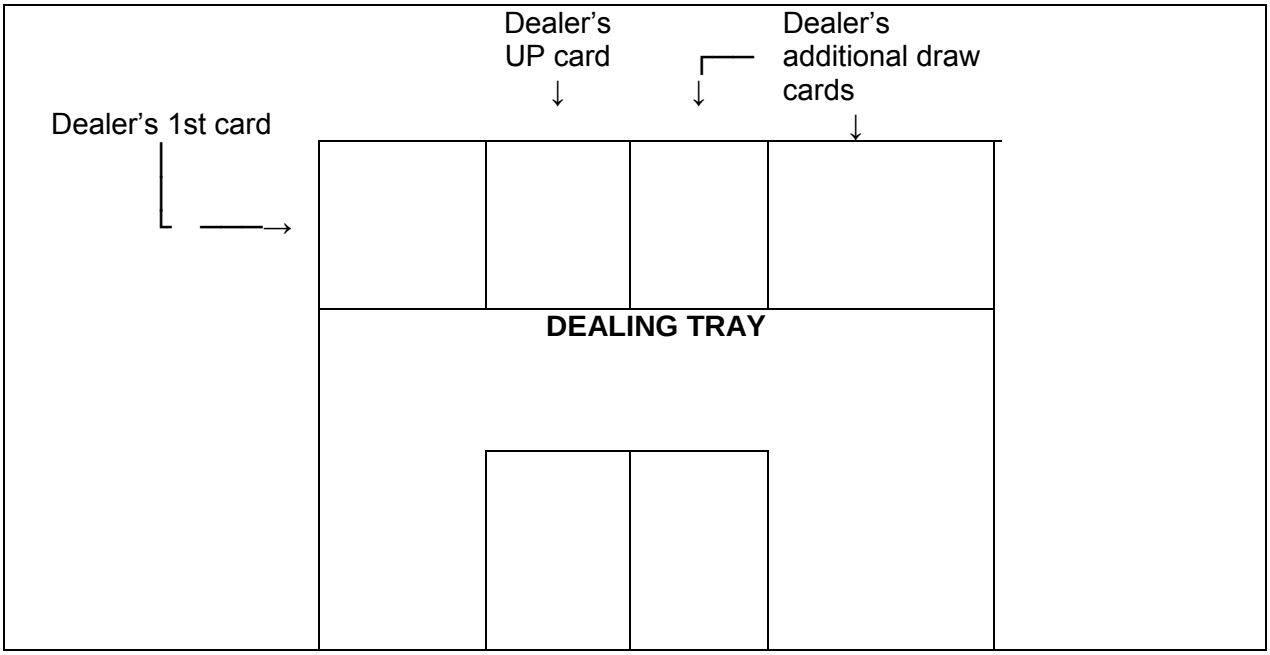
Card	Value
Ace	1
Two through Nine	Hold their face value
Jack	11
Queen	12
King	13

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, 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		
Must Stand On	*Must Hit On*	*Have Option On*
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.

12. 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:

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, 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 unless they have a three card hand totaling 25, in which case it will be a push.

6. The player-dealer 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.

8. A two card 22 beats all other hands.

9. 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

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

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 Natural 22	11 Or Less	12 - 20

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 wagers 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 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	2:1
4	2:1
5	4:1
6	15:1
7	50:1
8 or more	300:1

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:

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

Collection Rate Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the No Bust 21 Blackjack 4.0 with Lucky Lucky Bonus Bet is lawful; (3) require gambling establishments to cease and desist offering the No Bust 21 Blackjack 4.0 with Lucky Lucky Bonus Bet, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 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 bet wagers 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 wager, doubling-down, splitting cards, surrendering, or placing an insurance wager. Bonus bet wagers 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-$1000
Maximum Wagering Limits shall be between $100 - $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 - $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	

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

6	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $399	$4.00	
	$400+	$6.00	
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+	$5.00	
9	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$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 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	
12	$1 - $99	$1.00	$0.00
	$100 - $199	$2.00	
	$200 - $299	$3.00	
	$300 - $399	$4.00	
	$400+	$6.00	
13	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	
14	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	

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

15	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$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	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
19	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$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	
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	

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

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	

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Type of Game

The game of Ultimate Texas Hold'em Bad Beat Bonus utilizes a player-dealer position and is categorized as a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object and Summary 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 risk 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 optional bonus wagers, the Trips Bonus and Bad Beat Bonus . Players win the Trips Bonus wager if their final five-card hand is three of a kind or higher and the Bad Beat Bonus wager 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 (52) cards.

