

LOWBALL RULES

- 1. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.**
- 2. Initial buy-in must be for a specified amount of chips designated by the house. Thereafter, only one buy of a lesser amount (short buy) is allowed.**
- 3. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.**
- 4. A knock in turn usually constitutes a “pass”, but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.**
- 5. The “limit” of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.**
- 6. If a “seven” or better is passed and is the best hand, all bets after the draw are returned. In low draw, checking and raising is not allowed.**
- 7. If a player describes his hand as being better than it, and in so doing CAUSES other player(s) to discard, he forfeits any rights to the pot. The best remaining intact hand wins. On a bet and a call, in low draw, ALL PLAYERS MUST DECLARE A PAIR.**
- 8. Before the draw, and exposed card of five (5) and under must be taken; After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. (DEALER MUST TAKE ALL EXPOSED CARDS AT ALL TIMES.)**
- 9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards. The dealer may not pick up the stub or “burn” a card before discarding. Players must discard before receiving cards on the draw.**
- 10. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown**
- 11. Newly seated players must straddle blind or wait for the blind in order to receive a hand. Exception: During the time collection period (10 minute time zone), newly seated players are not required to straddle blind or wait for the blind in order to receive a hand.**

- 12. A player who leaves a game one full round must come back on the blink or straddle the pot. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated.**
- 13. In low draw a half bet constitutes a raise.**
- 14. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than three cards.**
- 15. Discards must be placed in the center of the table and remain there until play is over for the hand in progress.**
- 16. Cards must be cut before each deal by the player to the right of the dealer. A one-handed straight cut of eight or more cards is a "legal" cut. Cards may not be cut after initial deal except on the floorman's request.**
- 17. Cards face-up in the deck (boxed cards) are dead and are dealt into the discards. A group of five cards exposed in the deck is a misdeal.**
- 18. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at any time the number of cards he has drawn.**
- 19. Before the draw, if two or more players act behind another player due to his silence, the player's hand is dead and may not be played.**
- 20. If the deal is determined to be out of position and the pot has not been opened, all hands are dead and the hand is redealt. If the pot has been opened, play continues and the deal rotates from the position of the last dealer.**
- 21. On the draw, a player may change the number of cards called for providing the next player has not acted.**
- 22. Dealer's hand is dead if he takes the "burn" card. If the dealer deals the "burn" card to a player who places it in his hand, the card plays.**
- 23. If the dealer makes a mistake on the draw, his hand is ruled foul.**
- 24. An exposed card must be face-up. The ability to call the card does not qualify it as an exposed card.**
- 25. An ace is the lowest card in low draw.**
- 26. ON a showdown, ALL CARDS in a hand must be shown. Best intact hand wins.**

TEXAS HOLD'EM RULES

THE GAME

Each player is dealt two down cards (hole cards) as their initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned face-up simultaneously (which is called the Flop) and another round of betting occurs. The dealer then turns a fourth card face-up on the board, and the third round of betting follows. After a fifth card is turned face-up on the board, the final round of betting takes place. The five face-up cards are called community cards and a player may use any combination of five cards to determine their best hand. Best five-card hand wins. A player may use any combination of board cards or hole cards to make a hand or he may play the board as his hand.

THE SYSTEM

Hold'em is played on an oval table which accommodates nine to ten players and a center dealer. All hold'em games at the Livermore Casino are dealer games. When a new game starts, the dealer will shuffle and spread the deck face down on the playing surface. The players will pluck a card from the deck to determine the position of the deal. The player who plucks the highest card from the deck receives the dealer button and the two players to the dealer's (button) immediate left are responsible for placing the blinds (antes) for the hand in the pot.

The amount of blinds is established by the limit of the particular game which is being played. The person two positions to the left of the dealer puts out the "big blind" while the person to the immediate left of the dealer (button) puts out the "small blind". The big blind is an amount equivalent to the front end of a split limit game. For example: The big blind in a \$3 -\$6 limit game would be \$3. All the betting that would occur during the first two rounds of betting would be in \$3.00 increments. During the last two rounds, all bets would be in \$6.00 increments.

After the first two hole cards have been dealt, action begins with the player to the left of the big blind and a player has to "bring it in" (bet or call) for the equivalent amount of the big blind or fold (throw his hand away). Subsequent betting rounds begin with the player to the immediate left of the dealer (button). After all betting rounds have been completed, the pot is awarded to the remaining player with the best hand, the deck reshuffled and cut, and the dealer button and blinds moved forward to the next positions at the table as play resumes.

THE RULES....

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIP(S) ON THEM ...**

Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are head or have been folded. Neither the house nor the dealer can be held accountable for the **PLAYER'S FAILURE** to protect his hand. At the dealer's discretion, a hand may be considered retrievable unless it is facedown in the discards.

2. **CARDS SPEAK:** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of action and the best hand wins.
3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand **MAT**, at the discretion of the floorperson, risk forfeiting the pot and further disciplinary action.
4. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in a amount equal to a full bet or raise. For example: In a \$3 - \$6 game, on the last card, the first player bets \$6.00. The next player goes all-in for \$10.00. The next player to act may call the initial bet and all-in wager by placing \$10.00 in the pot or he may raise the initial bet by placing \$12.00 in the pot.
5. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I call", "I raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
6. Check and raise is permitted.
7. A bet and three raises are allowed. When only two players remain in the pot there is no limit to the number of raises.
8. No pot may be awarded until all losing hands are killed. The winning hand should remain face-up until the pot is awarded.
9. A player who puts in a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

10. A card placed face-up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below in the deck except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards has been dealt. If a Joker were to appear in a deck, it would be treated as a dead card. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
11. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face-up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.
12. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.
13. If a player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the player has acted on his hand, all monies, antes and blinds are forfeited by that player.
14. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burn. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based their actions on will stand, and the dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the dealer will NOT burn the top card before dealing another round of cards.
15. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
16. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth card.
17. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

18. The winning hand must show BOTH card face-up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
19. A player who wishes to play the board must be in possession of his hand.
20. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.
21. A player who posts a regular blind may only put up the amount required by the structure of a particular game; oversized blinds are prohibited.
22. Initial round betting action begins with the player who is to the immediate left of the "big blind". Thereafter, action begins with the player to the immediate left of the dealer (button).
23. A player should pass through the two blind positions each round. Players departing the game and creating empty seats may force the dealer button to skip ahead and, in turn, save a player at the table a blind position on any given round. When a player due to take the button in any game with a half hour time charge chooses to forego the hand in order to "lobby", the button will not skip ahead, i.e., dead button, but will remain in that position for the next hand. Play continues in order thereafter. (Time collection game only. Does NOT apply to drop time game.)
24. Any player changing to another game of the same limit will be treated as a new player unless he is from a broken game. A player moving to another game of the same limit must move immediately if another player is waiting for a seat.
25. A player who misses all or part of his blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do one of the following:
 - (a) Wait and come in on his big blind.
 - (b) Placed and ADDITIONAL BLIND in the pot (see rule #26).A player who makes up his blind is still required to take the blind in normal rotation.
26. A player who misses all or part of his blinds on a round can make them up by posting an ADDITIONAL BLIND ... an amount equal to the sum of the small and middle blinds. The excess amount over the bring-in or big blind becomes dead money and is placed in the center pot as it is not part of the bet. The player(s) posting the additional blind(s) play in turn and it is a live blind.
27. In a drop time collection game, the player on the dealer button is required to ante a specify amount. Therefore, a player missing the dealer button will be

considered as missing a "blind". Rules #25 and #26 apply when a player misses his dealer button.

28. New or established player waiting for the big blind must still post an amount equivalent to the big blind even though a player being eliminated on the previous hand places the player in the middle blind position. If this should occur, there would be two big blinds in play for that hand. On the next hand the new player will be on the button, as the button will move forward one position.
29. A player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a player from continually changing seats in order to unfairly receive several extra hands before taking a blind.
30. A player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved. However, if that player misses two or more rounds, it will be considered as missing his blind and Rules #25 and #26 apply.
31. A player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.
32. A player that goes busted and chooses to rebuy will be treated as a "New" player.
33. If a player goes busted and holds his seat preventing waiting players from taking that seat, and the blinds have past that seat, the returning player must post the blinds or wait for the big blind. (Rules #25, #26).

OMAHA RULES

1. Omaha is a variation of Texas Hold'em.
2. All Texas Hold'em rules of play apply to Omaha except for two differences.
 - a) In Omaha each player receives 4 cards instead of 2 face down.
 - b) At the end of play, player must use only 2 out of 4 cards in player's hand and only 3 out of the five facing up (community cards).

RULES FOR “PAN”

FOREWARD

Panguingue (pan-ginn'-gay) popularly known as “Pan” has been favorite game for so many years that its origin is obscure. We do know that it was well known and widely played as far back as the Gold Rush days of early California and Alaska.

Whatever its origin may have been, this game is very popular throughout the Far Western part of the country. In fact, there are areas in this section in which Pan seems to enjoy equal popularity with Poker, the admitted King of all card games.

