

OMAHA HIGH/LOW SPLIT

Type of Game

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

Object of the Game

The object of the game is for players to form a five-card poker hand that ranks higher or lower than the other player’s five-card poker hand. Each player must use two out of the four cards initially dealt to them at the beginning of the game, referred to as “hole” cards, and three out of the five cards dealt on the table throughout the course of the game, referred to as “community” cards or “board” cards to make their hand. When making a five-card low hand and a five-card high 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. The 52-card deck shall be manually shuffled, cut, and dealt by the house dealer.

Card Values and Hand Rankings

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

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

Omaha High Hand Rankings

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

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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.

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

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

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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

1. The game shall utilize a flat white disc/object with the words "dealer button" on it to visually designate which player is in the dealer position (in theory) for that hand.
 - a. The dealer button shall rotate from player to player around the table clockwise after each round of play.
 - b. The player with the dealer button is the last to receive cards, and has the right of last action on all rounds of play except for the first round, where the "big blind" shall have the right of last action.
2. The game also utilizes two separate disc/objects, 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.
 - a. The small blind and the big blind are used to initiate action and are positioned immediately to the left of the dealer button and posted before the house dealer deals cards.
 - b. On all subsequent wagering rounds (second, third, and fourth), the action is started by the first active player to the left of the dealer button.
 - c. The small blind and big blind buttons shall rotate from player to player around the table clockwise after each round of play.

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

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

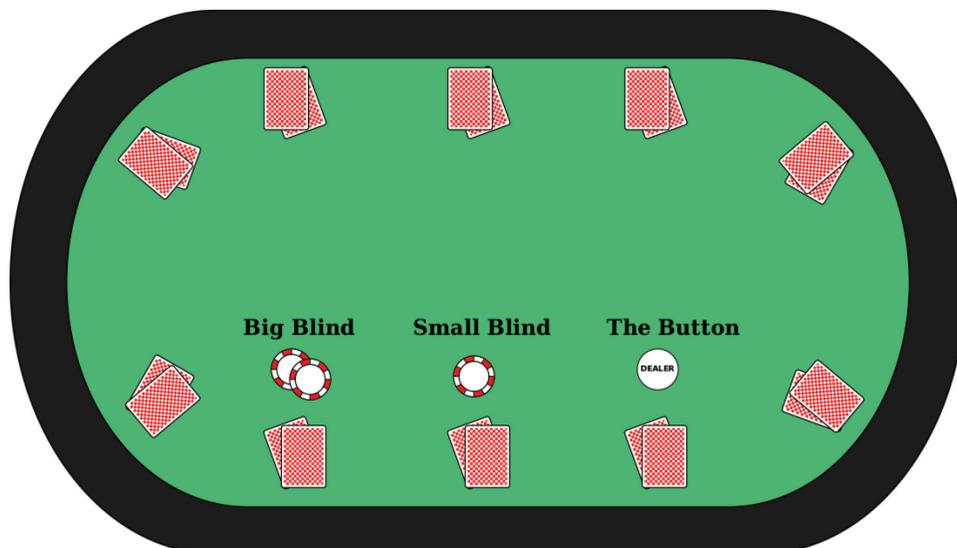
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How Winners are Determined and Paid

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

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

Table Layout



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Collection Rates Schedule

For collection rates for the game of Omaha High/Low Split, please refer to Poker Collection Rates (GEGR-001756).

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Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Omaha Hand Rankings

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 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 in consecutive ranking, but not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 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

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

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

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

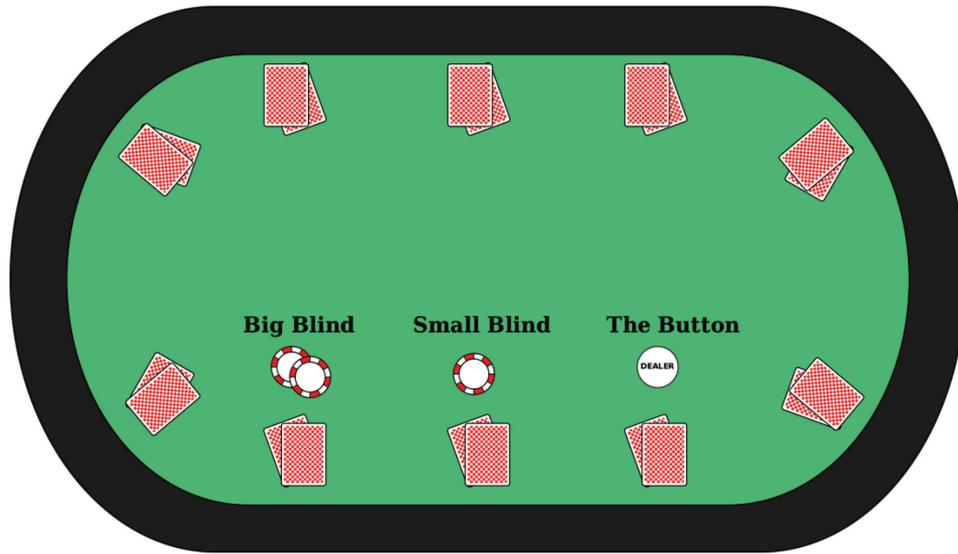
How Winners are Determined and Paid

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

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

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Table Layout



Collection Rates Schedule

For collection rates for the game of Omaha, please refer to Poker Collection Rates (GEGR-001756).

Poker Collection Rates

Collection Fees for Poker Games

The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.

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

Texas Hold'em

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Texas Hold'em Hand Rankings

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

Texas Hold'em

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

Description of Table Used and Total Number of Seated Positions

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

Dealing Procedures and Round of Play

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

Texas Hold'em

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

Texas Hold'em

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

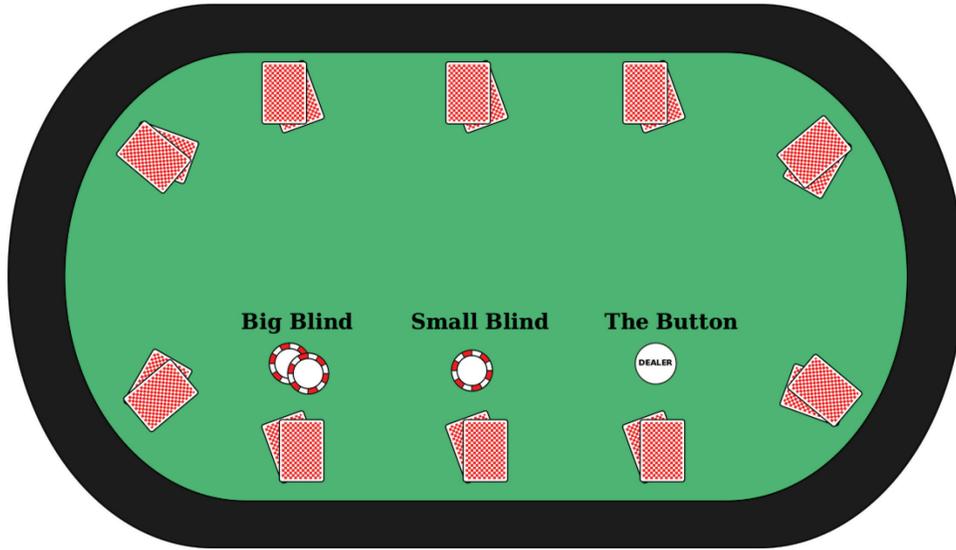
How Winners are Determined and Paid

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

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

Texas Hold'em

Table Layout



Collection Rates Schedule

For collection rates for the game of Texas Hold'em, please refer to Poker Collection Rates (GEGR-001756).

EZ BACCARAT™



EZ Baccarat

Type of Game

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

Object of the Game

The object of the game is to place a bet on the hand, either player or banker, that will have an accumulated point value closer to nine than the other hand.

Description of the Deck and Number of Decks Used

The game is played using a standard 52-card deck with no jokers. Cards will be dealt using a multiple deck shoe. A minimum of three decks and a maximum of eight decks will be used during the play of the game. The cards can be shuffled by hand or with an automatic card shuffling device ('shuffler').

Card Values and Hand Rankings

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

EZ Baccarat Hand Ranking

Hand Dealt	Hand Requirements
Natural 9	A two card hand with 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 with 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 with a value of nine or eight.
Seven through Zero	A two or three card hand with 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 style 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 five separate betting spaces specifically designated for five separate wagers; the Player line, the Banker line, the Tie Bet, the Panda 8 Bonus Bet, 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.
- Backline betting is permitted on all wagers.

EZ Baccarat

Dealing Procedures and Round of Play

At the start of a game, players are 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.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the house dealer has begun dealing. Each player has the following options when placing their wager(s):
 - a. The Player line which pays 1 to 1;
 - b. The Banker line which pays 1 to 1;
 - c. If a player placed a wager on either the Player line or the Banker line, that player may place a wager on the Panda 8 Bonus Bet, which pays 25 to 1.
 - d. If a player placed a wager on either the Player line or the Banker line, that player may place a wager on the Dragon 7 Bonus Bet, which pays 40 to 1.
 - e. The Tie Bet which pays 8 to 1.
3. Once all wagers are placed, the house dealer deals one card to the right and one card to the left, one by one in rotation, until each hand has a total of two cards each.
 - a. All cards are dealt face-up.
 - b. The hand to the left of the house dealer is a community hand that belongs to those who placed a bet on the Banker line.
 - c. The hand to the right of the house dealer is a community hand that belongs to those who placed a bet on the Player line.
 - d. The player's hand is resolved first and then the banker's hand is resolved.
 - e. The hand that is closest to nine wins.
4. After the house dealer delivers the first two cards to both the Player line and Banker line, the following Baccarat rules are followed:
 - a. The player's hand must stand when the hand is valued at 6 through 9, and must hit when the hand is valued at 5 or less.
 - b. If the player's hand stands, then the dealer hand hits on a total of 5 or less.
 - c. If the player's hand hits for a complete hand then the banker's hand hits using the following rules:
 - I. If the banker's hand total is 3, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was an 8.
 - II. If the banker's hand total is 4, then the banker's hand is dealt a third card unless the third card dealt to the player's hand was a 0, 1, 8, or 9.
 - III. If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
 - IV. If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

EZ Baccarat

5. The chart below 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

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

How Winners are Determined and Paid

Once both hands have been completed, according to the guidelines above, the player’s wagers are settled. All wagers shall be settled from seat to seat in the following order: all Player line wagers, all Banker line wagers, all Tie Bets, then all Dragon 7 Bonus Bets. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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

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

Bonus Bets

Tie Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Tie Bet. A player may place a Tie Bet even if he/she has not also placed either a Player line wager or a Banker line wager prior to the initial deal.
- The player-dealer shall pay all winning Tie Bets when the total of the player’s hand and the total of the banker’s hand are equal.
- The player-dealer shall collect all losing Tie Bets when the total of the player’s hand and the total of the banker’s hand are not equal.
- Back-line betting is permitted on the Tie Bet wager.

EZ Baccarat

- The Tie Bet wager may be less than, equal to, or greater than the game wager but must be within the minimum and maximum table limits.
- 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 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.
- 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 an optional Dragon 7 Bonus Bet. A player may only place a Dragon 7 Bonus Bet if they have also placed a wager on either the Player line or on the Banker line prior to the initial deal.