2. **Number of Decks:** Cards shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

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

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:

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em Bad Beat Bonus shall be played on a table having six (6) places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

1. For Ante wagers on the word “Ante”;

2. For Blind wagers on the word “Blind”;

3. For Trips bonus wagers on the word “Trips”;

4. For Bad Beat bonus wagers on the words “Bad Beat” and

5. For Play wagers on the word “Play.”

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: Ante Bet wager, Play Bet wager, Blind Bet wagers, Trip Bonus Bet wagers and then the Bad Beat Bonus wager. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Dealing Procedures and Round of Play

1. All wagers at Ultimate Texas Hold’em 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.

2. Back line wagering is not permitted.

3. Before the first card is dealt in a round, each player shall make either:

    a. An equal wager in the “Ante” and “Blind” circles; or
    b. An equal wager in the “Ante” and “Blind” circles and a “Trips” bonus wager; or
    c. An equal wager in the “Ante” and “Blind” circles and a “Trips” bonus wager and a “Bad Beat” bonus wager.

4. Immediately before the start of each round of play and after all Ante wagers, Blind wagers, and any bonus wagers have been made, the casino dealer shall:

    a. Call “No more bets,” no bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets;” and then
    b. Starting on his/her left and continuing clockwise around the table, deal the cards.

5. All cards shall be dealt face down.

6. When a card shoe is used the cards shall be dealt as follows:

    a. One card to each wagering area containing an Ante wager and Blind wager and then one card to the player-dealer; followed by
    b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have two cards each; followed by

c. Five community cards in the center of the table.

7. When an automatic shuffler is used the cards shall be dealt as follows:

    a. Two cards at a time to each wagering area containing an Ante wager and Blind wager; followed by
    b. Two cards to the player-dealer; followed by
    c. Five community cards in the center of the table.

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

9. 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.

10. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.

11. 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.

12. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).

13. 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.

14. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:

    a. Collect the Ante wager, Blind wager, any Trips bonus wager (if the hand is not a three of a kind or better) on behalf of the player-dealer;
    b. Take the player's cards and individually spread out the cards, face down, and count them; and
    c. Place the cards in the discard rack.

15. For all remaining players, the casino dealer will turn over the player-dealer's two cards. Each player and the player-dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.

16. 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 Each Wager Wins, Loses, or Pushes

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 casino 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 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 casino dealer shall:

    a. Expose each player's cards, signal a push for the Ante and return the Ante wager to each player that did not fold;
    b. Resolve the Play, Blind, and Trips bonus bets normally (see below "When player-dealer qualifies"); and
    c. Collect, count and place the player's cards in the discard holder.

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

1. Starting with the player to the left of the player-dealer, the casino dealer will:

    a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips bonus wager area and reveal the player's cards;
    b. Determine the player's best 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 that of the player-dealer's hand;
    b. Lose if it has a lower poker value than that of the player-dealer's hand;
    c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.
    d. If a player wins with less than a straight, the Blind bet pushes.

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 wager qualifies and pay accordingly on behalf of the player-dealer; and
    c. Determine whether the Bad Beat Bonus wager qualifies and pay accordingly 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;
    c. Determine whether the Trips Bonus wager qualifies and pay accordingly on behalf of the player-dealer; and
    d. Determine whether the Bad Beat Bonus wager qualifies and pay accordingly 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 casino dealer shall:

    a. Pay any Trips bonus wager;
    b. 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, Trips and Bad Beat Bonus wagers 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 wager at the beginning of the round and has received a three of a kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.

9. If the player receives a three of a kind or higher, the Trips bonus payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a three of a kind or better, the Trips wager 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. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.

12. Below is the Ultimate Texas Hold'em base game (Blind wager) and optional Trips bonus wager pay table:

ULTIMATE TEXAS HOLD'EM PAYTABLE

	UTH-04	
Hand	**Trips Bonus**	**Blind**
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	

BAD BEAT BONUS - RULES OF PLAY

1. This is an optional Bad Beat wager for Ultimate Texas Hold'em players.

2. Players win if the player and the player-dealer are involved in a bad beat. There are two ways to win:

   a. The player has three of a kind or better and loses to the player-dealer .
   b. The player beats the player-dealer's hand of three of a kind or better.

3. Payouts below:

Hand Beaten	Pays
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

4. To participate in the bad beat, players must make bets on the Ante and the Blind. Players place their Bad Beat wagers in the marked circle.