No game can enjoy long life and continued popularity if it lacks the basic requirements of quick, decisive action coupled with sustained interest over long periods of play. Pan provides these elements fully. For this reason it has always been a prime favorite for club play.

It is equally popular as a home game for, unlike so many other card games; it can be thoroughly enjoyed by as few as three players or as many as eight or ten.

Read the rules: they are not difficult. Try a few practice hands and then play Pan!

You'll enjoy it!

“PAN”

NUMBER OF PLAYERS: Several. Best for 6,7 or 8 players.

THE DECK: 320 cards, 8's, 9's, 10's, and Jokers are omitted. Chips are used for settlement.

RANK OF CARDS: Cards in each suite rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A. The jack and seven are in sequence. There is no rank of suites, except that Spades pay double in some cases (see Conditions.)

THE DRAW: A portion of the deck is shuffled and spread face down. Each player draws a card. Lowest card deals FIRST hand. If two or more players tie for low, they draw again.

THE SHUFFLE: The player at dealer's left shuffles. After each hand, the discards are shuffled with a portion from the BOTTOM of the deck, to which position these cards are then restored.

THE DEAL: The rotation of dealing and playing is to the right, not to the left as in most games. The winner of each hand is the “winning” hand for the next and the player at his left deals. The dealer gives each player ten cards, in two rounds of five at a time, beginning with the player at his right. For the deal, he takes cards from the top of the deck, taking more if needed or restoring any excess to the bottom of the deck. The top card of the deck is laid face-up beside the deck, to start the discard pile.

GOING ON TOP: Before play starts, each player beginning with “winning” hand declares whether he will stay in the play or retire. If he retires, he discards his hand and pays a forfeit, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play. The Forfeits (called “tops”) go to the player who goes out.

THE PLAY: Starting with player to the right of dealer, each in turn draws one card, either top of the deck or the top card of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding player and (2) he can immediately meld this card into a combination.

After drawing and before completing his turn by discarding one card face up, player may meld as many sets as he holds, or add to his existing melds.

The object of play is to meld ELEVEN cards, and the first player to do so wins the game.

MELDS: Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called “ropes”) and sets.

SEQUENCE: Any three cards in sequence of the same suit, as Heart Q, J, 7.

SET: Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4; or of the same suit as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and kings are called non-comoquers.)

CONDITIONS: Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player, as follows:

All threes, fives, and sevens are valle (pronounced valley) cards, that is “cards of value”. Cards of other rank are non-valle.

The conditions are:

1. Any set of valle cards, not in the same suit, 1 chip
2. Any set of valle cards, in the same suite, 4 chips in Spades, 2 chips in and other suit.
3. Any set of non-valle cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

INCREASING: A player may add one or more cards to any of his melds, provided that the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three valle cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by addition of cards, provided that two valid melds result. For example: Diamond J, 7, 6, 5 may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, and 1 chip in any other suit. Example: The player has melded four 4's, one of each suit; by adding two more 4's of the same suit he makes tow valid melds, one of them a condition.

BORROWING: A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from Club 7, 6, 5, 4 he may borrow either the 7 or 4 but not the six or five.

FORCING CARDS: If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on a player is to compel him to make a discard, thereby possible breaking up a prospective combination.

GOING OUT: When a player shows eleven cards in melds, he collects 2 chips from every other player and also collects all over again for each condition in his cards. (Some play that a hand, which has made no melds when another wins must pay 2 chips).

When a player has all then cards spread, the player at his left may not discard a card that puts his right hand opponent out, unless the player at the left has no other possible choice.

IRREGULARITIES: If, before he has made his first draw, a player finds he has less than ten cards, dealer will serve him the additional cards required from the center of the deck. If player has more than ten, dealer withdraws excess cards from player's hand, putting such cards among the discarded hands of retired players.

If player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he has made for conditions. In addition he must continue to make due payments to others for conditions and for winning.

INCORRECT MELD: If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made in consequence of the improper spread and legally proceed with his turn. If he has already discarded, he must return all collections he has made on that hand, discard his hand, and retire from the play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he has made the meld valid before attention is called to it, there is no penalty.

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

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

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

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

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

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

Buster Blackjack Pay Tables

(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Table B
3	1
4	3
5	5
6	25
7	100
8	200



OBJECT OF THE GAME

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

- Achieve the best possible point total of 21.5 by getting a King, Queen, Jack, or Ten Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

PURE 21.5 BLACKJACK

VALUE OF THE CARDS

The game uses a standard 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten" card). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

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

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

* A King, Queen, Jack, or Ten bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand is a Pure 21.5 Blackjack.

ROUND OF PLAY

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player/dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player/dealer is designated. The player/dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player/dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player/dealer in the banking position. The player/dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player/dealer. All cards dealt throughout the game are face up, with the exception of the player/dealer's second card, which will remain "face down" until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate

PURE 21.5 BLACKJACK

whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the right of the designated player/dealer, in a clock- wise manner. Each player will be dealt one card face up with the player/dealer receiving the last card. The player/dealer's cards will be placed in front of the house dealer.

6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player/dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the right of the player/dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the player/dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player/dealer's down card. The ACE is counted as a one and is the first seat to the right of the player/dealer. The counting is consecutive and clockwise with the player/dealer position NOT being counted.
10. The player/dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player/dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. In the event that the player/dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the cardroom or the player/dealer.
12. The player/dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player/dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the player/dealer position is rotated in a clockwise fashion around the table.
14. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The house dealer will also change the bank button, and if necessary (if the same person has already held the player/dealer position twice) rotate the player/dealer position clockwise to the next position on the table. If there is no person that intervenes on the player/dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

PURE 21.5 BLACKJACK

DIAGRAM #1

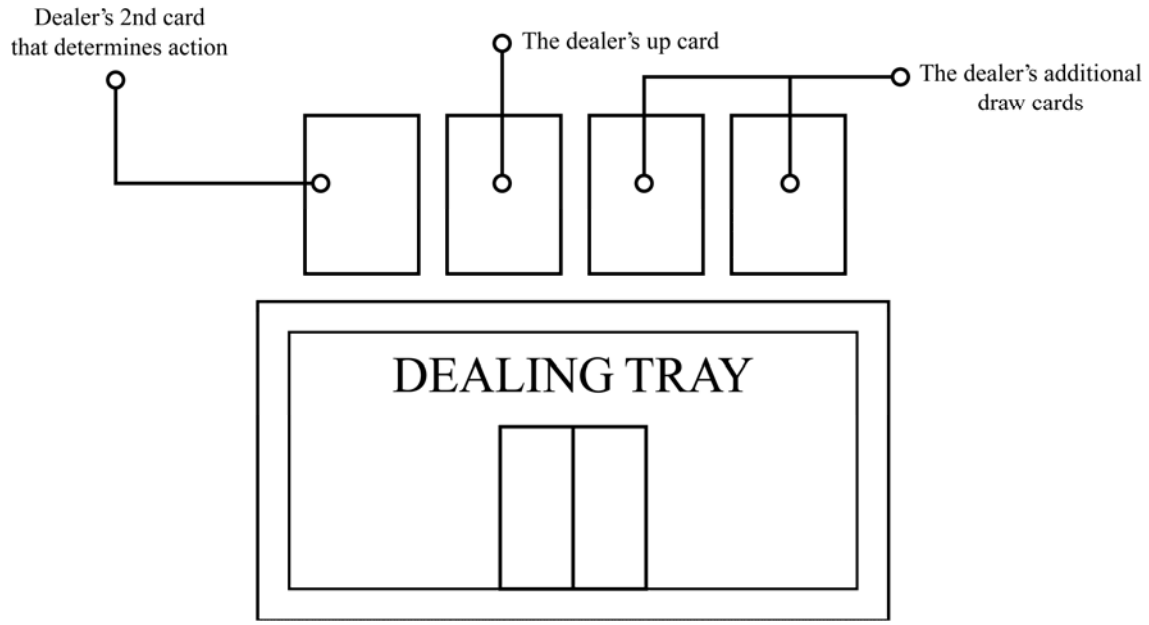


CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B

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

PURE 21.5 BLACKJACK

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player/dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the player/dealer does not have a Pure 21.5 Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The player/dealer's down-card will be checked by the house dealer, for a "Pure 21.5 Blackjack," when the player/dealer's first or up card is an Ace or King, Queen, Jack or Ten Bonus Card. This will happen prior to any additional cards being given to players. If the player/dealer has Pure 21.5 Blackjack, no additional action will take place and all players' hands that do not have a Pure 21.5 Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player/dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than a "Pure 21.5 Blackjack" and the player/dealer's total is more than a "Pure 21.5 Blackjack", the player wins the hand.
5. If a player's total is more than a "Pure 21.5 Blackjack" and the player/dealer's total is less than a "Pure 21.5 Blackjack", the player loses the hand.
6. If a player and the player/dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player/dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a player's total and the player/dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:
 - a. If the player/dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the house dealer. Collection fees will be determined by the cardroom and can be up to five separate rates per table.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

PURE 21.5 BLACKJACK

DOUBLE-DOWN, SPLIT, SURRENDER, INSURANCE & EVEN MONEY

1. Players can double-down on the first two cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.
2. Players can split any pair or two (King, Queen, Jack, or Ten Bonus) cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less.
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player/dealer's down card is exposed. Their play for the hand will then cease.
5. If the player/dealer's upcard is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player/dealer's undercard is a King, Queen, Jack or Ten Bonus card, giving the player/dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than one-half of a player's original wager.
6. In conjunction with offering insurance, when the player/dealer's upcard is an Ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player/dealer's undercard is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to one-half of the original wager. If the player/dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the player wins the insurance bet (a wager equal to one-half of the original wager that pays 2 to 1) and pushes on the original wager. If the player/dealer does not have a King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).
7. The cardroom will take no extra collection fee on double downs or splits from the player or player/dealer.
8. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player /Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

PURE 21.5 BLACKJACK

LEGAL

The player/dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an -intervening player/dealer so on person cannot continually occupy the position and the "bank hand within the meaning of OLIVER V. COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th1397, 1408-1409. And in addition to the meaning of AB 141 6 (the Wesson Bill) which added section 330.1 1 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a player/dealer position.