- Back-line betting is permitted on the Dragon 7 Bonus Bet.
- The Dragon 7 Bonus Bet may be less than, equal to, or greater than the game wager but must be a minimum of \$5 and a maximum of \$500.
- 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 Bets shall be paid 40 to 1.
- The player-dealer shall pay all winning Dragon 7 Bonus Bets and shall collect all losing Dragon 7 Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Panda 8 Bet

For each seated position, there shall be one separate and specifically designated area for the placement of an optional 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.
- The Panda 8 Bonus Bet may be less than, equal to, or greater than the game wager but must be a minimum of \$5 and a maximum of \$500.
- 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.

EZ Baccarat

Table Layout



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 and Tie 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.

Collection Rates Schedule

For collection rates for the game of EZ Baccarat, please refer to California Collection Rates (GEGR-001755)

Pai Gow Poker Gold

Type of Game

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

Object of the Game

Pai Gow Poker Gold 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. Both the player's two-card hand and the five-card hand must beat the player-dealer's two-card hand and five-card hand to win the base game. In Pai Gow Poker Gold, a player can place an optional Golden Bonus Bet. Also, any player that wagers at least \$5 on the Golden Bonus Bet qualifies for an Envy Bonus prize.

Description of the Deck and Number of Decks Used

Pai Gow Poker Gold is played with a standard 52-card deck including a joker for a total of 53 cards.

Card Values and Hand Rankings

The rank of each card used in Pai Gow Poker Gold, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a straight or a straight flush. A joker may be used as an ace, to complete any straight, to complete any flush, or to complete any straight flush.

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

Pai Gow Poker Gold Hand Ranking Chart

Hand Dealt	Hand Requirements
7-Card Straight Flush (no joker)	A hand comprised of seven cards of the same suit in consecutive ranking that does not utilize a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7-Card Straight Flush (no joker) hand and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7-Card Straight Flush (no joker) hand.
Royal Flush + Royal Match	A hand comprised of ace, king, queen, jack, 10 of the same suit and king, queen suited
7-Card Straight Flush (with joker)	A hand comprised of seven cards of the same suit in consecutive ranking that utilizes a joker. An ace, king, queen, jack, 10, 9, and 8 is the highest ranked 7-Card Straight Flush (with joker) hand, with one of those cards being substituted with a joker, and a 7, 6, 5, 4, 3, 2 and ace is the lowest ranked 7-Card Straight Flush (with joker) hand, with one of those cards being substituted with a joker.

Pai Gow Poker Gold

Five Aces	A hand comprised of five cards containing all aces, including a joker.
Royal Flush	A hand comprised of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand comprised 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 comprised 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 comprised 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 comprised of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand comprised 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 comprised 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 comprised 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 comprised 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 comprised of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 6, 5, 4, 2 is the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

An industry standard Pai Gow Poker table will be used to play Pai Gow Poker Gold. The table seats a maximum of seven players including the player-dealer position with a table felt with the game name and segregated marked Golden Bonus Bet areas.

Dealing Procedures and Round of Play

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

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

Pai Gow Poker Gold

2. Backline betting is permitted on all wagers. However, the backline bettor does not have input into how the two-card hand and the five-card hand are arranged.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place their wager in the betting circle in front of their seat. This wager will be used to pay the winners and will set the amount the player-dealer can collect from the losers. The house dealer will place a button in front of the player-dealer. The player-dealer will place the appropriate collection fee in front of their betting circle.
4. Before the start of each hand the player and the player-dealer place their wagers. Players also have the option of wagering on the Golden Bonus Bet.
5. The Casino will have the option of either using a shuffling machine or manually dealing the cards.
 - Shuffling Machine: When using a shuffler, the house dealer will have the player-dealer shake the dice cup containing three standard dice to determine who has first action and who will be delivered the first hand.
 - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button.
 - If the numerical total of the dice represents a seat/spot without any wagers placed in the betting position, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
 - All positions will receive a 7-Card hand, hand by hand dealt from the shuffler.
 - All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed.
 - Manual Shuffle: When manually shuffling and dealing, the house dealer will complete the deal of seven piles of seven cards face down in front of the house dealer position.
 - When dealing the seven piles of seven cards, the house dealer will deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right.
 - Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards.
 - The remaining four cards shall be placed in the discard pile.
 - Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button.
 - The house dealer identifies the hand by placing a button marked Action on this pile by pushing the button forward and turning the pile behind it side ways.
 - To determine the placement of the first pile of cards, the player-dealer shakes a dice cup containing three standard dice.
 - The sum of the dice indicates the seat the pile of cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers.
 - If the numerical total of the dice represents a seat/spot without any wagers placed, the Action button will be placed at the first active seat/spot clockwise from the original seat/spot.
 - All positions will receive a 7-Card hand, one by one.

Pai Gow Poker Gold

6. Once the Action button position is determined, the house dealer shall distribute the seven piles of cards, starting with the pile that has the Action button and continuing clockwise around the table.
7. Once all the piles of cards have been distributed, the house dealer will collect the cards distributed to seats without a wager in the betting spots and place the cards in the discard pile.
8. Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two-card hand and 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.
 - Players do not have to set their hand the “House Way”, they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player(s) will automatically lose their wager(s).
 - However, players may ask the house dealer to place their hand House Way according to the chart below. Once the player asks the house dealer for assistance, the hand must be set the House Way and cannot be changed nor re-arranged.
9. When all players' hands have been set, the house dealer exposes the player-dealer's hand, and sets it according to the House Way chart, as shown below.

Pai Gow Poker Gold House Way

Hand	House Way	Example
No Pair, No Complete Hand	Play the second and third highest cards in front.	K♥Q♦/A♠10♥8♠7♠2♣
One Pair	Play the two highest non-paired cards in front.	Q♠J♥/10♣10♦8♣6♦3♦
Two Pair		
a. If the high pair is aces, kings, or queens:	Play the small pair in front (Pair/Pair).	8♠8♥/Q♥Q♦9♦7♦3♣
b. If the high pair is jacks, 10, or 9:	Play both pairs in back (two-pair behind) if you can play an ace in front. Otherwise, play Pair/Pair.	8♣8♦/9♠9♣Q♥7♠3♣
c. If the high pair is 8, 7, or 6:	Play both pairs in back (two-pair behind) if you can play a king or better in front. Otherwise, play Pair/Pair.	4♥4♦/7♠7♣Q♣9♠3♠
d. If the big pair is 5s, 4s, or 3s:	Play both pairs in back (two-pair behind) if you can play a Queen or better in front. Otherwise, play Pair/Pair.	2♠2♦/5♠5♦J♠10♦8♥
Three Pair	Play the highest pair in front.	10♦10♣/9♠9♣5♦5♥3♦
Three of a Kind		
a. Aces:	Play one ace and next highest card in front with a pair of aces behind.	A♦Q♠/A♥A♦9♠8♠2♣
b. Kings and Below:	Play three of a kind in the five-card hand with the two highest cards that are not part of the trips on top.	Q♦9♠/K♥K♦K♣7♣2♦

Pai Gow Poker Gold

Straight, Flush, or Straight-Flush		
a. With no pair:	Play the two highest possible cards in front without breaking the complete hand behind.	8♣7♠/6♥5♠4♦3♣2♦
b. With one pair:	Play the two highest possible cards in front without breaking the complete hand behind. <i>Do not play the pair if by doing so the complete hand is broken.</i>	3♠3♥/A♣K♥Q♥J♦10♣
c. With two pair:	Play according to Two Pair strategy.	3♣3♥/6♦6♠5♥4♣2♦
d. With three of a kind:	Play the pair in front with the complete hand behind.	9♦9♠/9♣8♥7♦6♠5♣
Full House	Play the pair in front with trips behind.	9♠9♥/5♥5♣5♠9♣4♣
Two Sets of Trips	Play the lower set of trips behind	9♠9♥/5♥5♣5♠9♣4♣
Four of a Kind		
a. Four aces, kings, or queens:	Split (Pair/Pair).	Q♦Q♠/Q♥Q♣A♣K♦4♥
b. Four jacks, 10, or 9:	Play four-of-a-kind behind if you can put at least a king in front. Otherwise, split (Pair/Pair).	10♥10♠/10♦10♣Q♦3♣2♥
c. Four 8, 7, or 6:	Play four-of-a-kind behind if you can put at least a queen in front. Otherwise, split (Pair/Pair).	7♠7♦/7♥7♣10♠9♠2♦
d. Four 5 and below:	Always play four-of-a-kind behind. Never split.	5♠3♦/4♠4♦4♥4♣2♦
Full House and a Pair	Play the pair in front with the complete hand behind. <i>Never split the Trips to play Three Pair.</i>	3♥3♦/A♥A♦A♣2♦2♠
Four of a Kind and a Pair	Always play the single Pair in front with four-of-a-kind behind. <i>Never play Three-Pair.</i>	2♣2♦/A♦A♠A♥A♣10♣
Four of a Kind and Trips	Put the highest pair in front leaving either a Full House or Four of a Kind behind.	Q♦Q♠/Q♥Q♣5♥5♣5♠
Five Aces	Put pair of aces in front.	A♠Joker/A♥A♣A♦8♦3♣

10. Once the player-dealer's hands are set according to the House Way, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.
11. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn. Furthermore, all wagers shall be settled from seat to seat in the following order: the Pai Gow Poker Gold game wager, then the Golden Bonus Bet, and then the Envy Bonus.
12. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button.
13. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Pai Gow Poker Gold

How Winners are Determined and Paid

1. The Pai Gow Poker Gold game wager wins if the two-card hand and the five-card hand held by the player, ranks higher than the player-dealer's two-card hand and five-card hand. Winning Pai Gow Poker Gold game wagers are paid 1 to 1.
2. The Pai Gow Poker Gold game wager loses if the two-card hand and the five-card hand held by the player ranks lower than the player-dealer's two-card hand and five-card hand.
3. The Pai Gow Poker Gold 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.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer's two-card hand or five-card hand, it is a "copy hand." The player-dealer wins all copy hands.
5. Once the standard Pai Gow Poker Gold wagers are settled (win, lose, tie/push) the house dealer will determine if the player's hand qualifies for the Golden Bonus and/or the Envy Bonus.
6. The Golden Bonus Bet considers the best hand possible among the player's seven cards.
7. If the player's hand qualifies for payouts, the player is paid according to the posted pay table by the player-dealer. The house dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The house dealer will not pick up Envy buttons until all wagers are reconciled.
8. If the player's hand does not qualify for payouts, the player-dealer collects the Golden Bonus Bet. The house dealer leaves the Envy button, if applicable, next to the player's Pai Gow Poker Gold game wager and payouts. The house dealer will not pick up Envy buttons until all wagers are reconciled.
9. The player-dealer pays any Envy Bonuses at the end of the round as noted below:
 - If at least one player has a Four of a Kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least Four of a Kind, then all players with Envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own hand or for the player-dealer's hand.
10. The player-dealer collects all losing Golden Bonus Bets and pays all winning Golden Bonus Bets.
11. The cards are collected, shuffled, and a new round begins.

Bonus Bet

Golden Bonus Bet

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

1. The Golden Bonus Bet takes into account the first seven cards dealt as a player's hand.
2. The player does not have to set their hand just for the Golden Bonus Bet.