5. If the player's hand qualifies for payouts, the player-dealer pays him according to the posted paytable. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.

6. If the player-dealer and the player have a five card tie; then the Bad Beat Bonus wager loses because neither the dealer nor the player suffered a bad beat.

Collection Rates Schedule

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

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 bet wagers 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 wager may be less than, equal to, or more than the Ante and Blind wagers as long as they are within table limits. The collection 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-$1000
Maximum Wagering Limits shall be between $100-$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 - $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 - $399	$4.00	
	$400+	$6.00	
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+	$5.00	
9	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$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 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	
12	$1 - $99	$1.00	$0.00
	$100 - $199	$2.00	
	$200 - $299	$3.00	
	$300 - $399	$4.00	
	$400+	$6.00	

13	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	
14	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	
15	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$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	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
19	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$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	
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	

Type of Game

The game of Commission Free Fortune 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 the play.

Object of the Game

The object of the game is for both of the player's two hands to rank higher than both of the player-dealer's two hands by strategically creating two poker hands out of the seven-card hand he/she is dealt: a two-card hand and a five-card poker hand. The five-card hand's rnk must exceed the two-card hand. The two-card hand is often called the hand "in front" or the "low" hand. The five-card hand is called the hand "behind" or the "high" hand. Should one hand rank exactly the same as the player-dealer's hand, this is a tie. The player-dealer wins all ties. If the player wins one hand, but loses the other, this is considered a "push" and no money exchanges hands.

The game also features two optional bonus bets.

Fortune Bonus Bet: In Commission Free Fortune Pai Gow Poker, a player can place an optional Fortune Bonus Bet. A player wins if they make one of the qualifying poker hands. A player that wagers at least $5 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Tiger 9 Bet: In Commission Free Fortune Pai Gow Poker, a player can place an optional Tiger 9 Bet. The player wins if the player-dealer's hand has a 9-high in their two-card hand.

Description of the Deck and Number of Decks Used

The game shall be played using one standard 52-card deck with a joker, for a total of 53 cards. The joker may be used as an ace or to complete a straight or a flush.

Card Values and Hand Rankings

Five-Card High Card Values-The rank of each card used in Commission Free Fortune Pai Gow, when forming a five-card high poker hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and then 2. The joker may be used as an ace or to complete a straight, a flush, or a straight flush. All suits shall be considered equal in rank.

Two-Card High Card Values- The highest 2-card hand is a pair of aces and the lowest 2-card hand is a 3 and a 2. All suits shall be considered equal in rank.

The ranking of hands for the 5-card hand in Commission Free Fortune Pai Gow, in order from highest to lowest rank, shall be:

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

Description of Table Used and Total Number of Seated Positions

An industry standard Pai Gow Poker table will be used to play Commission Free Fortune Pai Gow Poker. The table felt will have the game name and a segregated marked Tiger 9 and Fortune Bonus bet area. The game may be played on a larger table that seats more than seven players; however there is a maximum of six players and a player-dealer postion that may be active in the game during each round of play.

Dealing Procedures and Round of Play

- Each player will put up the Commission Free Fortune Pai Gow Poker game wager and may also place a Fortune Bonus Bet and/or a Tiger 9 bet at this time as well.

- To determine the placement of the "action" button, the casino dealer will read the random number generator on the shufflemachine. The random number generator indicates which seat the first pile of seven cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the random number is one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the action

button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button.

- Once the action button position is determined, the casino dealer shall distribute the stacks of 7 hands in order to each seat, starting with the seat number indicated on the shufflemachine, and continuing clockwise around the table. All seven hands will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the hands have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.
- Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.

- When all Players' hands have been set, the casino dealer exposes the player-dealer's hand. The player-dealer must set their hand the house way (see chart below).

Pai Gow Poker House Way Chart:

Hand	How to Play*
No Pair	Put 2nd and 3rd highest cards in front
One Pair	Put pair in back, highest two cards in front
Two Pair	If high pair is ace, king or queen – always split If high pair is jack, 10's or 9's – split unless there is an ace. Ace in front If high pair is 8's, 7's, or 6's – split unless there is a king. King in front If high pair is 5's, 4's, 3's, or 2's- split unless there is a queen. Queen in front
Three Pair	Put highest pair in front
Three of a Kind	If aces – always split. Ace in front and pair of aces in back If kings or below – never split If two sets of three of a kind – split highest set
Straight, Flush, Straight Flush	With no pair – always play the complete hand With one pair – always play the complete hand With two pair – play according to two pairs (see above) With 3 or a kind – play complete hand in back, pair in front If straight, flush and/straight flush – put the two highest cards in front after forming straight, flush or straight/flush
Full House	Put the highest permissible pair in front
Four of a Kind	If aces, kings or queens – always split If jacks, 10's or 9's – split unless king in front If 8's, 7's, 6's – split unless queen in front If 5's and below – never split If 4 of a kind with a pair – play 4 of a kind behind
Five Aces	Put pair of aces in front