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PURE 21.5 BLACKJACK

Collection Fees

Table Limit	Total Action	Player/Dealer Fee	Player Fee
\$5 - \$200	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$2.00	
	\$301 - \$500	\$4.00	
	\$501 - \$800	\$6.00	
	\$801 +	\$10.00	



1.2

Standards of play:

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

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

All standard poker rankings will be used from the minimum winning hand of a high card to the best hand; a Royal Flush.

Type of gaming table utilized for this game:

Three Card Poker may be played on either a standard blackjack table having eight places on one side for the players and the player/dealer, a standard poker table that seats up to nine players and a player/dealer for a total of ten seated players, or a standard baccarat style table which seats up to thirteen players and a player/dealer for a total of fourteen seated players.

The cloth covering a Three Card Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled ‘Ante’ and ‘Play’ for the placement of bets, as well as a separate circle for the placement of a bonus bet labeled ‘Bonus.’

Number of players in the game:

A maximum of eight, ten or fourteen players including the player/dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker shall be dealt from a multiple deck automatic card shuffling device (‘shuffler’) or shoe.
2. **Physical Characteristics:** Cards used to play Three Card Poker shall be in standard decks of 52 cards.
3. **Number of Decks:** Cards used to play Three Card Poker may be played with one to eight standard 52 card decks with backs of the same design.

Betting scheme:

1. All wagers in Three Card Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing “No more bets.” No bets shall be made, increased, or withdrawn after the dealer has announced “No more bets.”
3. At the beginning of each round of play, each player shall be required to place an ante wager. Each player will have the option to place a play wager, after inspecting their hand, which must be equal to the ante wager.



1.2

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

Dealing procedures:

1. The dealer shall wait for each player to place their ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."
 - a. The dealer shall deliver then deal each seated player with a wager three cards, face-down, starting to the left of the player/dealer, then in turn to each of the other players, including the player/dealer, moving clockwise around the table. The stack given to the player/dealer shall be delivered face down after which one card will be turned face up.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker shall be responsible for his/ her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.
3. After examination of the cards, each player who has placed an ante wager shall have the option to either make a play wager in an amount equal to the player's ante wager or forfeit the ante wager and end his/ her participation in the round of play. The dealer shall offer this option to each player, starting with the player to the left of the dealer and moving clockwise around the table in order.
 - a. If a player has placed an ante wager and a bonus wager but does not make a play wager, the player shall forfeit both the ante wager and the bonus wager.
4. After each player has either placed a wager on the table in the play wager area or forfeited his/ her wager and hand, the dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.
5. The dealer shall then reveal the remaining player/dealer's cards and place the cards so as to form the highest possible ranking hand. The player/dealer must qualify to play with a minimum of Queen-high.
 - a. If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will pay each ante not surrendered (by folding) even money. If the player's hand does not beat the player/dealer's hand, the player loses.
 - c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's play bet atop the Ante.
 - i. If the player's hand beats the player/dealer's hand, the player wins even money.
 - ii. If the player/dealer's hand beats the player's hand, the player loses.



1.2

6. The dealer shall then reveal the three card hand of each active player, starting with the player farthest to the dealer's right.
7. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The player/dealer will first collect all losing wagers and then pay all winning wagers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
9. Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
10. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets may be made at any amount within table betting limits to qualify for a Bonus Bet payoff.
3. The Bonus Bet only considers the three cards each player receives.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player/dealer.
5. If the player's hand does not qualify for payouts, the player/dealer collects the Bonus bet.
6. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
8. Bonus Bets pay as follows:

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



1.2

How and when house fees are collected:

Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is referred to as the Player/dealer.
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.



1.2

Three Card Poker 1.2

Collection Fees

Table Limit	Total Action	Player/Dealer Fee	Player Fee
\$5 - \$200	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$2.00	
	\$301 - \$500	\$6.00	
	\$501+	\$8.00	

Livermore Casino

Pai Gow Poker (Double Hand Poker)

Standards of play:

Standards are the same as those of the traditional Pai Gow Poker (PGP) game played at gambling establishments throughout California. It is played with a standard 52-card deck with one Joker added. Each player competes against the player-dealer to make the best possible hand.

Type of card deck used:

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

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

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

Dealing procedures:

- ❖ The casino dealer deals the cards into seven piles of seven cards.
- ❖ After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button.
- ❖ Each seated-position receives a pile of seven cards face down. If there is no wager at a seated position, the pile will be retrieved by the Casino dealer and will be placed in the discard tray.

Livermore Casino

Pai Gow Poker (Double Hand Poker)

Number of players in the game:

A maximum of seven players including the player/dealer position.

How and when are house fees collected:

House fees are collected after the cards have been dealt and prior to the Player/dealer's hand being opened and set.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. The player/dealer may place a wager to cover some or all of the action on the table.

How winners determined and paid:

- ❖ Once the player/dealer's hands are set, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- ❖ A player wins if his/her two card hand is superior to the player/dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. If the player wins on one hand, but loses or ties on the other, it's a push and no money changes hands.
- ❖ The player/dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.
- ❖ Winning hands are paid even money; losing hands lose the amount wagered.

Round of Play

- ❖ In a new game, the player/dealer is determined by starting at seat number one and continues clockwise.
- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand.
- ❖ The player/dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).
- ❖ After individual wagers are placed in the circle in front of the players, the player/dealer will be offered the dice cup, which contains three dice, to shake. The Casino dealer opens the dice cup, and the number of dots facing up on the dice determines the seated player who will receive the first set of cards (chosen by the player/dealer in the previous step) and the action button. If the dots on the dice equal 1, 8 or 15, the player/dealer receives cards first, and the player sitting left of the player-dealer receives the action button. Each seated-position (with at least one bet on it) receives a pile of seven cards.

Livermore Casino

Pai Gow Poker (Double Hand Poker)

- ❖ Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- ❖ Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. The player/dealer's five card hand must rank higher than his/her two card hand.
- ❖ Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- ❖ All wagers are settled.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table. No one may assume the player/dealer position unless he or she has made a non-bank bet in the last round. New players can assume the player/dealer position only if all other seated players refuse the player-dealer position in the round.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play the game.

Other equipment used:

An industry standard dice cup with three dice will be utilized.

Livermore Casino

Pai Gow Poker (Double Hand Poker)

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player/dealer position is referred to as the Player/dealer.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy	When a players hand is ranked equally to the player/dealers hand.
Push	When a player wins either the high or the low hand and the player/dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

Livermore Casino

Pai Gow Poker (Double Hand Poker)

Table Limits & Collection Fees

Table Limit	Player Wager Amount (per spot)	Player Collection Fee (per spot)	Player/Dealer Collection Fee (per hand)
\$10 - \$200 (per spot)	\$10 - \$100	\$1.00	\$1.00
	\$101 - \$200	\$2.00	

House fees are collected after the cards have been dealt and prior to the player/dealer's hand being opened and set.



BGC Fortune Pai Gow Poker 1.1

Standards of play:

Fortune Pai Gow Poker 1.1 adds a bonus bet element to the traditional game of Pai Gow Poker played in California Cardrooms. Each player competes against the player/dealer to make the best possible hand.

In Fortune Pai Gow Poker 1.1, a player can place an optional Fortune Bonus Bet. A player that wagers at least \$25 on the Fortune Bonus Bet qualifies for an Envy Bonus prize.

Type of card deck used:

Fortune Pai Gow Poker 1.1 is played with a standard 52 card deck including a joker for a total of 53 cards. A joker may be used as an ace, to complete a straight or flush, or the joker may be completely wild, and used as any card in the deck.