Pai Gow Poker Gold

EXAMPLE: *A player is dealt an ace of hearts, ace of clubs, king of hearts, jack of hearts, 10 of hearts, 2 of spades and 3 of hearts, the player keeps the aces in the five-card hand and places the king and 2 in the two-card hand; the player will be awarded for the Golden Bonus Bet for the flush.*

3. In the event that the first seven cards dealt to a player who placed a Golden Bonus Bet is a designated qualifying hand, as shown below, the Golden Bonus Bet shall win.
4. The player shall then receive a monetary payout based on the bonus hand the player has received and the pay table, as shown below. Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
5. There is no opportunity for the Golden Bonus Bet to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
6. A joker may be used as an ace, to complete any straight, to complete any flush, or to complete any straight flush, on the Golden Bonus Bet.
7. The Golden Bonus Bet remains in action regardless of whether the player's Pai Gow Poker Gold game wager wins, loses, or pushes.
8. The player-dealer shall pay all qualifying Golden Bonus Bets and shall collect all Golden Bonus Bets that did not qualify. Wagers are collected or paid, to the extent 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.
9. Qualifying Golden Bonus Bets shall be paid according to the table, as shown below.

Envy Bonus

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

1. Seated players as well as backline bettors are eligible to receive an Envy button.
2. The Envy Bonus takes into account the seven cards dealt as a player's hand.
3. In the event the first seven cards dealt to a player who has placed a Golden Bonus Bet is a pre-determined and designated qualifying hand, as shown below, all players with an Envy button shall win.
4. A player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout.
5. If multiple players have made a seven-card qualifying Golden Bonus Bet and Envy Bonus hand, then all players with an Envy button shall win.
6. If multiple Envy Bonus hands are achieved, only the highest ranking hand is awarded the payout.

EXAMPLE: *One player achieves a Four of a Kind and another player achieves 5 aces. The 5 aces Envy Bonus is the only bonus payout.*

7. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the pay table, as shown below.
8. Any other combination of the first seven cards dealt, other than the hands shown below, shall lose.
9. The Envy Bonus may win regardless of the outcome of the Pai Gow Poker Gold game wager.
10. The player-dealer shall pay all qualifying Envy Bonuses and shall collect all Envy buttons that did not qualify.

Pai Gow Poker Gold

11. Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.

Golden Bonus Bet and Envy Bonus Pay Table

Hand	Golden Bonus Pays	Envy Bonus Pays
Natural 7-Card Straight Flush	2500:1	\$1000
Royal Flush + Royal Match	2000:1	\$750
7-Card Straight Flush with Joker	1000:1	\$500
5 Aces	400:1	\$250
Royal Flush	150:1	\$50
Straight Flush	50:1	\$20
Four of a Kind	25:1	\$5
Full House	5:1	
Flush	4:1	
Three of a Kind	3:1	
Straight	2:1	

Collection Rates Schedule

For collection rates for the game of Pai Gow Poker Gold, please refer to California Collection Rates (GEGR-001755).



Type of Game

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

Object of the Game

The object of the game is for a player 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.

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

Card Values and Hand Rankings

The rank of each card used in 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. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush.

Three Card Poker 6 Card Bonus Hand Rankings

3-Card Hand Dealt	Hand Ranking
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. King, queen and jack is the highest ranked straight flush and ace, 2 and 3 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.



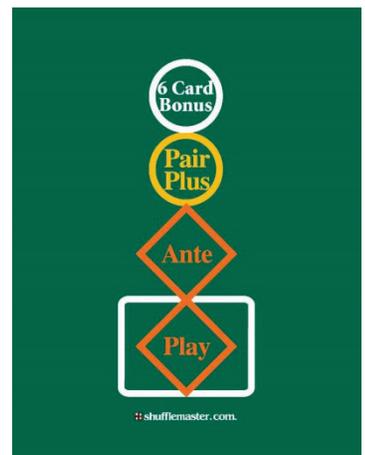
Straight	A hand that consists of three cards in consecutive ranking, but are not the same suit. Ace, king, and queen is the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but are not in consecutive ranking. An ace, king, 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 eight places on one side for 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:

- For the Ante Bet, the word "Ante";
- For the Play Bet, the word "Play";
- For the Pair Plus Bonus Bet, the word(s) "Bonus" or "Pair Plus."
- For the 6 Card Bonus Bet, the words "6 Card Bonus."



Dealing Procedures and Round of Play

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.

1. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
2. Backline betting is not permitted on any wager.
3. At the beginning of each round of play, each player shall be required to place an Ante Bet. Each player will have the option to place a Play Bet, after inspecting their hand, which must be equal to the Ante Bet.
4. Each player who has placed the Ante Bet required above, shall also have the option to make an additional Pair Plus Bonus Bet and a 6 Card Bonus Bet.
 - a. The Pair Plus Bonus Bet awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the Pair Plus Bonus Bet Payout Table.
 - b. The 6 Card Bonus Bet 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 a payout, the player is paid by the player-dealer according to the posted pay table.



5. The house dealer shall wait for each player to place their Ante Bet as well as any bonus bets. After each player has placed their wager(s), the house dealer will announce, "no more bets." No Ante, Pair Plus, or 6 Card Bonus Bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
6. After all wagers have been placed, the house dealer shall shuffle the cards by use of a shuffle machine so the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
7. After the stacks have been delivered to each player, face-down, the player-dealer's bottom card will be turned face-up. The house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
8. After the dealing procedures above have been completed, each player shall examine his/her cards.
9. Each player who wagers in Three Card Poker 6 Card Bonus is 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.
10. After examination of the cards, each player shall have the option to either make a Play Bet in an amount **equal** to the player's Ante Bet or forfeit the Ante Bet 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 Bonus Bet, but does not make a Play Bet, the player shall forfeit the wager, as well as, the Ante Bet.
 - b. If a player has placed a 6 Card Bonus Bet, the 6 Card Bonus Bet is still active.
11. After each player has either placed a wager on the table in the Play Bet 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 except for players who have placed a 6 Card Bonus Bet. The house dealer will place the player's cards under the 6 Card Bonus Bet.
12. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.

How Winners are Determined and Paid

1. If the player-dealer's hand does not have a minimum of a queen-high, the **player-dealer does not qualify**.
 - a. The Play Bet receives no action. The house dealer shall immediately refund these wagers to players.
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 Bet 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 with 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 Bets.
 - b. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play Bets.
 - c. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie (push) and the Ante and Play Bets 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 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 Bonus Bet

The Pair Plus Bonus Bet is an optional bonus bet for the Three Card Poker 6 Card Bonus. The rules are as follows:

- A player shall only place a Pair Plus Bonus Bet if he/she has also placed an Ante wager prior to the initial deal.
- Pair Plus Bonus Bets must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Pair Plus Bonus Bet and any collection fees that may be taken.
- Pair Plus Bonus Bets only consider the three cards each player is dealt.
- 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 Bonus Bet.
- The player-dealer will pay all winning Pair Plus Bonus Bets and will collect all losing Pair Plus Bonus Bets.
- The Pair Plus Bonus Bet may win or lose regardless of the outcome of the base game wager. However, the Pair Plus Bonus Bet shall be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on any wager.
- Winning Pair Plus Bonus Bets pay as follows:

3-Card Hand	Payout
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 Bet

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

- A player shall only place a 6 Card Bonus Bonus Bet if he/she has also placed an Ante wager prior to the initial deal.
- 6 Card Bonus Bets must be placed prior to the initial deal.
- 6 Card Bonus Bets consider the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand.

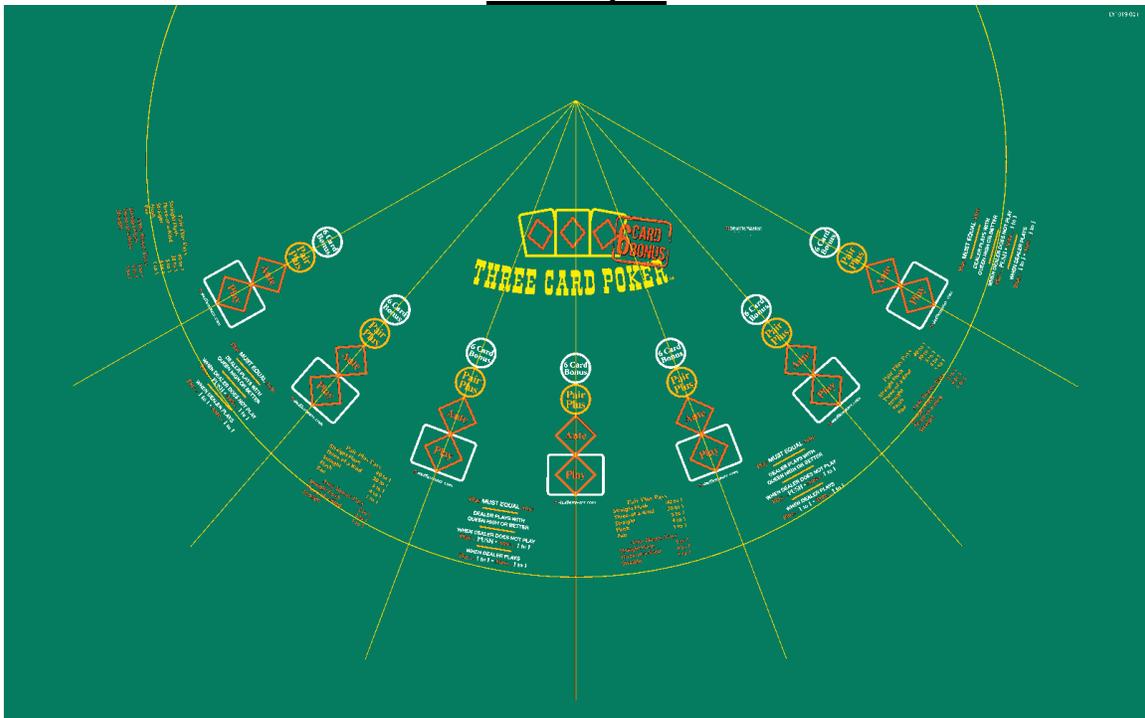


- A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer.
- If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus Bet.
- The player-dealer will pay all winning 6 Card Bonus Bets and will collect all losing 6 Card Bonus Bets.
- The 6 Card Bonus Bet may win or lose regardless of the outcome of the Ante wager.
- The 6 Card Bonus Bet shall not be forfeited if the player folds their hand and does not place a Play wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Backline betting is not permitted on any wager.

6 Card Bonus Bet Payout

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

Table Layout



Collection Rates Schedule

For collection rates for the game of Three Card Poker 6 Card Bonus, please refer to California Collection Rates (GEGR-001755).

Blackjack Elite with Boom Bonus and Super 7s Bonus

Type of Game

The game of Blackjack Elite with Boom Bonus and Super 7s 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. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is to play to 31. The player hopes to be dealt a "natural" which is the top ranked hand. The players and the player-dealer add the numerical value of their initial two-cards and compare them against each other. In the event the player-dealer is dealt a "natural" the game stops, and the hands are compared. If the player is not dealt a two-card 31 then the player will play to hard 31 and if not, then the player will try to get as close to 21.