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

- Once the player-dealer's hand is set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune bonus bet, then the Commission Free Fortune Pai Gow game wager, and lastly the Envy bonus. If there is a Tiger Bonus bet winner, all Commission Free Fortune Pai Gow game wagers will push, so the pay out shall be, the Fortune bonus bet, Tiger bonus bet and 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

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

a. The Commission Free Fortune Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the player-dealer's two card hand and the five card hand. Winning Commission Free Fortune Pai Gow Poker game wagers are paid 1 to 1.

b. The Commission Free Fortune Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the player-dealer's two card hand and the five card hand.

c. The Commission Free Fortune Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.

d. The Commission Free Fortune Pai Gow Poker game wager "pushes" if the player-dealer plays a 9-high in their two-card hand (low).

e. 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."

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 Commission Free Fortune Pai Gow Poker game wager prior to the initial deal. If a player wagers a minimum of $5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the Fortune Bonus Bet (Envy rules and payout are explained below).

- The Fortune Bonus Bet may be less than, equal to, or greater than the Commission Free Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet must be within the minimum and maximum table limits.

- The Fortune Bonus Bet and takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown in the chart below, the Fortune Bonus Bet shall win. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- The Joker may be used as an ace or to make straights and flushes.

- The Fortune Bonus Bet remains in action regardless of whether the player's Commission Free Fortune Pai Gow Poker game wager, or any other bonus bet, wins, loses, or pushes.

- The player-dealer shall pay all qualifying Fortune Bonus Bet and shall collect all Fortune 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 Fortune Bonus Bets shall be paid according to the chart, as shown below.

Fortune Bonus Bet Paytable

Hand	FPG-04	
	Pays	**Envy**
7 Card Straight Flush	2,500 to 1	$1,000
Royal Flush + Royal Match*	1,000 to 1	$750
7 Card Straight Flush with Joker	750 to 1	$250
5 Aces	250 to 1	$100
Royal Flush	125 to 1	$50
Straight Flush	50 to 1	$20
4 of a Kind	25 to 1	$5
Full House	5 to 1	
Flush	4 to 1	
3 of a Kind	3 to 1	
Straight	2 to 1	

***** A hand that consists of ace, king, queen, jack, 10 and king, queen suited.

Envy Bet

- A player that places a wager of at least $5 on the Fortune Bonus Bet shall receive an "Envy" button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet receives a pre-determined and designated qualifying

hand, as shown in the chart above (See the Fortune Bonus Bet Paytable). Players shall receive one (1) “Envy” button for each Fortune Bonus Bet in an amount equal to or greater than $5.

- The Envy Bonus takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet is a pre-determined and designated qualifying hand, as shown in the chart above, all players with an “Envy” button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand. Any other combination of the first seven (7) cards dealt, other than the hands shown above, shall lose.

- The Envy Bonus may win regardless of the outcome of the Commission Free Fortune Pai Gow Poker game wager.

- The player-dealer shall pay all qualifying Envy Bonuses and shall collect all Envy 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.

Tiger 9 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tiger 9 bet. A player may only place a Tiger 9 bet if they have also placed a Commission Free Fortune Pai Gow Poker game wager prior to the initial deal.

- The Tiger 9 bet may be less than, equal to, or greater than the Commission Free Fortune Pai Gow Poker game wager. However, the Tiger 9 bet must be within the minimum and maximum table limits.

- The Tiger 9 bet takes into account the first seven (7) cards dealt in the player-dealer’s hand. In the event that the player places a wager in the designated Tiger 9 betting space and the player-dealer plays a 9-high in their two-card hand (low), the player shall then receive a payout of 30:1. Any other combination of the first seven (7) cards dealt for the player-dealer, other than a 9-high in their two-card hand (low), shall lose. There is no opportunity for the Tiger 9 bet to tie as it is dependent on the cards dealt in the player-dealer’s hand, not a comparison of cards or hands.

- The joker may be used as an ace or to make straights and flushes.