The hand rankings are as follows:

Rank	Combination of Cards
1 st	7 Card Straight Flush (Seven cards, same suit, ranked in order; i.e. 4-5-6-7-8-9-10 of hearts)
2 nd	Royal Flush + Royal Match (10-J-Q-K-A of the same suit + Q-K suited)
3 rd	7 Card Straight Flush w/ Joker (Seven cards, same suit, ranked in order w/a Joker; i.e. 4-5-Joker-7-8-9-10 of hearts)
4 th	Five Aces (A-A-A-A-Joker)
5 th	Royal Flush (10-J-Q-K-A of the same suit)
6 th	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
7 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
8 th	Full House (Three-of-a-Kind and one pair) The highest-ranking Three-of-a-Kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
9 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
10 th	Straight (Five cards of different suits ranked in order)
11 th	Three-of-a-Kind (Three cards of the same ranking; for example, Q-Q-Q)
12 th	Two Pair (Two sets of pairs)
13 th	A Pair (Two cards of the same value)
14 th	High Card



BGC Fortune Pai Gow Poker 1.1

Dealing procedures:

The Cardroom dealer will follow the Bureau approved procedures for the Pai Gow Poker game(s) offered at the cardroom.

Type of gaming table utilized for this game:

An industry standard Pai Gow Poker table will be used to play Fortune Pai Gow Poker 1.1. A table felt with the game name and segregated marked Fortune Bonus bet areas.

Number of players in the game:

Fortune Pai Gow Poker 1.1 is played on a standard Pai Gow Poker table which seats a maximum of seven players.

How and when house fees are collected:

House fees and procedures will be determined by each cardroom submitting the game for approval.

Betting scheme:

Players may place wagers bearing in mind the posted table minimum and maximum. Players must make a standard Pai Gow Poker wager and will then have the option to make a Fortune Bonus wager as well. If a player wagers at least \$25 on the Fortune Bonus, the player qualifies for the Envy Bonus and the Casino dealer must place an Envy button next to the wager.

Only seated players may place a Bonus Bet wager.

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

Round of Play

- ❖ Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time.
- ❖ The Cardroom dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- ❖ Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Cardroom dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.



BGC Fortune Pai Gow Poker 1.1

- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
 - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- ❖ The player/dealer pays any Envy Bonuses at the end of the round.
 - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
 - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
 - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.
- ❖ The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- ❖ The cards are collected, shuffled and a new round begins.
- ❖ The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.



BGC Fortune Pai Gow Poker 1.1

PAYTABLE

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

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Copy	When a players hand is ranked equally to the player/dealer's hand.
Envy Bonus	A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
Fortune Bonus	An optional wager that can be placed by a player and paid according the the payable.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player/dealer position is also referred to as the player/dealer.



BGC Fortune Pai Gow Poker 1.1

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

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



Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker 6 Card Bonus game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player where they will collect all winnings and pay all losing bets to the extent that their money covers.

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

Type of gaming table utilized for this game:

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

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

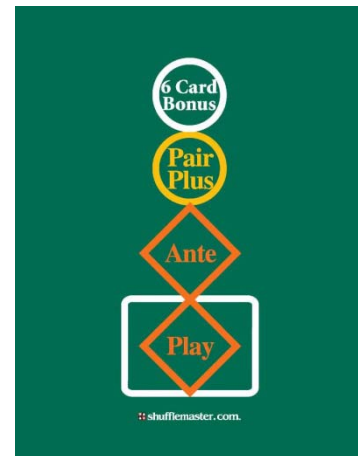
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

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

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards.
3. **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.





Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

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

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "No more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.



5. Backline betting is permitted on all wagers.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards into stacks of three.
2. The house dealer shall wait for each player to place their Ante bets as well as any bonus bets. After each player has had the opportunity to place his/her bonus bet, the house dealer will announce, "No more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dealt by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which one card will be turned face-up.
3. After the stacks 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.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of if a player placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.



5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund this bet to players.
 - b. If the player-dealer's hand does NOT qualify, the player-dealer will automatically pay each Ante, not surrendered by folding, even money regardless of whether the player's hand ranks higher than the player-dealer's or not.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payout will always begin with the player to the left of the player-dealer and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as a 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.

Pair Plus:

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



1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wager must be placed prior to the initial deal.
3. See collection schedule for wagering limits on Pair Plus Bonus wager.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning Pair Plus wagers pay as follows:

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

6 Card Bonus:

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

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus Bets must be placed prior to the initial deal.
3. See collection schedule for wagering limits on the 6 Card Bonus wager.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.
8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.



9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Winning 6 Card Bonus wagers pay as follows:

5- Card Hand	Payoff
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	15:1
Straight	10:1
Three of a Kind	5:1

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of wagers will begin (the action).
Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.



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



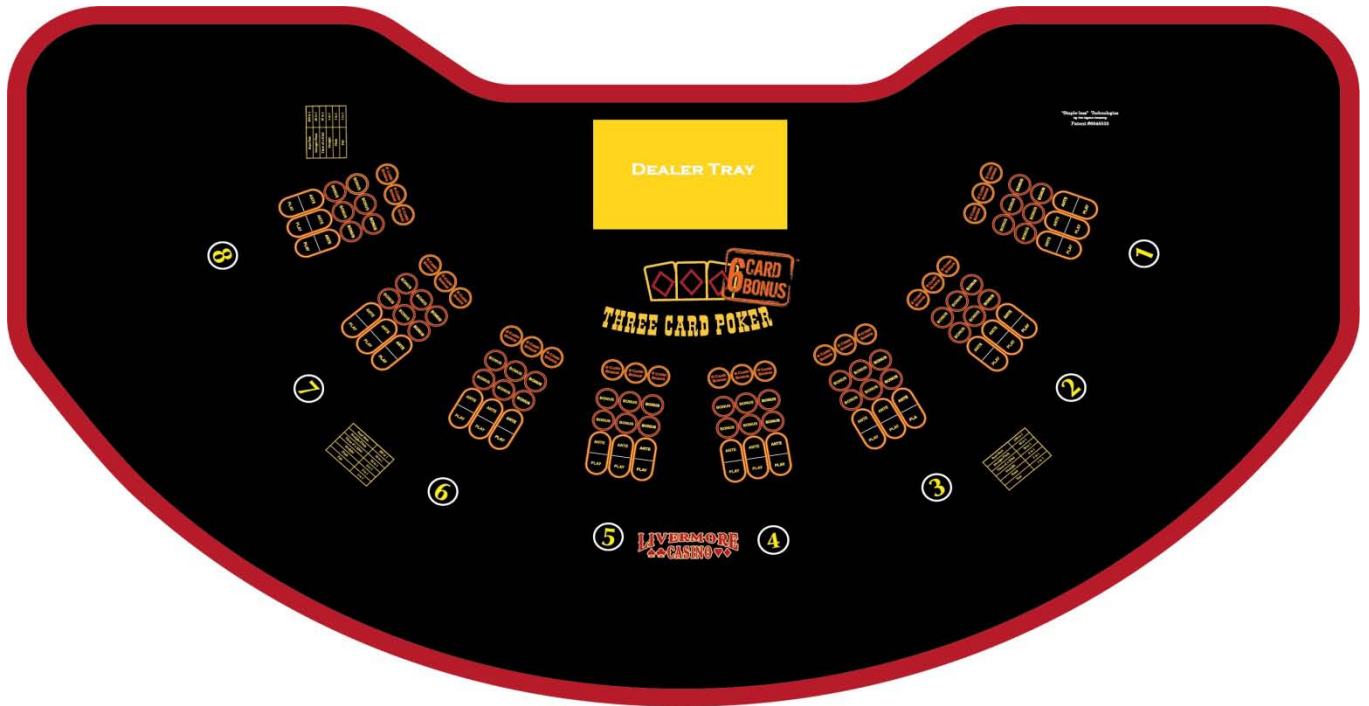
Wagering Limits and Collection Fees

For schedules options 1 through 2, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the table including the Ante, Play, Pair Plus, and the 6 Card Bonus, prior to cards being dealt or any round of play being conducted. There shall be no collection fee taken from players when placing a wager on the Ante, Play, Pair Plus, and/or the 6 Card Bonus. All bonus wagers must be within table limits. The collection fees are pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Three Card Poker – 6 Card Bonus are as shown below:

Schedule Options	Table Limit*	Player Wager (total in action)	Player-Dealer Fee (per hand)	Player Fee
1	\$5 - \$200	\$5 - \$100	\$1.00	\$0
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	
2	\$5 - \$200	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	



TABLE LAYOUT



EZ BACCARAT™



*EZ Baccarat is owned, patented and/or copyrighted by DEQ Systems Corp. Please submit your agreement with the Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

EZ BACCARAT

Type of Game

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

Object of the Game

The object of the game is to assemble two hands of two or three cards with an accumulated point value as close to nine as possible.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

The game does not utilize an "action" button or any other marker to determine which player receives first action on their wager. Wagers shall be settled starting with the player to the left of the player-dealer and shall continue in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. Wagers shall be settled in the following order from seat to seat: all Player line wagers, all Banker line wagers, all Tie wagers, all Panda 8 wagers, and then all Dragon 7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

EZ BACCARAT

Dealing Procedures and Round of Play

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

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

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

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

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

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

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

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

EZ BACCARAT

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

Dragon 7 Bonus Bet

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

EZ BACCARAT

Panda 8 Bet

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

Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 6**, the collection fees shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie wagers, Dragon 7 wagers, and Panda 8 wagers. There shall be no collection fee taken from players for placing any wager. All bets shall be within the minimum and maximum table limits. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5 - \$200	\$5 - \$300	\$1.00	N/A
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$20.00	
2	\$5 - \$200	\$5 - \$300	\$1.00	N/A
		\$301 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001+	\$25.00	
3	\$5 - \$200	\$5 - \$300	\$2.00	N/A
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001+	\$25.00	
4	\$25 - \$200	\$25 - \$300	\$1.00	N/A
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001+	\$20.00	

EZ BACCARAT

5	\$25 - \$200	\$25 - \$300	\$1.00	N/A
		\$301 - \$600	\$4.00	
		\$601 - \$1,000	\$8.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001+	\$25.00	
6	\$25 - \$200	\$25 - \$300	\$2.00	N/A
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001+	\$25.00	

Table Layout



EZ BACCARAT

Equipment Used



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



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

Key Features

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

Pure Spanish 21.5™
6 to 5

Masque Publishing, Inc.