The player's hand is frozen from receiving an additional draw card when their hand total is between 22 and 30. After the draw the player will lose their original wager with a hand value between 22 and 30 and win on a value of 31 no matter the value of the player-dealers hand.

Description of the Deck and Number of Decks Used

A standard deck of cards with no joker is used in the play of the game. The deck will contain a total of 52 cards. The game can be played with a minimum of one and a maximum of eight decks.

Card Values and Hand Rankings

Rank	Hand Value	Rank	Hand Value
1	Natural 31*	13	A hand totaling 12
2	Blackjack Elite 31**	14	A hand totaling 11
3	Hard 31	15	A hand totaling 10
4	A hand totaling 21	16	A hand totaling 9
5	A hand totaling 20	17	A hand totaling 8
6	A hand totaling 19	18	A hand totaling 7
7	A hand totaling 18	19	A hand totaling 6
8	A hand totaling 17	20	A hand totaling 5
9	A hand totaling 16	21	A hand totaling 4
10	A hand totaling 15	22	A hand totaling 3
11	A hand totaling 14	23	A hand totaling 2
12	A hand totaling 13	24	A hand totaling a 22-30

*A Natural 31 consists of an Ace card and 10-point card on a player's first two cards.

**A Blackjack Elite consists of a suited Ace and King on a player's first two cards.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Blackjack table, which shall accommodate up to eight seated positions.

Blackjack Elite with Boom Bonus and Super 7s Bonus

Dealing Procedures and Round of Play

1. The cards will be shuffled before being placed into a shoe or random shuffling machine. The dealer will begin the game by burning a card.
2. The dealer will first start by asking the player starting from seat one if they would like to occupy the player-dealer position.
3. The dealer will ask for wagers.
4. Once the player-dealer position is filled, then at least one player must place a wager to start the game.
5. The action begins clockwise from the player-dealer position.
6. The dealer deals a total of two cards to the player face up and two cards to the dealer, the first card face up and the second card face down.
 - a. At this point the player will be offered the option to surrender unless the player-dealer's up card is an ace then the player will be offered the option to take insurance as well.
 - b. In the event the player-dealer is dealt a "natural," the game stops, there is no draw and the hands are compared. A natural beats all hands. The player and the player-dealer ties on all naturals.
 - i. The game will utilize a card reader in order for the dealer to check for a natural.
7. The players will have the opportunity to act on their hand.
 - a. After the draw, if the player totals 31 they will win their original wager provided the dealer is not dealt a natural.
 - b. The player loses on a hand with a value between 22 and 30.
 - c. The player wins if their hand total is closer to 31 without totaling a hand between 22 and 30. The player loses if the player-dealer is closer. If both the player and the player-dealer are dealt a hand of equal value then the wager is a push.
8. Once the dealer's hand is concluded the round is over.
9. The dealer will then compare the bets placed by the player who is occupying the house position to see if the player wins, loses, or ties and completes the payoffs. If the player wins the dealer will pay the player with monies from the player occupying the player-dealer position.

How Winners are Determined and Paid

Once the player-dealer's hand has been revealed, 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 Blackjack Elite base game wager, then each player's Boom Bonus Bet, the player's Super 7s bet. The following shall apply for each possible outcome when determining which hand wins, loses, or if there is a tie:

- If the player and the player-dealer's hand are both natural 31, the hands push, no action is taken on the base game wager, and the base game wager is returned to the player.
- If a player's hand total is less than a natural 31 and the player-dealer's hand total is more than a natural 31, the player wins the hand. The player-dealer shall pay all winning Blackjack Elite game wagers.
- If the player-dealer makes a hand totaling 22-30; players who have wagers on the Boom Bonus bet will be paid according to the chart below.

Odds

- A natural 31 will be paid 6:5
- A hard 31 will be paid 3:1
- A "Blackjack Elite" will be paid 3:2

Blackjack Elite with Boom Bonus and Super 7s Bonus

- All other winning player hands will be paid 1:1

Player Options

Split

- The player may split any two cards of equal value.
- The player may split three times for a total of four hands.
- Split aces receive one hit card.
- The player may not re-split aces.
- Split aces after the draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.

Double Down

- The player may receive only one hit card after doubling down.
- The player may double on any two cards, except a “natural 31.”
- The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
- The player may double down after the split.

Surrender

- The player may surrender before the dealer checks the player-dealer's hole card.
- The player may forfeit half their wager when surrendering.
- Players may only surrender prior to taking a hit.
- The player may surrender after the split.

Insurance

- Insurance will only be offered when the player-dealer is showing an ace card.
- The player may put up a bet in an amount of up to half the initial wager and place it in front of the original wager.
- The player will be paid 2:1 on their insurance wager if the player-dealer has a natural and loses their initial wager unless the player was also dealt a natural.
- The player will lose their insurance wager if the player-dealer does not have a natural and play out their original wager.
- Insurance wager is compared against the player-dealer's after the initial wager.

Bonus Bets

Boom Bonus Bet

For each seated position, there shall be one separate and specifically designated area for the placement of a Boom Bonus Bet. A player may only place a Boom Bonus Bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.

- Seated players as well as back-line bettors may place a Boom Bonus Bet wager.
- The Boom Bonus Bet wagers may be less than or equal to, or may exceed the game wager.

Blackjack Elite with Boom Bonus and Super 7s Bonus

- Once all players have made their decisions regarding their hand, according to the base game rules above, the player-dealer shall reveal their face-down card and complete the hand. The payoff odds vary based on the number of cards in the player-dealer's busted hand. The more cards in the busted hand, the higher the payoff. If the player-dealer's hand busts, all Boom Bonus Bet wagers shall be paid according to the posted pay table, as shown below. If the player-dealer does not bust, all Boom Bonus Bet wagers shall be collected in rotation to the extent of the money in action. There is no opportunity for the Boom Bonus Bet wager to tie as it is dependent on the cards dealt to the player-dealer's hand, not a comparison of cards or hands.
- A Boom Bonus Bet wager remains in action regardless of whether the player wins or loses the base game wager.
- The player-dealer must always complete their hand as long as there are bonus bets in play.
- The player-dealer shall pay all winning Boom Bonus Bet wagers and shall collect all losing Boom Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- Winning Boom Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Boom Bonus Bet Pay Table

Number of Cards in a Player-Dealer's Busted Hand (22 or more)	Payout
3	2:1
4	2:1
5	4:1
6	15:1
7	50:1
8 or More	250:1

Super 7s Blackjack-Style Bonus Bet

Super 7s is a blackjack side bet based on the player's first three cards. If the first card is a seven, the player wins. The payouts increase for two or three consecutive sevens and if the sevens are suited.

- The game can be played on any blackjack-style game that has one to eight decks.
- In addition to the base bet, the player has the option to make a "Super 7s" bonus bet.
- For each seated position, there shall be one separate and specifically designated area for the placement of a Super 7s Bet. A player may only place a Super 7s bet if they have also placed a game wager prior to the initial deal. Furthermore, a player may place one bonus bet wager for each base game wager placed if multiple betting circles are utilized.
- Seated players as well as back-line bettors may place a Super 7s bet wager.
- The Super 7s bet wagers may be less than or equal to, or may exceed the game wager.
- The Super 7s wagers may be less than or equal to, or more than the base game wager as long as it is within the table limits. The bonus bet wager may exceed the base game wager and must be within a minimum of \$5 and a maximum of \$100, in \$5 increments, and must be wagered.
- In the event a player was dealt two consecutive 7s and splits, the first card on the first split hand will be considered the 3rd card.

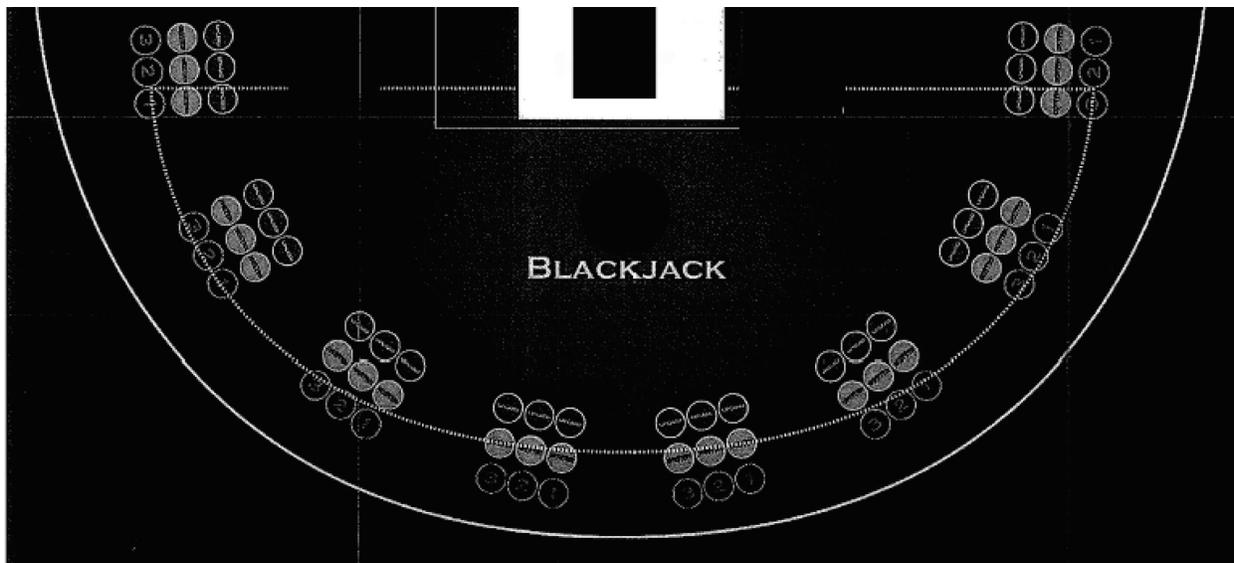
Blackjack Elite with Boom Bonus and Super 7s Bonus

- The other split hand will not be an eligible for payouts as the 7s would not be from the first three cards dealt.
- The player-dealer shall pay all winning Super 7s wagers and shall collect all losing Super 7s wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.
- The Super 7s bonus bet remains in action whether or not the player busts or has a winning hand.
- The player-dealer position is responsible for paying all winning Super 7s bets and collecting all losing Super 7s bets. All wagers are paid to the extent that money covers.
- The payoff for the Super 7s bonus bet will pay odds according to the cards if the player's first card (is a seven), the 2nd card is a seven, and then the 3rd card is a seven. In the event the player-dealer has a natural, there will not be an option for a 3rd card as the round will end with the player-dealer natural.

Super 7s Pay Table

Hand Event	Payout
777 (suited)	2000:1
777	500:1
77 (suited)	150:1
77	25:1
First Card is a 7	5:1

Table Layout



Face Up Pai Gow Poker

Type of Game

The game of Face Up Pai Gow Poker utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. A player shall only remain in the player-dealer position for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

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

Face Up Pai Gow Poker is a Pai Gow Poker variant and plays like conventional Pai Gow Poker, except the player-dealer's hand is shown first. In addition, when the player-dealer's hand is shown and the ranking is a seven-card ace-high, then all player hands will automatically push (tie) and the players' base game wagers will be returned to the players.