- The Tiger 9 bet remain in action regardless of whether the player’s Commission Free Fortune Pai Gow Poker game wager, or any other bonus wager, wins, loses, or pushes.

- The player-dealer shall pay all qualifying Tiger 9 bets and shall collect all Tiger 9 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.

Wagering Limits and Collection Fees

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

For **schedule options 1 thru 4**, a collection shall be taken per round of play from the player-dealer position. Minimum and maximum wagering limits are listed out below. A collection shall also be taken from each player based on the amount of each game wager and bonus bet placed. For **schedule options 5 and 8-28**, 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 and bonus bets placed prior to cards being dealt. There will be base collection taken from each player based on the amount of each game wager and bonus bet placed . For **schedule options 6-7**, the player will not pay a collection fee, a collection shall be taken per round of play from the player-dealer position based on the total table action . 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-$1000
Maximum wagering limits shall be between $100-$10,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	$1-$100	$1.00	$1.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	
2	$1-$100	$1.00	$2.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	

3	$1-$200	$1.00	$1.00
	$201-$400	$3.00	
	$401-$600	$5.00	
	$601-$800	$7.00	
	$801+	$9.00	
4	$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	

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	$1 - $49	$2.00	$0.00
	$50 - $99	$4.00	
	$100 - $149	$6.00	
	$150 - $199	$8.00	
	$200+	$12.00	
6	$1 - $49	$1.00	$1.00
	$50 - $99	$3.00	
	$100 - $149	$5.00	
	$150 - $199	$7.00	
	$200+	$10.00	
7	$1 - $49	$2.00	$1.00
	$50 - $99	$4.00	
	$100 - $199	$6.00	
	$200+	$12.00	
8	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $149	$3.00	
	$150 - $199	$4.00	
	$200+	$5.00	
9	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	

10	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $399	$4.00	
	$400+	$6.00	
11	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
12	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$5.00	
13	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $299	$4.00	
	$300+	$6.00	
14	$1 - $74	$1.00	$0.00
	$75 - $149	$2.00	
	$150 - $224	$3.00	
	$225 - $399	$4.00	
	$400+	$7.00	
15	$1 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	
16	$1 - $99	$1.00	$0.00
	$100 - $199	$2.00	
	$200 - $299	$3.00	
	$300 - $399	$4.00	
	$400+	$6.00	
17	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	

18	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	
19	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$800+	$12.00	
20	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$8.00	
	$800+	$12.00	
21	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
22	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
23	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$12.00	
	$800+	$20.00	
24	$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	
25	$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	

26	$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	
27	$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	
28	$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	

Fortune Pai Gow Poker (GEGA-003773), Pai Gow Tiles (GEGA-003772)

For **schedule options 1-4**, a collection shall be taken per round of play from the player-dealer position. Minimum and maximum wagering limits are different for each schedule, and are listed out below. A collection shall also be taken from each player based on the amount of each game wager placed. For **schedule options 5-11**, 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 and bonus bet wagers placed prior to cards being dealt. A collection shall also be taken from each player based on the amount of each game wager placed. For **schedule options 12-37**, 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 and bonus bet wagers placed prior to cards being dealt. There will be base collection taken from each 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-$1000
Maximum wagering limits shall be between $100-$10,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	$1-$100	$1.00	$1.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	
2	$1-$100	$1.00	$2.00
	$101-$200	$2.00	
	$201-$300	$3.00	
	$301-$400	$4.00	
	$401+	$5.00	
3	$1-$200	$1.00	$2.00
	$201-$400	$2.00	
	$401-$600	$3.00	
	$601-$800	$4.00	
	$801+	$5.00	
4	$1-$200	$1.00	$3.00
	$201-$400	$2.00	
	$401-$600	$3.00	
	$601-$800	$4.00	
	$801+	$5.00	

Schedule Option	Player Wager	Player Collection	Total Table Action	Player-Dealer Collection
5	$1-$200	$1.00	$1-$100	$1.00
	$201-$400	$2.00		
	$401-$600	$3.00	$101+	$2.00
	$601-$800	$4.00		
	$801+	$5.00		