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



Livermore Casino

PURE SPANISH 21.5

OBJECT OF THE GAME

The object of Pure Spanish 21.5 Blackjack 6 to 5 is for the players and the player-dealer to add the numerical value of their cards and:

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



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

VALUE OF THE CARDS

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

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

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

ROUND OF PLAY

1. Pure Spanish 21.5 Blackjack 6 to 5 is played on a raised gaming table. The table seats up to eight players who face the house dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The house dealer stands opposite the players, and in the center of the table. The house dealer's chip tray is set in front of the dealer.

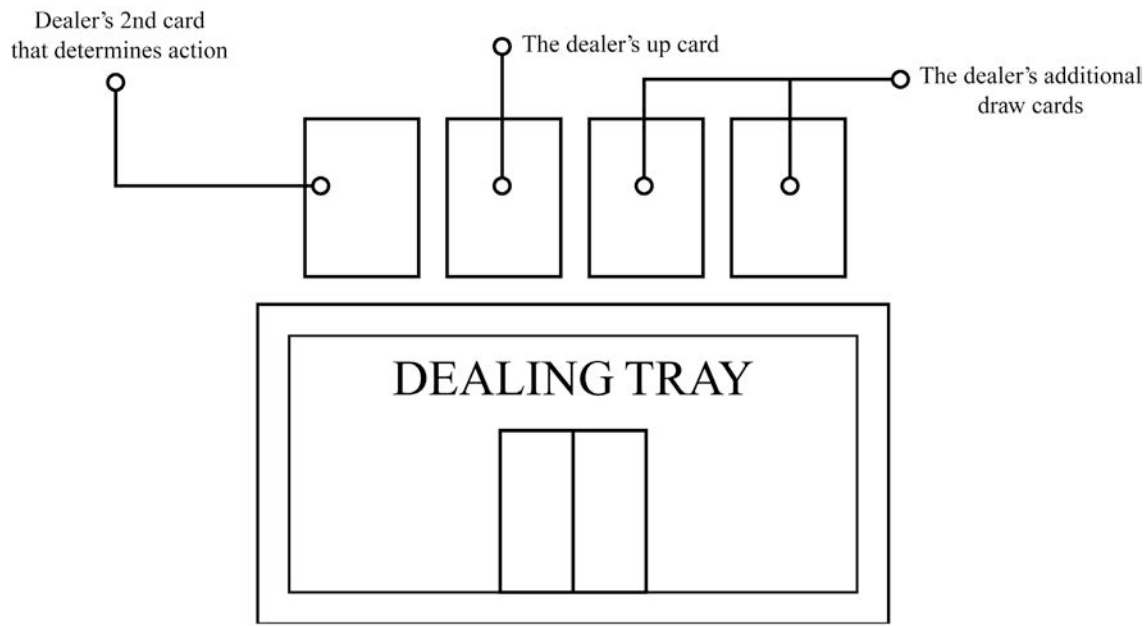
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2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed. The collection fee for the players and player-dealer shall also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player-dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer, which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the cardroom. Prior to the start of play the house dealer will take collection fees and drop them into a locked collection box affixed to the gaming table.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain face-down until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The house dealer deals the first card to the player seated to the left of the player-dealer, and continues in a clock-wise manner. Each player will be dealt one card face up with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the left of the player-dealer, to be dealt additional cards to make the best possible hand.
7. Players must follow the below listed **Chart 1A** in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the house dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the numbers of the player-dealer's face down card. When determining where the action button will be placed, cards will hold the following values: Ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.

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10. The player-dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See **Diagram #1**
13. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

DIAGRAM #1



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CHART 1A

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

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

CHART 1B

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

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

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

GAME RULES

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

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9. If a player's total and the player-dealer's total are more than a Pure Spanish 21.5 Blackjack, the following will apply:
 - a. If the player-dealer's hand is 888 (three eights) all players whose total is more than 21.5 push.
 - b. If the player-dealer's hand is not 888 (three eights) all players whose total is more than 21.5 lose.
10. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
11. Backline betting is permitted on all wagers.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

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

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

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

Match the Dealer Up-Card Bonus Bet

1. The Match the Dealer-Up Card Bonus Bet is an optional wager offered to all players who placed a game wager. Players may place a Match the Dealer-Up Card Bonus Bet wager for each game wager placed.
2. In order to play the Match the Dealer-Up Card bonus wager, the player must make a regular base game wager.
3. Match the Dealer-Up Card Bonus Bet wagers must be placed prior to the initial deal.
4. Back-line betting is permitted on the Match the Dealer-Up Card wager.
5. See the collection rate schedule for restrictions on the amount that may be wagered on the Match the Dealer-Up Card Bonus Bet.
6. If the player-dealer does not or cannot have a Pure 21.5 Blackjack and the player has a Pure 21.5 Blackjack, the game wager is paid and the player's cards are put away. The Match the Dealer-Up Card Bonus Bet remains in action whether or not the player busts or is dealt a Pure 21.5 Blackjack.
7. A Match the Dealer-Up Card bonus wager is a wager that one or both of a player's original two cards of the hand will match the dealer's up-card in rank.
8. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order from seat to seat: base game wager, Match the Dealer-Up Card Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

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Match the Dealer Up-Card Bonus Pay Tables CHART D (6 Decks)

Qualifying Hand	Payout
2 suited matches	16 to 1
1 suited + 1 non-suited match	12 to 1
1 suited match	8 to 1
2 non-suited matches	8 to 1
1 non-suited match	4 to 1
No match	lose

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Wagering Limits and Collection Fees

Although the Bureau has approved this game, games offering a zero collection are currently under Bureau review. The Bureau reserves the right to: (1) review the lawfulness of the game of Pure Spanish 21.5; (2) notify all law enforcement agencies and gambling establishments if further review determines the game of Pure Spanish 21.5 to be unlawful; (3) require gambling establishments to cease and desist offering the game of Pure Spanish 21.5 if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 10**, a collection fee shall be taken per hand from the player in the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players prior to cards being dealt, referred to as total table action. The total table action does not count the player-dealer's wager or any additional wagers placed by players after cards are dealt, such as when players double-down, split cards, place an insurance wager, or when a hand is surrendered. There will be no additional collection fee required from a player when placing a game wager or bonus wager. The bonus bet wager may be more than, less than or equal to the game wager but must be made within the table limits. The collection fees shall be collected from the player-dealer and dropped by the house dealer after the house dealer has dealt each player their initial two card hand. The collection fees shall be pre-determined prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates. However, no more than five collection rates may be permitted per table limit. The approved collection fees and schedules for the game of Pure Spanish 21.5 are as shown below:

Schedule Options	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$200	\$5-\$100	\$1.00	\$0.00
		\$101-\$200	\$2.00	
		\$201-\$400	\$4.00	
		\$401-\$600	\$6.00	
		\$601+	\$8.00	
2	\$5-\$200	\$5-\$100	\$2.00	\$0.00
		\$101-\$200	\$3.00	
		\$201-\$300	\$4.00	
		\$301-\$600	\$5.00	
		\$601+	\$9.00	
3	\$5-\$200	\$5-\$300	\$3.00	\$0.00
		\$301-\$600	\$4.00	
		\$601-\$1,000	\$5.00	
		\$1,001-\$2,000	\$8.00	
		\$2,001+	\$10.00	
4	\$5-\$200	\$5-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	

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5	\$25-\$200	\$25-\$100	\$2.00	\$0.00
		\$101-\$300	\$4.00	
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$8.00	
		\$1,001+	\$12.00	
6	\$25-\$200	\$25-\$100	\$2.00	\$0.00
		\$101-\$300	\$3.00	
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$9.00	
		\$1,001+	\$13.00	
7	\$25-\$200	\$25-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$9.00	
		\$1,001-\$2,000	\$15.00	
		\$2,001+	\$25.00	
8	\$100-\$200	\$100-\$300	\$2.00	\$0.00
		\$301-\$600	\$5.00	
		\$601-\$1,000	\$8.00	
		\$1,001-\$2,000	\$12.00	
		\$2,001+	\$20.00	
9	\$100-\$200	\$100-\$300	\$3.00	\$0.00
		\$301-\$600	\$6.00	
		\$601-\$1,000	\$12.00	
		\$1,001-\$2,000	\$20.00	
		\$2,001+	\$30.00	
10	\$100-\$200	\$100-\$500	\$5.00	\$0.00
		\$501-\$1,000	\$10.00	
		\$1,001-\$2,000	\$25.00	
		\$2,001-\$4,000	\$35.00	
		\$4,001+	\$50.00	

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Table Layout



Ultimate Texas Hold'em

Type of Game

The game of Ultimate Texas Hold'em 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 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 "hole" cards. They may use any combination of their two hole cards and the five community cards to make the best five-card hand. Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win.