Face Up Pai Gow Poker has an optional bonus bet element where a player can place an optional Ace-High Bonus bet and/or Fortune Bonus Bet. If a player wagers at least \$5 on the Fortune Bonus Bet, they qualify for an Envy Bonus payout.

Description of the Deck and Number of Decks Used

Face Up Pai Gow Poker is played with a standard 52-card deck including a joker for a total of 53 cards. Cards may be dealt manually or by using an automated shuffling machine.

Card Values and Hand Rankings

The rank of each card used in Face Up Pai Gow Poker, in order of highest to lowest rank, will be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The ace would be considered low any time the ace begins a Straight or a Straight Flush. The joker may be used as an ace or to complete a Straight or Straight Flush. All suits will be considered equal in rank.

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

Face Up Pai Gow Poker Hand Rankings

Hand Dealt	Hand Requirements
Five Aces	A hand that consists of four aces and a joker.
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 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.

Face Up Pai Gow Poker

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

Description of Table Used and Total Number of Seated Positions

Face Up Pai Gow Poker is played on a standard Pai Gow Poker table, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. Within each betting area for each seated player, there shall be three separate betting spaces representing each players' base game wager, Fortune Bonus Bet, and Ace-High Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum.

Dealing Procedures and Round of Play

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

1. At the start of a game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
 - a. Each player then has the following option(s) when placing their wager(s):
 - i. The base game which pays 1 to 1;
 1. If the player-dealer's hand is a seven-card ace-high hand all base game wagers will push.
 - ii. The Ace-High Bonus Bet which pays according to the paytable as shown below.
 - iii. The Fortune Bonus Bet which pays according to the paytable, as shown below;
 1. If a player wagers at least \$5 on the Fortune Bonus Bet, the player qualifies for the Envy Bonus and the house dealer must place an "envy" button next to the player's Fortune Bonus Bet wager.
2. Third-Party Providers of Proposition Player Services (TPPPS), as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Backline betting is permitted on all wagers.

Face Up Pai Gow Poker

4. Once all wagers have been placed, the cards will be shuffled and dealt to players in the following way.
 - a. If the cards are hand shuffled then the house dealer will shuffle, cut, and complete the deal of seven piles of seven cards face-down in front of them. When dealing the seven piles of seven cards, the house dealer shall deal one card at a time in front of the house dealer position until there are seven cards, starting from left to right. Once there are seven cards laid out, the house dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
 - i. The player-dealer then selects one of the seven piles.
 - ii. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed once the placement of the action button has been determined.
 - iii. To determine who receives the action button, the house dealer will use a dice cup. 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. When using the dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the total dice value 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.
 - iv. Once the first position is determined, the house dealer then distributes the seven piles of cards, starting with the action button and continuing clockwise.
 - v. The player-dealer receives their cards in turn according to the action.
 - vi. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.
 - vii. The house dealer will also collect the cards that were distributed to seats without a wagers and place them in the discard pile.
 - b. If a machine shuffler is used, the house dealer will use the shuffle machine to randomly intermix and deliver seven cards to each seat.
 - i. The action button, which determines the first player to receive first action from the player-dealer, is placed on the selected seat and will receive the first hand distributed once the placement of the action button has been determined.
 - ii. To determine who receives the action button, the house dealer will use a dice cup method. 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. When using the dice cup method, the player-dealer's position is always one, eight, and fifteen. Other seats in clockwise rotation, respectively represent the other numbers. If the total dice value 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.
 - iii. Once action is determined, the house dealer will deliver the first seven cards to the action seat and continue clockwise around the table.
 - iv. Each seven-card hand will be distributed by the shuffle machine and placed on the table by the house dealer, one at a time, from the house dealer's left to right, until all seven hands are dealt. The house dealer will then spread the remaining cards to verify there are four cards remaining and placed in the discard pile.

Face Up Pai Gow Poker

5. The player-dealer's hand will then be exposed and set, according to the house way chart below, before the players set their hands.
 - a. If the player-dealer has a seven-card ace-high hand, all base game wagers shall automatically push.
 - i. If the player-dealer's hand does not contain a seven-card ace-high hand, each player shall then set their hand.
6. Once the player-dealer's hand is set, each player sets their hands by arranging the seven cards into a two-card hand in front, and a five-card hand in back.
 - a. The five-card hand must rank higher than the two-card hand, according to the hand rankings, as shown above.
 - b. The player has the option to ask the house dealer to set their hand according to the House Way chart below.
 - c. Players do not have to set their hand the "House Way", they are free to set the hand in any fashion they choose as long as it is not a foul hand. If a player arranges the two-card hand so it out-ranks the five-card hand, this will be considered a foul and the player will automatically lose their wager.
7. Once the player's hands are set, each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or push hands.
8. Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn.
9. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action button.
10. All wagers will be settled from seat to seat in the following order: base game wager, Ace-High Bonus Bet, Fortune Bonus Bet, and finally the Envy Bonus.
 - a. Backline bettors will be paid immediately after the seated player they are behind and before the next seated player.
11. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.
12. The cards are collected, shuffled, and a new round begins.

Face Up Pai Gow Poker House Way Hand Set

Hand Dealt	House Way	Example				
High Card	Put 2 nd and 3 rd highest cards in front.	K ♦	J ♣			
		A ♥	10 ♣	7 ♠	5 ♥	3 ♦
One Pair	Put Pair in back, highest two cards in front.	A ♣	Q ♦			
		3 ♠	3 ♣	J ♥	8 ♦	4 ♣
Two Pair: High Pair is A's, K's, or Q's	Put small Pair in front.	3 ♦	3 ♠			
		K ♥	K ♠	7 ♥	6 ♣	2 ♦

Face Up Pai Gow Poker

<p style="text-align: center;">Two Pair: High Pair is J's, 10's, or 9's</p>	<p>Put both Pairs in back if an ace can be played in the front, otherwise put small Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♣</td> <td>7 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>J ♦</td> <td>J ♠</td> <td>8 ♣</td> <td>8 ♥</td> <td>4 ♠</td> </tr> </table>	A ♣	7 ♥				J ♦	J ♠	8 ♣	8 ♥	4 ♠
A ♣	7 ♥											
J ♦	J ♠	8 ♣	8 ♥	4 ♠								
<p style="text-align: center;">Two Pair: High Pair is 8's, 7's, or 6's</p>	<p>Put both Pairs in back if a king or higher can be played in the front; otherwise put small Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>K ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>8 ♣</td> <td>8 ♦</td> <td>4 ♦</td> <td>4 ♥</td> <td>7 ♣</td> </tr> </table>	K ♠	9 ♠				8 ♣	8 ♦	4 ♦	4 ♥	7 ♣
K ♠	9 ♠											
8 ♣	8 ♦	4 ♦	4 ♥	7 ♣								
<p style="text-align: center;">Two Pair: High Pair is 5's, 4's, or 3's</p>	<p>Put both Pairs in back if a queen or higher can be played in the front, otherwise put small Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>Q ♥</td> <td>8 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♥</td> <td>5 ♠</td> <td>4 ♥</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	Q ♥	8 ♣				5 ♥	5 ♠	4 ♥	4 ♣	2 ♠
Q ♥	8 ♣											
5 ♥	5 ♠	4 ♥	4 ♣	2 ♠								
<p style="text-align: center;">Three Pair: With or without a Straight, Flush, or Straight Flush</p>	<p>Put highest Pair in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>9 ♣</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>7 ♣</td> <td>5 ♥</td> <td>5 ♠</td> <td>A ♣</td> </tr> </table>	9 ♣	9 ♠				7 ♦	7 ♣	5 ♥	5 ♠	A ♣
9 ♣	9 ♠											
7 ♦	7 ♣	5 ♥	5 ♠	A ♣								
<p style="text-align: center;">Three of a Kind: Aces</p>	<p>Put an ace and highest single card in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♣</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>A ♦</td> <td>A ♠</td> <td>5 ♦</td> <td>4 ♣</td> <td>2 ♠</td> </tr> </table>	A ♣	8 ♦				A ♦	A ♠	5 ♦	4 ♣	2 ♠
A ♣	8 ♦											
A ♦	A ♠	5 ♦	4 ♣	2 ♠								
<p style="text-align: center;">Three of a Kind: Kings and below</p>	<p>Put two highest single cards in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>10 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>K ♥</td> <td>K ♦</td> <td>K ♣</td> <td>7 ♠</td> <td>5 ♥</td> </tr> </table>	J ♥	10 ♣				K ♥	K ♦	K ♣	7 ♠	5 ♥
J ♥	10 ♣											
K ♥	K ♦	K ♣	7 ♠	5 ♥								
<p style="text-align: center;">Two Three of a Kinds</p>	<p>Put highest Pair possible in front.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♣</td> <td>J ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>5 ♠</td> <td>5 ♥</td> <td>5 ♣</td> <td>J ♠</td> <td>A ♦</td> </tr> </table>	J ♣	J ♦				5 ♠	5 ♥	5 ♣	J ♠	A ♦
J ♣	J ♦											
5 ♠	5 ♥	5 ♣	J ♠	A ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with no Pair</p>	<p>Put the highest possible two cards in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>A ♠</td> <td>9 ♠</td> <td></td> <td></td> <td></td> </tr> <tr> <td>6 ♠</td> <td>5 ♠</td> <td>4 ♣</td> <td>3 ♦</td> <td>2 ♠</td> </tr> </table>	A ♠	9 ♠				6 ♠	5 ♠	4 ♣	3 ♦	2 ♠
A ♠	9 ♠											
6 ♠	5 ♠	4 ♣	3 ♦	2 ♠								
<p style="text-align: center;">Straight, Flush, or Straight Flush with one Pair</p>	<p>Put the highest possible two cards (Pair or no Pair) in front that will leave a complete hand in back.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>J ♥</td> <td>8 ♦</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♠</td> <td>8 ♥</td> <td></td> <td>6 ♠</td> <td>5 ♦</td> </tr> </table>	J ♥	8 ♦				9 ♠	8 ♥		6 ♠	5 ♦
J ♥	8 ♦											
9 ♠	8 ♥		6 ♠	5 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with two Pair</p>	<p>Put a Pair in front with a complete hand in back otherwise play Two Pair strategy.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>7 ♦</td> <td>7 ♣</td> <td></td> <td></td> <td></td> </tr> <tr> <td>9 ♥</td> <td>9 ♦</td> <td>Q ♦</td> <td>J ♦</td> <td>4 ♦</td> </tr> </table>	7 ♦	7 ♣				9 ♥	9 ♦	Q ♦	J ♦	4 ♦
7 ♦	7 ♣											
9 ♥	9 ♦	Q ♦	J ♦	4 ♦								
<p style="text-align: center;">Straight, Flush, or Straight Flush with Three of a Kind</p>	<p>Put Pair or ace in front with complete hand behind.</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>5 ♣</td> <td>5 ♥</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 ♦</td> <td>6 ♠</td> <td>5 ♦</td> <td>4 ♠</td> <td>3 ♥</td> </tr> </table>	5 ♣	5 ♥				7 ♦	6 ♠	5 ♦	4 ♠	3 ♥
5 ♣	5 ♥											
7 ♦	6 ♠	5 ♦	4 ♠	3 ♥								