California Games Collection Rates

6	$1-$200	$1.00	$1-$100	$1.00
	$201-$400	$2.00		
	$401-$600	$3.00	$101+	$3.00
	$601-$800	$4.00		
	$801+	$5.00		
7	$1-$200	$1.00	$1-$100	$1.00
	$201-$400	$2.00		
	$401-$600	$3.00	$101-$300	$3.00
	$601-$800	$4.00		
	$801+	$5.00	$301+	$4.00
8	$1-$200	$1.00	$1-$100	$1.00
	$201-$400	$2.00		
	$401-$600	$3.00	$101-$400	$3.00
	$601-$800	$4.00		
	$801+	$5.00	$401+	$5.00
9	$1-$100	$1.00	$1-$100	$1.00
	$101-$200	$2.00		
	$201-$300	$3.00	$101-$300	$3.00
	$301-$400	$4.00		
	$401+	$5.00	$301+	$4.00
10	$1-$100	$1.00	$1-$100	$2.00
	$101-$200	$2.00		
	$201-$300	$3.00	$101-$300	$3.00
	$301-$400	$4.00		
	$401+	$5.00	$301+	$4.00
11	$1-$100	$1.00	$1-$100	$2.00
	$101-$200	$2.00		
	$201-$300	$3.00	$101-$400	$3.00
	$301-$400	$4.00		
	$401+	$5.00	$401+	$5.00

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
12	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
13	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	
14	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	

California Games Collection Rates

15	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
16	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	
17	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$6.00	
	$300+	$10.00	
18	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
19	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	
20	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	
21	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
22	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	
23	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$6.00	
	$300+	$10.00	
24	$1 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	

California Games Collection Rates

25	$1 - $100	$1.00	$0.00
	$101 - $300	$3.00	
	$301 - $500	$4.00	
	$501 - $800	$7.00	
	$800+	$10.00	
26	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	
27	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	
28	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$800+	$12.00	
29	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$8.00	
	$800+	$12.00	
30	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
31	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
32	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$12.00	
	$800+	$20.00	
33	$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	
34	$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	

35	$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	
36	$1 - $499	$5.00	$0.00
	$500 - $699	$10.00	
	$700 - $899	$15.00	
	$900 - $1,099	$20.00	
	$1,100+	$25.00	
37	$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	

No Bust 21st Century Blackjack 4.0 (GEGA-003765), No Bust 21st Century Buster Blackjack 4.0 (GEGA-003764), No Bust 21st Century Buster Blackjack 4.0, No Bust 21st Century Buster Blackjack 4.0 Lucky Lucky (GEGA-004412), 21st Century Blackjack Switch (GEGA-003775), Pure Spanish 21.5 (GEGA-003766), Three Card Poker 6 Card Bonus (GEGA-003770), Three Card Poker (GEGA-003769), Casino War (GEGA-003778), EZ Baccarat Panda 8 (GEGA-003774), ZooBac (GEGA-004206), Ultimate Texas Hold'em Bad Beat Bonus (GEGA-003777)

For **schedule options 1 through 44**, a collection will be taken per hand from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total 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 wager, doubling-down, splitting cards, surrendering, or placing an insurance wager. Bonus bet wagers 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-$1000
Maximum Wagering Limits shall be between $100 - $10,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
2	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	

California Games Collection Rates

3	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	
4	$1 - $49	$1.00	$0.00
	$50 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
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	$6.00	
	$300+	$10.00	
7	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
8	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	
9	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	
10	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
11	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	
12	$1 - $74	$1.00	$0.00
	$75 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$6.00	
	$300+	$10.00	

California Games Collection Rates

13	$1 - $74	$1.00	$0.00
	$75 - $199	$2.00	
	$200 - $399	$5.00	
	$400 - $699	$8.00	
	$700+	$12.00	
14	$1 - $99	$1.00	$0.00
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300 - $399	$5.00	
	$400+	$7.00	
15	$1 - $99	$1.00	$0.00
	$100 - $199	$4.00	
	$200 - $299	$5.00	
	$300 - $399	$6.00	
	$400+	$8.00	
16	$1 - $99	$1.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$8.00	
	$800+	$12.00	
17	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$8.00	
	$800+	$12.00	
18	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
19	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$6.00	
	$500 - $799	$10.00	
	$800+	$15.00	
20	$1 - $99	$2.00	$0.00
	$100 - $299	$3.00	
	$300 - $499	$5.00	
	$500 - $799	$12.00	
	$800+	$20.00	
21	$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	
22	$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	