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

This game also features an optional Trips Bonus Bet and an optional Bad Beat Bonus Bet. The Trips Bonus Bet shall win if the player's five-card hand is a Three of a Kind or better. The Bad Beat Bonus Bet shall win if either the player or player-dealer is beaten by a Three of a Kind or better.

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

The rank of 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.

Ultimate Texas Hold'em

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

Ultimate Texas Hold'em Hand Rankings

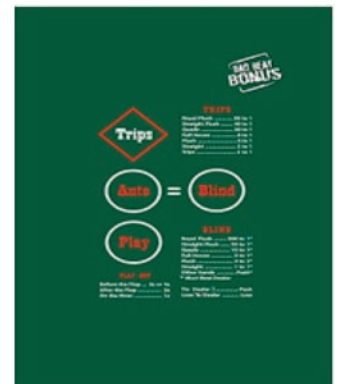
Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and ace is the lowest ranked Straight Flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked Four of a Kind and four 2s is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three aces and two kings is the highest ranked Full House and three 2s and two 3s is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but 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 that accommodates up to six seated players and a player-dealer position, with 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." The wagering areas shall be designated as follows:

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



Ultimate Texas Hold'em

Dealing Procedures and Round of Play

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 permitted on all wagers.
3. Before the first card is dealt in a round, each player shall be required to make an "Ante" and a "Blind" wager of equal value. Players who place both an Ante and a Blind wager may also place an optional "Trips" Bonus Bet or an optional "Bad Beat" Bonus Bet.
4. The house dealer shall then:
 - a. Call "No more bets". No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and
 - b. Starting on their left and continuing clockwise around the table, deal the cards. All cards shall be dealt face down.
5. 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 wagers and then one card to the player-dealer; followed by
 - ii. An additional 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.
6. When an automatic shuffler is used the cards shall be dealt as follows:
 - i. Two cards at a time face-down to each wagering area containing an Ante and Blind wager; followed by
 - ii. Two cards face-down to the player-dealer; followed by
 - iii. Five community cards in the center of the table dealt face down.
7. After the cards have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
8. 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.
9. When the players have made their wagers (if any), the house dealer shall turn over the first three community cards (the flop).
10. 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.
11. The house dealer shall then turn over the remaining two community cards (the turn and the river).
12. 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.
13. 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 and Blind wagers, any Trips Bonus Bet (if the hand is not Three of a Kind or better), and any Bad Beat Bonus Bet on behalf of the player-dealer.
 - b. Take the player's cards and individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
14. For all remaining players, the house dealer will turn over the player-dealer's two cards.
15. Each player's and the player-dealer's two cards will be combined with the five community cards to make the best five-card poker hand. Players may use any combination of their two hole cards and the five community cards to make the best poker hand.

Ultimate Texas Hold'em

16. The game does not utilize an action button or any other marker to determine which player receives first action on their wager. Action on payouts will always begin with the player to the left of the player-dealer and continue clockwise. Wagers will be settled in a clockwise manner around the table until all wagers have received action to the extent of the player-dealer's wager. All wagers shall be settled from seat to seat, including backline bettors, in the following order: Ante wager, Play wager, Blind wager, Bad Beat Bonus Bet, and Trips Bonus Bet.
17. 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 as follows:

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

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

The player-dealer qualifies

When the player-dealer's hand has a Pair or higher, the house dealer reconciles the hands of those players who remain in the game as follows:

1. Starting with the player to the left of the player-dealer and continuing clockwise, the house dealer shall:
 - a. Reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Announce the value of the player's hand and whether it wins, loses or pushes.
2. A player's hand shall:
 - a. Win if it has a higher ranked hand than the player-dealer's hand;
 - b. Lose if it has a lower ranked hand than the player-dealer's hand;
 - c. Constitute a push if it has a hand ranking is 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;
 - c. Determine whether the Bad Beat Bonus Bet qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and

Ultimate Texas Hold'em

- d. Collect, count and place the player's cards in the discard holder.
4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante and Play wagers on the hand on behalf of the player-dealer;
 - b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer, (see table below);
 - c. Determine whether the Trips Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below); and
 - d. Determine whether the Bad Beat Bonus Bet qualifies and pay or collect it accordingly on behalf of the player-dealer, (see table below); and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the house dealer shall:
 - a. Pay the Trips Bonus Bet if the hand is a Three of a Kind or better or collect for the player-dealer if the hand is not at least Three of a Kind;
 - 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 wagers and Trips Bonus Bets shall be paid in accordance with the paytables below.
8. Where a player has made a Trips Bonus Bet at the beginning of the round and has received a Three of a Kind or higher, the house dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a Three of a Kind or better, 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.)

Blind Wager Paytable

Hand	Payout
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

Bonus Bet

Trips Bonus Bet

- The Trips Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- Backline betting is permitted on the Trips Bonus Bet.
- Players must place an Ante and a Blind wager prior to the initial deal in order to place a wager on the Trips Bonus Bet.
- The object of the Trips Bonus Bet is to obtain a hand with a Three of a Kind or better, using the player's two cards and the five community cards.
- The Trips Bonus Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the payable below.
- If the player's hand does not qualify for a Trips Bonus Bet payout, the player-dealer collects the Trips Bonus Bet.

Ultimate Texas Hold'em

- The Trips Bonus Bet may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Trips Bonus Bet Paytable

Hand	Payout
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1

Bad Beat Bonus Bet

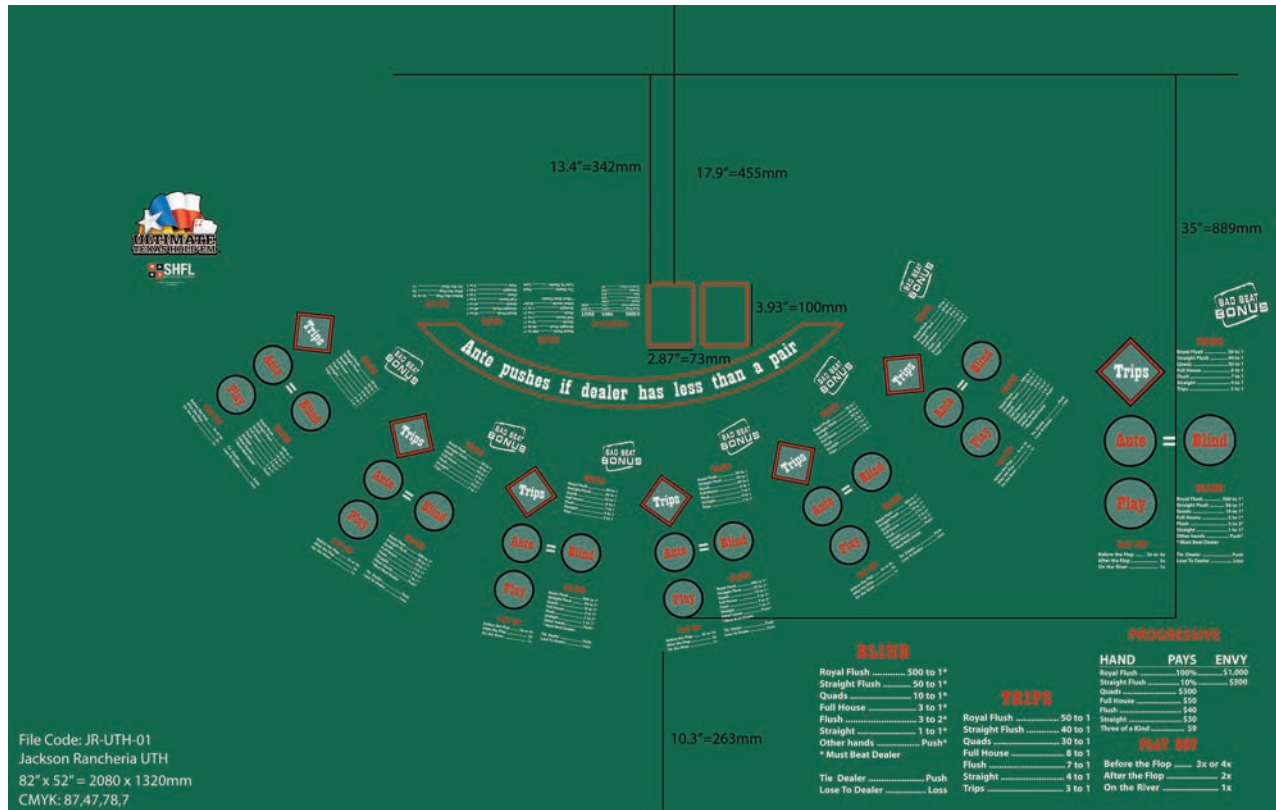
- The Bad Beat Bonus Bet is an optional bet for the game of Ultimate Texas Hold'em.
- Backline betting is permitted on the Bad Beat Bonus Bet.
- Players must place an Ante and a Blind wager prior to the initial deal in order to place a wager on the Trips Bonus Bet.
- The Bad Beat Bonus Bet shall win if the player has a Three of a Kind or better and loses to the player-dealer, or if the player-dealer has a Three of a Kind and the player has a higher ranked hand.
- The Bad Beat Bonus Bet shall lose if the player or the player-dealer has a lower ranked hand than a Three of a Kind.
- If the neither the player nor the player-dealer has a Three of a Kind or better, or if the player and the player-dealer's hands push, the Bad Beat Bonus Bets shall lose. There is no opportunity for the Bad Beat Bonus Bet to push.
- The Bad Beat Bonus Bet must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Bad Beat Bonus Bet.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer according to the paytable below. The payout shall be based on the lowest hand that is beaten, regardless of whether it is the player or the player-dealer's hand.
- If the player's hand does not qualify for a Bad Beat Bonus Bet payout, the player-dealer collects the Bad Beat Bonus Bet.
- If the player-dealer and the player have a five-card tie, the Bad Beat Bonus Bet loses and is collected by the player-dealer.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Bad Beat Bonus Bet Paytable