Face Up Pai Gow Poker

Full House with or without a Straight, Flush, or Straight Flush. (Three of a Kind and a Pair)	Put the highest Pair in front while keeping at least Three of a Kind behind.	4 ♣	4 ♥			
		8 ♥	8 ♠	8 ♦	A ♣	K ♥
Four of a Kind A's, K's, or Q's	Split to Pair-Pair.	Q ♣	Q ♦			
		Q ♥	Q ♠	9 ♠	7 ♦	5 ♣
Four of a Kind: J's, 10's, or 9's	Play Four of a Kind in back if at least a king can be played up front, otherwise split.	J ♦	J ♠			
		J ♥	J ♣	Q ♦	10 ♠	7 ♥
Four of a Kind: 8's, 7's, or 6's	Play Four of a Kind in back if at least a queen can be played up front, otherwise split.	8 ♥	8 ♦			
		8 ♣	8 ♠	J ♣	7 ♠	4 ♦
Four of a Kind: 5's or below	Always play Four of Kind behind.	9 ♥	8 ♣			
		5 ♠	5 ♦	5 ♥	5 ♣	2 ♠
Four of a Kind with a Pair	Play the Pair in front and play Four of a Kind in back.	4 ♣	4 ♥			
		5 ♥	5 ♦	5 ♣	5 ♠	2 ♠
Five Aces	Play a Pair in front and play Three of a Kind in back.	A ♣	A ♠			
		A ♥	A ♦		K ♠	5 ♣

How Winners are Determined and Paid

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. Wagers will be settled in a clockwise manner around the table, starting with the player with the Action Button. All wagers will be settled from seat to seat in the following order: base game wager, Ace-High Bonus Bet, Fortune Bonus Bet, and finally the Envy Bonus. Backline bettors will be paid immediately after the seated player they are behind and before the next seated player. The following shall apply when determining whether the player wins, loses, or pushes:

1. The base game wager wins if the two-card hand and the five-card hand, held by the player, ranks higher than the player-dealer's two-card hand and five-card hand.
2. The base game wager loses if the two-card hand and the five-card hand held by the player, ranks lower than the player-dealer's two-card hand and five-card hand.
3. The base game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a push and is returned to the player.

Face Up Pai Gow Poker

- a. The base game wager also “pushes” if the ranking of the player-dealer’s shown hand is a seven-card ace-high hand.
4. If either the two-card hand or the five-card hand is identical in rank to the player-dealer’s two-card hand or five-card hand, it is a “copy hand.” The player-dealer wins all copy hands.
5. The Ace-High Bonus Bet wins if a player, who placed an Ace-High Bonus Bet, and/or the player-dealer obtain an eligible hand according to the payable below.
6. The Fortune Bonus Bet wins if a player, who placed a Fortune Bonus Bet, obtains an eligible hand listed in the payable below.
7. The Envy Bonus wins if a player places a \$5 Fortune Bonus Bet and a player at the table (other than themselves and the player-dealer) obtains an eligible hand according to the payable below.
8. The player-dealer will pay all winning wagers and collect all losing wagers.
9. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the respective players.

Bonus Bets

Ace-High Bonus Bet

The optional Ace-High Bonus Bet takes into account the seven cards dealt to a player and the seven cards dealt to the player-dealer. The Ace-High Bonus Bet wins when the player and/or the player-dealer form a pre-determined and designated qualifying hand listed on the Ace-High Bonus Bet Paytable below; and will be paid according to the same. The Ace-High Bonus Bet will lose in all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of an Ace-High Bonus Bet.
- A player has to place a base game wager in order to place the Ace-High Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Backline betting is permitted on the Ace-High Bonus Bet.
- The Ace-High Bonus Bet may win regardless of the outcome of the base game wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Ace-High Bonus Bet and any collection fees that may be taken.
- The player-dealer will pay all winning Ace-High Bonus Bets and will collect all losing Ace-High Bonus Bets.
- Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Ace-High Bonus Bets will be paid according to the Ace-High Bonus Bet payable below.

Ace-High Bonus Bet Paytable

Qualifying Hands	Payout
Player and Player-Dealer Ace High Card Hand	40 to 1
Player-Dealer Ace High Card Hand (with Joker)	15 to 1
Player-Dealer Ace High Card Hand (no Joker)	5 to 1

Face Up Pai Gow Poker

Fortune Bonus Bet

The optional Fortune Bonus Bet takes into account the seven cards dealt to the player. The Fortune Bonus Bet wins when the seven cards dealt to the player form a pre-determined and designated hand listed in the Fortune Bonus Bet Paytable; and the player will be paid according to the same. The Fortune Bonus Bet shall lose in all other outcomes.

- For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet.
- A player has to place a base game wager in order to place a Fortune Bonus Bet. Furthermore, the wager must be placed prior to the initial deal.
- Only the cards of players who placed the optional Fortune Bonus Bet will be considered.
- Only players who placed the optional Fortune Bonus Bet will be eligible for payouts on their individually eligible hand.
- Backline betting is permitted on the Fortune Bonus Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Fortune Bonus Bet and any collection fees that may be taken.
- The bonus bet may win regardless of the outcome of the base game wager.
- The player-dealer will pay all winning Fortune Bonus Bets and will collect all losing Fortune Bonus Bets.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
- Winning Fortune Bonus Bets will be paid according to the table, as shown below.

Fortune Bonus Bet Paytable

Hand Dealt	Hand Requirements	Fortune Pays	Envy Pays
7 Card Straight Flush (no Joker)	A hand that consists of seven cards of the same suit in consecutive ranking without using a joker.	2,500 to 1	\$1,000
Royal Flush and Royal Match	A hand that uses five out of the seven cards to form a Royal Flush and the remaining two cards are a suited king and queen.	1,000 to 1	\$250
7 Card Straight Flush (with Joker)	A hand that consists of seven cards of the same suit in consecutive ranking using a joker.	750 to 1	\$100
Five Aces	A hand that consists of four aces and a joker.	250 to 1	\$50
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.	125 to 1	\$25
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking.	50 to 1	\$10
Four of a Kind	A hand that consists of four cards of the same rank.	25 to 1	\$5
Full House	A hand that consists of a Three of a Kind and a Pair.	5 to 1	
Flush	A hand that consists of five cards of the same suit but are not in consecutive ranking.	4 to 1	

Face Up Pai Gow Poker

Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.	3 to 1	
Straight	A hand that consists of five cards in consecutive ranking, but are not the same suit.	2 to 1	

Envy Bonus

The Envy Bonus takes into account the amount wagered on the Fortune Bonus Bet and the seven cards dealt to another player at the same table. A player who places a wager of at least \$5 on the Fortune Bonus Bet will receive one Envy button and may qualify for the Envy Bonus. The Envy Bonus wins if another player with an Envy button is dealt seven cards that form a pre-determined and designated hand listed in the Fortune Bonus Bet Paytable. The Envy Bonus will lose in all other outcomes.

- See above for Fortune Bonus Bet wagering restrictions.
- Players will receive one Envy button, per hand, for a Fortune Bonus Bet in an amount equal to or greater than \$5.
- Backline bettors are eligible for the Envy Bonus.
- Players are not eligible to win an Envy Bonus for their own hand or for the player-dealer's hand.
- The qualifying hand can only be made by a player at the table who has an Envy button, and only players with an Envy buttons will qualify for payouts.
- In the event that the first seven cards dealt to another player form a qualifying hand, as shown above, all other players at the table with an Envy button will win.
 - a. If multiple Envy Bonus hands are achieved, all players with Envy buttons will be paid the corresponding multiple payouts.
 - i. The players who achieved the qualifying hand, and have an Envy button, will not be paid for their qualifying hand, but will be paid for the others.
 - ii. If multiple players achieve the exact same qualifying Envy Bonus hand, none of the players who achieved the qualifying hand will receive a payout.
- The Envy Bonus may win regardless of the outcome of the base game wager.
- The player-dealer will pay all winning Envy Bonuses to the extent of the player-dealer's wager and will collect all Envy buttons that did not qualify.
- Winning Envy Bonus bets will be paid according to the Fortune Bonus Bet payable above.

Face Up Pai Gow Poker

Table Layout



Ultimate Texas Hold'em

Type of Game

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

Object of the Game

The object of the game is 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, referred to as hole cards. Five cards will be dealt to the center of the table, these cards are referred to as community cards. The players and player-dealer will combine none, one or two of their hole cards with the five community cards to make their best five-card hand. Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win.

1. If players bet pre-flop, they may bet three times or four times their Ante.
2. If they bet on the flop, they may bet two times their Ante.
3. If they wait until the river, when all community cards are out, they may only bet the same amount as their Ante.

Players will also have the option to place a Trips Bonus Bet. Players win the Trips Bonus Bet if their final five-card hand is a 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 52 cards without a joker.
2. **Number of Decks:** Ultimate Texas Hold'em shall be played with two alternating decks, each consisting of 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.
 - i. If the automated card shuffling device breaks, the house dealer will manually shuffle the cards and use a card shoe.
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play.
 - 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 for the purpose of determining a winning hand, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2. All suits shall be considered equal in rank. The ace would be considered low any time the ace begins a Straight or a Straight Flush. Players do not have to use their hole cards to form an eligible hand.

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

Ultimate Texas Hold'em

Ultimate Texas Hold'em Hand Ranking

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

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table, which seats a maximum of six players and a player-dealer, for a total of seven seated positions. The table shall also have a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em 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."

Within each betting area for each seated player, there shall be four betting spaces. The betting spaces shall be designated as follows:

- For Ante wagers, the word "Ante";
- For Blind wagers, the word "Blind";
- For Trips Bonus Bet, the word "Trips";
- For Play wagers, the word "Play."

Ultimate Texas Hold'em

Dealing Procedures and Round of Play

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

1. At the start of the game a player is offered the player-dealer position. Once the player-dealer position is accepted, the house dealer shall wait for each player to make their wager in accordance with the table limits.
2. Third-Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.
3. Before the first card is dealt in a round of play, each player shall be required to place equal Ante and Blind wagers, in the appropriate betting spaces.
 - a. Each player who has placed the required Ante and Blind wagers, mentioned above, will have the option to place an additional Trips Bonus Bet.
4. Backline betting is not permitted on any wager.
5. Immediately before the start of each round of play and after all Ante and Blind wagers, and any Trips Bonus Bet have been made, the house dealer shall call "No more bets".
 - a. No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets".
6. Starting on their left and continuing clockwise around the table, the house dealer shall deal the cards.
7. All cards shall be dealt face-down.
 - a. When a card shoe is used, the cards shall be dealt as follows:
 - i. One card to each wagering area containing an Ante and Blind wager and then one card to the player-dealer; followed by
 - ii. A further card to each such wagering area and the player-dealer, so each player and the player-dealer have two cards each; followed by
 - iii. Five community cards in the center of the table dealt face-down.
 - b. When an automatic shuffler is used, the cards shall be dealt as follows:
 - i. Two cards at a time to each wagering area containing an Ante and Blind wager; followed by
 - ii. Two cards to the player-dealer; followed by
 - iii. Five community cards in the center of the table dealt face-down.
8. After the cards have been dealt and delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
 - a. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table.
 - b. The cards must not be removed from the table.
9. After the dealing procedures above have been completed, each player shall examine their 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 a player bets, they cannot bet again and cannot change the bet.
10. When the players have made their wagers or checked, the house dealer shall proceed to turn over the first three community cards (the flop).
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 house 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.