23	$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	
24	$1 - $499	$5.00	$0.00
	$500 - $699	$10.00	
	$700 - $899	$15.00	
	$900 - $1,099	$20.00	
	$1,100+	$25.00	
25	$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	
26	$1 - $24	$1.00	$0.00
	$25 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
27	$1 - $24	$1.00	$0.00
	$25 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	
28	$1 - $24	$1.00	$0.00
	$25 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	
29	$1 - $24	$1.00	$0.00
	$25 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
30	$1 - $24	$1.00	$0.00
	$25 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	
31	$1 - $24	$1.00	$0.00
	$25 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$6.00	
	$300+	$10.00	
32	$1 - $34	$1.00	$0.00
	$35 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	

California Games Collection Rates

33	$1 - $34	$1.00	$0.00
	$35 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	
34	$1 - $34	$1.00	$0.00
	$35 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	
35	$1 - $34	$1.00	$0.00
	$35 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
36	$1 - $34	$1.00	$0.00
	$35 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	
37	$1 - $34	$1.00	$0.00
	$35 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$6.00	
	$300+	$10.00	
38	$1 - $39	$1.00	$0.00
	$40 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$5.00	
	$300+	$8.00	
39	$1 - $39	$1.00	$0.00
	$40 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$7.00	
	$300+	$10.00	
40	$1 - $39	$1.00	$0.00
	$40 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$8.00	
	$300+	$12.00	
41	$1 - $39	$1.00	$0.00
	$40 - $99	$2.00	
	$100 - $199	$4.00	
	$200 - $299	$6.00	
	$300+	$8.00	
42	$1 - $39	$1.00	$0.00
	$40 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$4.00	
	$300+	$6.00	

43	$1 - $39	$1.00	$0.00
	$40 - $99	$2.00	
	$100 - $199	$3.00	
	$200 - $299	$6.00	
	$300+	$10.00	
44	$1 - $199	$3.00	$0.00
	$200 - $499	$6.00	
	$500 - $799	$10.00	
	$800 - $1499	$20.00	
	$1,500+	$35.00	

Collection Fees for California Games

- California games utilize a player-dealer position. The position must 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 players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- The collection shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection 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.
- The Tavern at Stones Gambling Hall shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collections shall be conspicuously posted on or within view of every gaming table.

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Type of Game

The game of Three Card Poker 6 Card Bonus utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Description of the Deck and Number of Decks Used

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

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

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

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

Card Values and Hand Rankings

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

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking, excluding ace, king and queen.

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

Description of Table Used and Total Number of Seated Positions

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

The wagering areas shall be designated as follows:

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

Dealing Procedures and Round of Play

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Back-line betting is not permitted on the base game or the bonus bets.

3. At the beginning of each round of play, each player may place an Ante, Pair Plus or 6 Card Bonus wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.

4. Each player at a Three Card Poker 6 Card Bonus table that places a Pair Plus or 6 Card Bonus wager is awarded a bonus payout for poker hands consisting of certain hand combinations as listed in the Bonus Bet Payout Table(s).

5. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has placed their wagers, the house dealer will announce, "no

more bets." No Ante or Pair Plus wagers shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."

6. After each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.

7. Prior to the commencement of play, the house dealer will determine where the action will begin on the table, as noted below:

   Action Button Utilized- The Three Card Poker 6 Card Bonus game utilizes an action button to determine which player receives first action on their wagers. The player-dealer's third card, which is dealt face-up, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values; ace, is one, two through nine have their face value. Jack is eleven, queen is twelve, and king is thirteen. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by he player-dealer will be returned to the players.

8. After the stacks have been delivered to each player, face-down, the player-dealers bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

9. After the dealing procedures above have been completed, each player shall examine his/ her cards.

10. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.

11. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.

    - If a player has placed a Pair Plus wager, but does not make an Ante or Play wager, the player shall still be eligible for the Pair Plus payout
    - If a player has placed a 6 Card Bonus wager, but does not make an Ante or Play wager, the plaers shall still be eligible for the 6 Card Bonus payout.

12. After each player has either placed a wager on the table in the Play wager area or forfeited his/her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.

13. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify.**

   a. Play Bet Payout-The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
   b. Ante Bet Payout-If the player-dealer's hand does NOT qualify, the player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.

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

   a. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
   b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
   c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.

3. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

4. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

Bonus Bets

Pair Plus Wager:

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

- A player has the option to place a Pair Plus wager without placing an Ante wager prior to the intial deal.
- Pair Plus wagers must be placed prior to the initial deal.
- The Pair Plus wager only considers the three cards each player receives.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.