Hand Beaten	Payout
Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Trips	9 to 1

Ultimate Texas Hold'em

Table Layout



Ultimate Texas Hold'em

Collection Rates for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- Livermore 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.

Poker Collection Rates

Texas Hold'em (GEGA-000900), Omaha High-Low (GEGA-000901)

For **schedule options 1 through 12**, up to three collection fees will be taken from the pot at specific times during the game. Designated Table Fee #1 will be taken after the blinds are posted. The Regular Table Fee will be taken after the flop, based on the number of players. Designated Table Fee #2 will be taken after the river. If the hand does not reach the flop, then the Regular Table Fee and Designated Table Fee #2 will not be taken. If the hand does not reach the river, then Designated Table Fee #2 will not be taken.

Limit Games

Minimum Wagering Limit \$1-\$2

Maximum Wagering Limit \$100-\$200

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

For **schedule options 13 through 27**, up to two collection fees will be taken from the pot at specific times during the game. The Regular Table Fee will be taken after the flop, based on the number of players. Designated Table Fee #1 will be taken after the river. If the hand does not reach the flop no collection fee will be taken. If the hand does not reach the river, then Designated Table Fee #1 will not be taken.

Limit Games

Minimum Wagering Limit \$1-\$2

Maximum Wagering Limit \$100-\$200

Schedule Options	Number of Players	Regular Table Fee	Designated Table Fee #1
13	6 or more	\$7	\$1
14	6 or more	\$6	\$1
15	6 or more	\$5	\$1
16	6 or more	\$4	\$1
17	6 or more	\$3	\$1
18	4 or 5	\$6	\$1
19	4 or 5	\$5	\$1
20	4 or 5	\$4	\$1
21	4 or 5	\$3	\$1
22	4 or 5	\$2	\$1
23	3 or less	\$5	\$1
24	3 or less	\$4	\$1
25	3 or less	\$3	\$1

Poker Collection Rates

26	3 or less	\$2	\$1
27	3 or less	\$1	\$1

For **schedule options 28 through 45**, a Regular Table Fee will be taken from the pot after the flop. If the hand does not reach the flop no collection fee shall be taken.

Limit Games

Minimum Wagering Limit \$1-\$2

Maximum Wagering Limit \$100-\$200

Schedule Options	Number of Players	Regular Table Fee
28	6 or more	\$8
29	6 or more	\$7
30	6 or more	\$6
31	6 or more	\$5
32	6 or more	\$4
33	6 or more	\$3
34	4 or 5	\$7
35	4 or 5	\$6
36	4 or 5	\$5
37	4 or 5	\$4
38	4 or 5	\$3
39	4 or 5	\$2
40	3 or less	\$6
41	3 or less	\$5
42	3 or less	\$4
43	3 or less	\$3
44	3 or less	\$2
45	3 or less	\$1

For **schedule options 46 through 57**, up to three collection fees will be taken from the pot at specific times during the game. Designated Table Fee #1 will be taken after the blinds are posted. The Regular Table Fee will be taken after the flop, based on the number of players. Designated Table Fee #2 will be taken after the river. If the hand does not reach the flop, then the Regular Table Fee and Designated Table Fee #2 will not be taken. If the hand does not reach the river, then Designated Table Fee #2 will not be taken. Player wagers will be no less than \$3 and no more than \$200 per betting round.

Spread Limit Games

Minimum Wagering Limit \$3

Maximum Wagering Limit \$200

Schedule Options	Number of Players	Designated Table Fee #1	Regular Table Fee	Designated Table Fee #2
46	6 or more	\$1	\$6	\$1
47	6 or more	\$1	\$5	\$1
48	6 or more	\$1	\$4	\$1
49	6 or more	\$1	\$3	\$1
50	4 or 5	\$1	\$5	\$1
51	4 or 5	\$1	\$4	\$1

Poker Collection Rates

52	4 or 5	\$1	\$3	\$1
53	4 or 5	\$1	\$2	\$1
54	3 or less	\$1	\$4	\$1
55	3 or less	\$1	\$3	\$1
56	3 or less	\$1	\$2	\$1
57	3 or less	\$1	\$1	\$1

For **schedule options 58 through 72**, up to two collection fees will be taken from the pot at specific times during the game. The Regular Table Fee will be taken after the flop, based on the number of players. Designated Table Fee #1 will be taken after the river. If the hand does not reach the flop no collection fee will be taken. If the hand does not reach the river, then Designated Table Fee #1 will not be taken. Player wagers will be no less than \$3 and no more than \$200 per betting round.

Spread Limit Games

Minimum Wagering Limit \$3

Maximum Wagering Limit \$200

Schedule Options	Number of Players	Regular Table Fee	Designated Table Fee #1
58	6 or more	\$7	\$1
59	6 or more	\$6	\$1
60	6 or more	\$5	\$1
61	6 or more	\$4	\$1
62	6 or more	\$3	\$1
63	4 or 5	\$6	\$1
64	4 or 5	\$5	\$1
65	4 or 5	\$4	\$1
66	4 or 5	\$3	\$1
67	4 or 5	\$2	\$1
68	3 or less	\$5	\$1
69	3 or less	\$4	\$1
70	3 or less	\$3	\$1
71	3 or less	\$2	\$1
72	3 or less	\$1	\$1

For **schedule options 73 through 90**, a Regular Table Fee will be taken from the pot after the flop. If the hand does not reach the flop no collection fee shall be taken. Player wagers will be no less than \$3 and no more than \$200 per betting round.

Spread Limit Games

Minimum Wagering Limit \$3

Maximum Wagering Limit \$200

Schedule Options	Number of Players	Regular Table Fee
73	6 or more	\$8
74	6 or more	\$7
75	6 or more	\$6
76	6 or more	\$5
77	6 or more	\$4

Poker Collection Rates

78	6 or more	\$3
79	4 or 5	\$7
80	4 or 5	\$6
81	4 or 5	\$5
82	4 or 5	\$4
83	4 or 5	\$3
84	4 or 5	\$2
85	3 or less	\$6
86	3 or less	\$5
87	3 or less	\$4
88	3 or less	\$3
89	3 or less	\$2
90	3 or less	\$1

Pan (GEGA-000902)

For **schedule options 1 through 6**, a Regular Table Fee will be taken from the pot, based on the number of players. The Regular Table Fee will be taken after the cards have been dealt.

Minimum Wagering Limit \$1

Maximum Wagering Limit \$200

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

Poker Collection Rates

Collection Rates for Poker Games

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

California Collection Rates

EZ Baccarat (GEGR-000329)

For **schedule options 1 through 11**, a Player-Dealer Fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers, including bonus bets, which are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fee taken from players for placing any base game wagers or bonus bets. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. 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 Limits shall be between \$5 and \$20

Maximum Wagering Limits shall be \$200

Schedule Option	Total Table Action	Player-Dealer Fee
1	\$5-\$100	\$1
	\$101-\$300	\$4
	\$301-\$500	\$6
	\$501-\$1,000	\$10
	\$1,001+	\$20
2	\$5-\$200	\$3
	\$201-\$500	\$6
	\$501-\$1,000	\$10
	\$1,001-\$2,000	\$15
	\$2,001+	\$25
3	\$5-\$200	\$3
	\$201-\$500	\$7
	\$501-\$1,000	\$12
	\$1,001-\$2,000	\$15
	\$2,001+	\$25
4	\$5-\$200	\$4
	\$201-\$500	\$6
	\$501-\$1,000	\$10
	\$1,001-\$2,000	\$15
	\$2,001+	\$25
5	\$5-\$200	\$5
	\$201-\$500	\$7
	\$501-\$1,000	\$12
	\$1,001-\$2,000	\$25
	\$2,001+	\$40
6	\$5-\$200	\$5
	\$201-\$500	\$10
	\$501-\$1,000	\$20
	\$1,001-\$2,000	\$40
	\$2,001+	\$60
7	\$5-\$300	\$1
	\$301-\$600	\$3
	\$601-\$1,000	\$6
	\$1,001-\$2,000	\$10
	\$2,001+	\$20