Ultimate Texas Hold'em

14. A player who decides to fold shall place their cards face-down on the table. The house dealer shall then, in relation to each player who has folded:
 - a. Collect the Ante wager, Blind wager, and Trips Bonus Bet (if the hand is not a Three of a Kind or better) on behalf of the player-dealer;
 - i. If the hand is a Three of a Kind or better the Trips Bonus Bet will not be collected.
 - 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.
 - i. If the player placed a Trips Bonus Bet; and the hand is a Three of a Kind or better the house dealer will leave cards, face up on the table, and will not collect or discard them until payout on the hand has been made.
15. For all remaining players, the house dealer will turn over the player-dealer's two cards.
16. Each player and the player-dealer will combine none, one, or two of their hole cards with three, four or five of the five community cards to make the best five-card poker hand.
17. Starting with the first active player to the left of the player-dealer, and continuing clockwise, the house dealer will reveal the player's cards.
18. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise.
19. All wagers shall be settled from seat to seat in the following order: Play, Ante, Blind wagers, and Trips Bonus Bet.
20. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

How Winners are Determined and Paid

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

The player-dealer does not qualify when the player-dealer does **not** have a Pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games when the player-dealer does not qualify, it is not an automatic win for the player.

1. Starting with the player on the player-dealer's left, the house dealer shall:
 - a. Expose each player's cards, signal a push for the Ante and return the Ante wager to each player that did not fold;
 - b. Resolve the Play, Blind, and Trips Bonus Bet (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 pair or higher, the house dealer reconciles the hands of those players who remain in the game in the following way:

1. Starting with the first active player to the left of the player-dealer, the house dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips Bonus Bet area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand;
 - c. Compare the player's hand with the player-dealer's; and announce the value of the player's hand and whether it wins or loses.

Ultimate Texas Hold'em

2. A player's hand shall:
 - a. Win if it has a higher value than the player-dealer's hand;
 - b. Lose if it has a lower value than the player-dealer's hand;
 - c. Constitute a push if it has a value equal to 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 Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - c. 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 and Play wagers on the hand;
 - b. Pay the Blind wager if the hand is a Straight or better, see Blind pay table;
 - c. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - d. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Determine whether the Trips Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante and Play wagers shall be paid 1 to 1.
7. Winning Blind wager and Trips Bonus Bet shall be paid in accordance with the approved pay table for the cardroom (see table below).
8. If the player receives a Three of a Kind or higher, the Trips Bonus Bet payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a Three of a Kind or better, the Trips Bonus Bet always wins – even if the player folds.)
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 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.

Blind Pay Table

Hand	Blind
Royal Flush	500 to 1
Straight Flush	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
All Other Hands	Push

Ultimate Texas Hold'em

Bonus Bet

Trips Bonus Bet

The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em. The Trips Bonus Bet takes into consideration the player's hand. If the player's final five-card hand is a Three of a Kind or better the player will be paid according to the payable below.

- The player may use none, one, or both of their hole cards to form a hand of Three of a Kind or better.
- Players must place an Ante and Blind wager prior to the initial deal in order to place a Trips Bonus Bet.
- The Trips Bonus Bet must be placed prior to the initial deal.
- Backline betting is not permitted on the Trips Bonus Bet.
- There is no opportunity for the Trips Bonus Bet to tie or push.
- The Trips Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within table limits.
- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table shown below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Pay Table

Hand	Blind
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind	3 to 1

Ultimate Texas Hold'em

Table Layout



California Games Collection Rates

Three Card Poker 6 Card Bonus (GEGR-001757)

For **schedule options 1 through 19**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall be no additional fee taken from a player for placing a base game wager or bonus bet. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limit per betting space shall be between \$1 and \$100

Maximum wagering limit per betting space shall be \$1000 and \$5000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$1 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$300	\$4	
	\$301 - \$600	\$6	
	\$601+	\$12	
2	\$1 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$200	\$3	
	\$201 - \$500	\$5	
	\$501+	\$10	
3	\$1 - \$100	\$1	\$0
	\$101 - \$200	\$4	
	\$201 - \$500	\$6	
	\$501 - \$800	\$10	
	\$801+	\$15	
4	\$1 - \$100	\$1	\$0
	\$101 - \$200	\$3	
	\$201 - \$400	\$5	
	\$401 - \$600	\$8	
	\$601+	\$12	
5	\$1 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$300	\$3	
	\$301 - \$600	\$6	
	\$601+	\$12	
6	\$25 - \$100	\$1	\$0
	\$101 - \$300	\$4	
	\$301 - \$600	\$6	
	\$601 - \$1000	\$12	
	\$1001+	\$16	
7	\$25 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$800	\$10	
	\$801 - \$1200	\$16	
	\$1201+	\$20	

California Games Collection Rates

8	\$25 - \$100	\$2	\$0
	\$101 - \$300	\$3	
	\$301 - \$500	\$6	
	\$501 - \$800	\$10	
	\$801+	\$15	
9	\$25 - \$200	\$2	\$0
	\$201 - \$400	\$5	
	\$401 - \$800	\$8	
	\$801 - \$1200	\$15	
	\$1201+	\$20	
10	\$25 - \$100	\$1	\$0
	\$101 - \$300	\$4	
	\$301 - \$600	\$6	
	\$601 - \$1000	\$10	
	\$1001+	\$15	
11	\$100 - \$300	\$4	\$0
	\$301 - \$600	\$6	
	\$601 - \$1000	\$12	
	\$1001 - \$1500	\$16	
	\$1501+	\$25	
12	\$100 - \$400	\$4	\$0
	\$401 - \$800	\$8	
	\$801 - \$1200	\$15	
	\$1201 - \$2000	\$25	
	\$2001+	\$30	
13	\$100 - \$300	\$4	\$0
	\$301 - \$600	\$6	
	\$601 - \$1200	\$12	
	\$1201 - \$2000	\$20	
	\$2001+	\$30	
14	\$5 - \$100	\$2	\$0
	\$101 - \$200	\$3	
	\$201 - \$500	\$5	
	\$501 - \$800	\$10	
	\$801+	\$15	
15	\$5 - \$100	\$2	\$0
	\$101 - \$200	\$4	
	\$201 - \$500	\$6	
	\$501 - \$800	\$12	
	\$801+	\$15	
16	\$5 - \$200	\$3	\$0
	\$201 - \$500	\$5	
	\$501 - \$800	\$12	
	\$801 - \$1000	\$15	
	\$1001+	\$20	

California Games Collection Rates

17	\$25 - \$100	\$3	\$0
	\$101 - \$200	\$4	
	\$201 - \$500	\$6	
	\$501 - \$800	\$12	
	\$801+	\$15	
18	\$25 - \$200	\$4	\$0
	\$201 - \$500	\$6	
	\$501 - \$800	\$12	
	\$801 - \$1000	\$15	
	\$1001+	\$20	
19	\$100 - \$300	\$4	\$0
	\$301 - \$600	\$8	
	\$601 - \$1000	\$15	
	\$1001 - \$1500	\$20	
	\$1501+	\$25	

Ultimate Texas Hold'em (GEGR-002231)

For **schedule options 1 through 9**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall be no additional fee taken from a player for placing a base game wager or bonus bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits.

Minimum wagering limit per betting space shall be between \$1 and \$100

Maximum wagering limit per betting space shall be \$300 and \$2000

Schedule Option	Total Table Action	Player-Dealer Fee	Player Collection
1	\$5 - \$50	\$2	\$0
	\$51 - \$200	\$3	
	\$201 - \$400	\$5	
	\$401 - \$600	\$8	
	\$601+	\$12	
2	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$6	
	\$401 - \$600	\$12	
	\$601 - \$800	\$15	
	\$801+	\$20	
3	\$100 - \$400	\$6	\$0
	\$401 - \$800	\$15	
	\$801 - \$1200	\$20	
	\$1201 - \$1600	\$25	
	\$1601+	\$30	
4	\$1 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$300	\$4	
	\$301 - \$600	\$6	
	\$601+	\$12	

California Games Collection Rates

5	\$1 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$200	\$3	
	\$201 - \$500	\$5	
	\$501+	\$10	
6	\$1 - \$100	\$1	\$0
	\$101 - \$200	\$4	
	\$201 - \$500	\$6	
	\$501 - \$800	\$10	
	\$801+	\$15	
7	\$1 - \$100	\$1	\$0
	\$101 - \$200	\$3	
	\$201 - \$400	\$5	
	\$401 - \$600	\$8	
	\$601+	\$12	
8	\$1 - \$50	\$1	\$0
	\$51 - \$100	\$2	
	\$101 - \$300	\$3	
	\$301 - \$600	\$6	
	\$601+	\$12	
9	\$25 - \$100	\$1	\$0
	\$101 - \$300	\$4	
	\$301 - \$600	\$6	
	\$601 - \$1000	\$12	
	\$1001+	\$16	

Blackjack Elite with Boom and Super 7s (GEGR-001760)

For **schedule options 1 through 20**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the base game wager, Boom Bonus Bet, and Super 7s Bonus Bet, prior to cards being dealt or any round of play being conducted. There is no collection fee taken when a player places any wager or doubles-down, splits cards, surrenders their hand, places an insurance wager, places a Boom Bonus Bet, or places a Super 7s Bonus Bet.

Minimum wagering limit per betting space shall be between \$4 and \$100

Maximum wagering limit per betting space shall be \$500 and \$3000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5 - \$100	\$1	\$0
	\$101 - \$200	\$2	
	\$201 - \$400	\$4	
	\$401 - \$800	\$8	
	\$801+	\$12	
2	\$5 - \$100	\$1	\$0
	\$101 - \$200	\$3	
	\$201 - \$400	\$4	
	\$401 - \$600	\$6	
	\$601+	\$10	

California Games Collection Rates

3	\$5 - \$100	\$1	\$0
	\$101 - \$200	\$2	
	\$201 - \$400	\$4	
	\$401 - \$600	\$8	
	\$601+	\$10	
4	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$400	\$5	
	\$401 - \$600	\$8	
	\$601+	\$10	
5	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801+	\$12	
6	\$25 - \$200	\$2	\$0
	\$201 - \$400	\$4	
	\$401 - \$600	\$8	
	\$601 - \$1000	\$10	
	\$1001+	\$15	
7	\$25 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801 - \$1000	\$12	
	\$1001+	\$15	
8	\$25 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801 - \$1200	\$12	
	\$1201+	\$16	
9	\$50 - \$200	\$2	\$0
	\$201 - \$400	\$4	
	\$401 - \$600	\$8	
	\$601 - \$1000	\$10	
	\$1001+	\$15	
10	\$50 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801 - \$1000	\$12	
	\$1001+	\$15	
11	\$50 - \$200	\$2	\$0
	\$201 - \$500	\$5	
	\$501 - \$800	\$8	
	\$801 - \$1200	\$12	
	\$1201+	\$16	

California Games Collection Rates

12	\$100 - \$300	\$3	\$0
	\$301 - \$600	\$5	
	\$601 - \$1000	\$9	
	\$1001 - \$1500	\$15	
	\$1501+	\$20	
13	\$100 - \$300	\$3	\$0
	\$301 - \$600	\$5	
	\$601 - \$1200	\$12	
	\$1201 - \$2000	\$20	
	\$2001+	\$25	
14	\$101 - \$300	\$3	\$0
	\$301 - \$600	\$6	
	\$601 - \$1200	\$12	
	\$1201 - \$2000	\$20	
	\$2001+	\$25	
15	\$10 - \$200	\$2	\$0
	\$201 - \$400	\$4	
	\$401 - \$600	\$8	
	\$601 - \$1000	\$10	
	\$1001+	\$15	
16	\$10 - \$100	\$2	\$0
	\$101 - \$200	\$3	
	\$201 - \$400	\$5	
	\$401 - \$800	\$10	
	\$801+	\$15	
17	\$10 - \$200	\$2	\$0
	\$201 - \$400	\$5	
	\$401 - \$600	\$10	
	\$601 - \$1000	\$15	
	\$1001+	\$20	
18	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$5	
	\$401 - \$600	\$8	
	\$601 - \$1000	\$12	
	\$1001+	\$20	
19	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$6	
	\$401 - \$600	\$10	
	\$601 - \$1000	\$15	
	\$1001+	\$20	
20	\$100 - \$300	\$4	\$0
	\$301 - \$600	\$8	
	\$601 - \$1000	\$15	
	\$1001 - \$1500	\$20	
	\$1501+	\$25	

California Games Collection Rates

Pai Gow Poker Gold (GEGR-001759)

For **schedule options 1 through 4**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the base game wager, Golden Bonus Bet, and Envy Bonus, prior to cards being dealt or any round of play being conducted. There shall be a collection fee taken per hand from the player position based on the total amount of the Player Bet, which includes the player's base game wager and Golden Bonus Bet.