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

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

6 Card Bonus

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

- A player has the option to place a 6 Card Bonus wager without placing an Ante wager prior to the intial deal.
- 6 Card Bonus wagers must be placed prior to the initial deal.
- The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for payouts, the player is paid by the player-dealer according to the posted pay table below.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
- The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
- The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on the 6 Card Bonus wager**.**
- Winning 6 Card Bonus wagers pay as follows:

	TCB-6B3
Royal Flush	1000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	9:1
Three of a Kind	8:1

Collection Rates Schedule

For table limits and collection rate schedules for the game of Three Card Poker 6 Card Bonus please refer to the Bureau approved Poker Collection rates (**GEGA-003783)**.
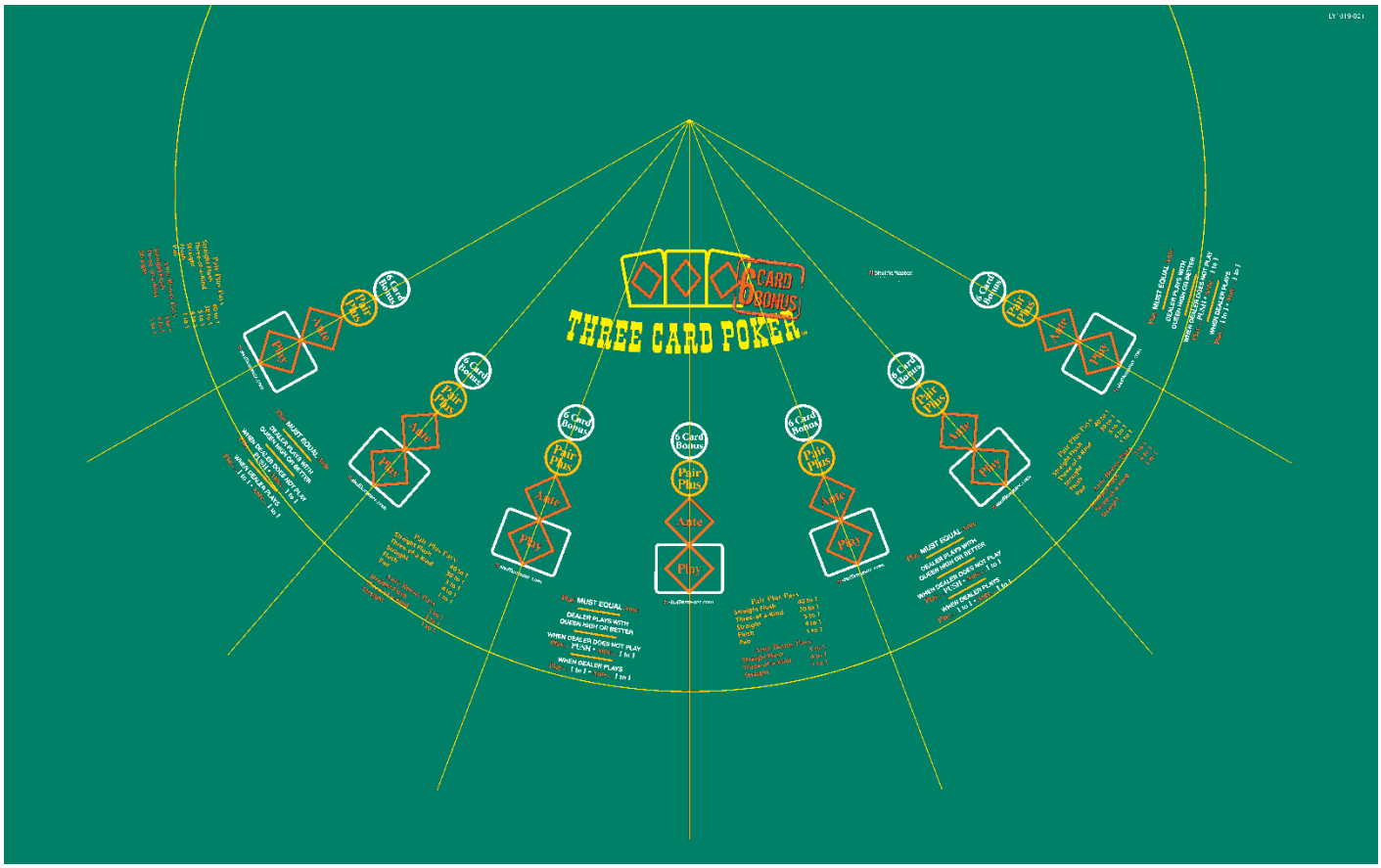
TABLE LAYOUT