Minimum wagering limit per betting space shall be between \$10 and \$100

Maximum wagering limit per betting space shall be \$500 and \$2500

Schedule Option	Total Table Action	Player-Dealer Collection	Player Bet	Player Collection
1	\$10 - \$100	\$1	\$10 - \$100	\$1
	\$101 - \$400	\$2	\$101 - \$200	\$2
			\$201 - \$300	\$3
			\$301 - \$400	\$4
	\$400+	\$3	\$401 - \$500	\$5
2	\$10 - \$100	\$1	\$10 - \$500	\$1
	\$101 - \$400	\$2	\$501 - \$1000	\$2
	\$401 - \$600	\$3	\$1001 - \$1500	\$3
	\$601 - \$1000	\$5	\$1501 - \$2000	\$5
	\$1000+	\$6	\$2001+	\$6
3	\$10 - \$100	\$1	\$10 - \$500	\$1
	\$101 - \$400	\$2	\$501 - \$1000	\$2
	\$401 - \$600	\$3	\$1001 - \$1500	\$3
	\$601 - \$1000	\$4	\$1501 - \$2000	\$4
	\$1001+	\$5	\$2001+	\$5
4	\$100 - \$400	\$2	\$100 - \$400	\$2
	\$401 - \$800	\$4	\$401 - \$800	\$4
	\$801 - \$1200	\$6	\$801 - \$1200	\$6
	\$1201+		\$1201 - \$2000	\$8
			\$2001+	\$12

For **schedule options 5 through 10**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall be no additional fee taken from a player for placing a base game wager or bonus bet. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limit per betting space shall be between \$10 and \$100

Maximum wagering limit per betting space shall be \$1000 and \$3000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
5	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$1000	\$8	
	\$1001 - \$1500	\$20	
	\$1501+	\$25	

California Games Collection Rates

6	\$10 - \$100	\$3	\$0
	\$101 - \$200	\$4	
	\$201 - \$400	\$5	
	\$401 - \$1000	\$10	
	\$1001+	\$20	
7	\$10 - \$200	\$3	\$0
	\$201 - \$400	\$5	
	\$401 - \$600	\$10	
	\$601 - \$1000	\$15	
	\$1001+	\$20	
8	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$5	
	\$401 - \$1000	\$8	
	\$1001 - \$1500	\$20	
	\$1501+	\$25	
9	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$6	
	\$401 - \$1000	\$10	
	\$1001 - \$2000	\$20	
	\$2001+	\$30	
10	\$100 - \$400	\$4	\$0
	\$401 - \$1000	\$10	
	\$1001 - \$1500	\$20	
	\$1501 - \$2000	\$25	
	\$2001+	\$30	

Face Up Pai Gow Poker (GEGR-002232)

For **schedule options 1 through 5**, a collection fee shall be taken from each player per base game wager placed. A collection fee shall be taken per hand from the player-dealer. There shall be no fee taken from a player for placing a bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager, as long as they stay within \$5 to \$1,000. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$10 and \$500

Maximum wagering limits shall be between \$100 and \$2000

Schedule Option	Player Collection Fee	Player-Dealer Collection Fee
1	\$1	\$2
2	\$2	\$4
3	\$3	\$5
4	\$5	\$10
5	\$10	\$15

California Games Collection Rates

For **schedule options 6 through 10**, a collection fee shall be taken per hand from the player-dealer. There shall be no fee taken from a player for placing any base game wager or bonus bet. Bonus Bets may be less than, equal to, or greater than the base game wager, as long as they stay within \$5 to \$1,000. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limits shall be between \$10 and \$500

Maximum wagering limits shall be between \$100 and \$2000

Schedule Option	Player-Dealer Collection Fee	Player Fee
6	\$2	\$0
7	\$4	\$0
8	\$5	\$0
9	\$10	\$0
10	\$15	\$0

For **schedule options 11 through 16**, a collection fee will be taken per hand from the player-dealer position based on the Total Table Action, which is the sum of all players' base game wagers and bonus bets. There shall be no additional fee taken from a player for placing a base game wager or bonus bet. All bonus bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted.

Minimum wagering limit per betting space shall be between \$10 and \$100

Maximum wagering limit per betting space shall be \$1000 and \$3000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
11	\$10 - \$100	\$2	\$0
	\$101 - \$400	\$4	
	\$401 - \$1000	\$8	
	\$1001 - \$1500	\$20	
	\$1501+	\$25	
12	\$10 - \$100	\$3	\$0
	\$101 - \$200	\$4	
	\$201 - \$400	\$5	
	\$401 - \$1000	\$10	
	\$1001+	\$20	
13	\$10 - \$200	\$3	\$0
	\$201 - \$400	\$5	
	\$401 - \$600	\$10	
	\$601 - \$1000	\$15	
	\$1001+	\$20	
14	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$5	
	\$401 - \$1000	\$8	
	\$1001 - \$1500	\$20	
	\$1501+	\$25	

California Games Collection Rates

15	\$25 - \$200	\$3	\$0
	\$201 - \$400	\$6	
	\$401 - \$1000	\$10	
	\$1001 - \$2000	\$20	
	\$2001+	\$30	
16	\$100 - \$400	\$4	\$0
	\$401 - \$1000	\$10	
	\$1001 - \$1500	\$20	
	\$1501 - \$2000	\$25	
	\$2001+	\$30	

EZ Baccarat (GEGR-001758)

For **schedule options 1 through 14**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Player line, Banker line, Tie Bet, Dragon 7 Bonus Bet, and Panda 8 Bonus Bet, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from the player position when placing a wager on the Player line, Banker line, Tie Bet, Dragon 7 Bonus Bet, or Panda 8 Bonus Bet.

Minimum wagering limit per betting space shall be between \$5 and \$100

Maximum wagering limit per betting space shall be \$10000 and \$15000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$2	
	\$301 - \$600	\$5	
	\$601 - \$1000	\$8	
	\$1001+	\$12	
2	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$600	\$5	
	\$601 - \$1000	\$8	
	\$1001+	\$12	
3	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$600	\$5	
	\$601-\$1000	\$9	
	\$1001+	\$12	
4	\$5 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1000	\$9	
	\$1001 - \$2000	\$15	
	\$2001+	\$25	
5	\$5 - \$100	\$1	\$0
	\$101 - \$300	\$3	
	\$301 - \$600	\$5	
	\$601 - \$1200	\$10	
	\$1201+	\$15	

California Games Collection Rates

6	\$25 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1000	\$9	
	\$1001 - \$1500	\$15	
	\$1501+	\$20	
7	\$25 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1000	\$9	
	\$1001 - \$2000	\$15	
	\$2001+	\$25	
8	\$25 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1200	\$10	
	\$1201 - \$2000	\$16	
	\$2001+	\$25	
9	\$25 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1200	\$9	
	\$1201 - \$2000	\$16	
	\$2001+	\$25	
10	\$50 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1200	\$9	
	\$1201 - \$2000	\$15	
	\$2001+	\$25	
11	\$50 - \$300	\$2	\$0
	\$301 - \$600	\$5	
	\$601 - \$1200	\$9	
	\$1201 - \$2000	\$16	
	\$2001+	\$25	
12	\$100 - \$500	\$3	\$0
	\$501 - \$1000	\$9	
	\$1001 - \$1500	\$15	
	\$1501 - \$2000	\$20	
	\$2001+	\$25	
13	\$100 - \$500	\$3	\$0
	\$501 - \$1000	\$9	
	\$1001 - \$2000	\$16	
	\$2001 - \$1500	\$25	
	\$1501 - \$2500	\$30	
14	\$101 - \$500	\$3	\$0
	\$501 - \$1200	\$9	
	\$1201 - \$2000	\$16	
	\$2001 - \$2500	\$25	
	\$2501+	\$30	

California Games Collection Rates

California Games Collection Rate Procedures

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

Poker Collection Rates

Texas Hold'em (GEGR-001752) and Omaha High-Low Split (GEGR-001753) and Omaha (GEGR-001754) - For **schedule options 1 through 4**, the house dealer will spread the 'flop', move all pre-flop wagers into the center of the table, which is referred to as 'the pot', then remove the appropriate collection fee from 'the pot' and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no 'flop', no collection fee will be taken.

Limit Games

Minimum Wagering Limit \$3-\$6

Maximum Wagering Limit \$100-\$200

Schedule Option	Collection Fee Based on Number of Players			
	7+	5 and 6	4	3 or less
1	\$4	\$3	\$2	\$1
2	\$5	\$4	\$3	\$2
3	\$6	\$5	\$4	\$3
4	\$7	\$5	\$4	\$3

For **schedule options 5 through 10**, the house dealer will spread the 'flop', move all pre-flop wagers into the center of the table, which is referred to as 'the pot', then remove the appropriate collection fee from 'the pot' and drop it into the collection box. The appropriate fees are dependent on the number of players seated and participating in the play of this controlled game, as shown above. If there is no 'flop', no collection fee will be taken.

No Limit/Pot Limit Games

Minimum Buy-In \$100

Maximum Buy-In No Limit

Schedule Option	Collection Fee Based on Number of Players			
	7+	5 and 6	4	3 or less
5	\$5	\$4	\$3	\$1
6	\$5	\$4	\$3	\$2
7	\$6	\$5	\$4	\$3
8	\$7	\$5	\$4	\$3
9	\$8	\$6	\$5	\$3
10	\$10	\$7	\$5	\$3

Collection Fees for Poker Games

The players of the poker games, as shown above, play against each other for the pot of money on the table. The games do not utilize a player-dealer position, they are Poker games.

- The collection fees shall be predetermined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing.
- Collection rates and fees shall be determined prior to the start of play of any hand or round.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Poker Collection Rates

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