California Collection Rates

8	\$5-\$300	\$1
	\$301-\$600	\$4
	\$601-\$1,000	\$8
	\$1,001-\$2,000	\$15
	\$2,001+	\$25
9	\$5-\$300	\$2
	\$301-\$600	\$5
	\$601-\$1,000	\$9
	\$1,001-\$2,000	\$15
	\$2,001+	\$25
10	\$5-\$1,000	\$10
	\$1,001-\$2,000	\$20
	\$2,001-\$3,000	\$30
	\$3,001-\$4,000	\$40
	\$4,001+	\$60
11	\$5-\$1,000	\$15
	\$1,001-\$2,000	\$20
	\$2,001-\$3,000	\$40
	\$3,001-\$4,000	\$60
	\$4,001+	\$80

Pai Gow Poker (GEGR-000331)

For **schedule options 1 through 5**, a Player Fee shall be taken from each player based on the total amount of their base game wager, known as the Player Wager Amount. There will be no additional fees for any bonus bets placed. A Player-Dealer Fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus Bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits.

Schedule Option	Table Limit	Player Wager Amount	Player Fee	Player-Dealer Fee
1	\$10-\$200	\$10-\$100	\$1	\$1
		\$101-\$200	\$2	
2	\$10-\$200	\$10-\$200	\$1	\$3
3	\$10-\$200	\$10-\$200	\$2	\$3
4	\$10-\$200	\$10-\$200	\$2	\$4
5	\$10-\$200	\$10-\$200	\$2	\$5

California Collection Rates

Pure 21.5 Blackjack (GEGR-000332), Pure Spanish 21.5 (GEGR-000334)

For **schedule options 1 through 16**, a Player-Dealer Fee shall be taken per hand from the player-dealer position, based on the total monetary value of all game wagers, including bonus bets, which are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fees taken from the player for placing any base game wager, bonus bet, or exercising any player option. The collection fees shall be collected and dropped by the house dealer after each player has been dealt their initial two-card hand. 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 Limits shall be between \$5 and \$100

Maximum Wagering Limits shall be \$200

Schedule Option	Total Table Action	Player-Dealer Fee
1	\$5-\$49	\$1
	\$50-\$99	\$2
	\$100-\$199	\$3
	\$200-\$399	\$5
	\$400+	\$8
2	\$5-\$50	\$1
	\$51-\$100	\$2
	\$101-\$300	\$3
	\$301-\$600	\$7
	\$601+	\$15
3	\$5-\$100	\$2
	\$101-\$200	\$3
	\$201-\$300	\$4
	\$301-\$600	\$5
	\$601+	\$9
4	\$5-\$100	\$1
	\$101-\$200	\$2
	\$201-\$400	\$4
	\$401-\$600	\$6
	\$601+	\$8
5	\$5-\$100	\$2
	\$101-\$200	\$3
	\$201-\$500	\$5
	\$501-\$1,000	\$8
	\$1,001+	\$12
6	\$5-\$100	\$1
	\$101-\$300	\$2
	\$301-\$500	\$4
	\$501-\$800	\$6
	\$801+	\$10
7	\$5-\$100	\$2
	\$101-\$300	\$3
	\$301-\$500	\$4
	\$501-\$1,000	\$10
	\$1,001+	\$15

California Collection Rates

8	\$5-\$100	\$2
	\$101-\$300	\$3
	\$301-\$600	\$6
	\$601-\$1,000	\$9
	\$1,001+	\$13
9	\$5-\$100	\$2
	\$101-\$300	\$4
	\$301-\$600	\$5
	\$601-\$1,000	\$8
	\$1,001+	\$12
10	\$5-\$300	\$2
	\$301-\$600	\$5
	\$601-\$1,000	\$8
	\$1,001-\$2,000	\$12
	\$2,001+	\$20
11	\$5-\$300	\$2
	\$301-\$600	\$5
	\$601-\$1,000	\$9
	\$1,001-\$2,000	\$15
	\$2,001+	\$25
12	\$5-\$300	\$3
	\$301-\$600	\$4
	\$601-\$1,000	\$5
	\$1,001-\$2,000	\$8
	\$2,001+	\$10
13	\$5-\$300	\$3
	\$301-\$600	\$5
	\$601-\$1,000	\$6
	\$1,001-\$2,000	\$9
	\$2,001+	\$12
14	\$5-\$300	\$3
	\$301-\$600	\$6
	\$601-\$1,000	\$8
	\$1,001-\$2,000	\$15
	\$2,001+	\$20
15	\$5-\$300	\$3
	\$301-\$600	\$6
	\$601-\$1,000	\$12
	\$1,001-\$2,000	\$20
	\$2,001+	\$30
16	\$5-\$500	\$5
	\$501-\$1,000	\$10
	\$1,001-\$2,000	\$25
	\$2,001-\$4,000	\$35
	\$4,001+	\$50

California Collection Rates

Three Card Poker 1.2 (GEGR-000335), Three Card Poker – 6 Card Bonus (GEGR-000336)

For **schedule options 1 through 8**, a Player-Dealer Fee shall be taken per hand from the player-dealer position based on the total monetary value of all game wagers, including bonus bets, which are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection taken from the players for any base game wagers or bonus bets placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus Bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits.

Schedule Option	Table Limits	Total Table Action	Player-Dealer Fee
1	\$5-\$200	\$5-\$50	\$0.50
		\$51-\$100	\$1
		\$101-\$300	\$3
		\$301-\$500	\$6
		\$501+	\$8
2	\$5-\$200	\$5-\$50	\$1
		\$51-\$200	\$3
		\$201-\$400	\$6
		\$401-\$599	\$10
		\$600+	\$12
3	\$5-\$200	\$5-\$100	\$1
		\$101-\$300	\$2
		\$301-\$500	\$6
		\$501+	\$8
4	\$5-\$200	\$5-\$100	\$1
		\$101-\$300	\$3
		\$301-\$500	\$6
		\$501+	\$8
5	\$5-\$200	\$5-\$100	\$2
		\$101-\$300	\$3
		\$301-\$500	\$6
		\$501-\$800	\$10
		\$801+	\$15
6	\$5-\$200	\$5-\$100	\$2
		\$101-\$300	\$4
		\$301-\$500	\$7
		\$501-\$800	\$12
		\$801+	\$15
7	\$5-\$200	\$5-\$100	\$2
		\$101-\$300	\$5
		\$301-\$500	\$8
		\$501-\$800	\$12
		\$801+	\$16
8	\$5-\$200	\$5-\$200	\$3
		\$201-\$400	\$5
		\$401-\$700	\$10
		\$701+	\$15

California Collection Rates

Ultimate Texas Hold'em (GEGR-002120)

For **schedule options 1 through 6**, a Player-Dealer Fee shall be taken per hand from the player-dealer position, based on the total monetary value of all game wagers, including bonus bets, which are placed by players before the cards are dealt, referred to as Total Table Action. There shall be no collection fee for players when 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. 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 Limits per spot shall be between \$5 and \$100

Maximum Wagering Limits per spot shall be \$200

Schedule Option	Total Table Action	Player-Dealer Fee
1	\$5-\$50	\$1
	\$51-\$100	\$2
	\$101-\$200	\$3
	\$201-\$300	\$6
	\$301+	\$9
2	\$5-\$100	\$2
	\$101-\$300	\$3
	\$301-\$500	\$5
	\$501-\$800	\$8
	\$801+	\$10
3	\$5-\$100	\$2
	\$101-\$300	\$3
	\$301-\$500	\$5
	\$501-\$800	\$10
	\$801+	\$12
4	\$5-\$100	\$3
	\$101-\$300	\$4
	\$301-\$500	\$6
	\$501-\$800	\$10
	\$801+	\$15
5	\$5-\$200	\$3
	\$201-\$300	\$6
	\$301-\$500	\$12
	\$501-\$800	\$15
	\$801+	\$20
6	\$5-\$300	\$6
	\$301-\$800	\$15
	\$801-\$1,200	\$20
	\$1,201-\$1,600	\$25
	\$1,601+	\$30

California Collection Rates

For **schedule options 7 and 8**, a Player Fee shall be taken from each player based on the total amount of their base game wager and bonus bets, known as the Player Wager Amount. There will be no additional fees for any bonus bets placed. A Player-Dealer Fee shall also be taken per hand from the player-dealer position. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus Bets may be less than, equal to, or greater than the base game wager as long as they are within wagering limits.

Schedule Option	Table Limit	Player Wager Amount	Player Fee	Player-Dealer Fee
7	\$5-\$200	\$5-\$100	\$1	\$2
		\$101-\$200	\$2	
8	\$5-\$200	\$5-\$100	\$1	\$3
		\$101-\$200	\$2	

Collection Rates for California Games

- California games utilize a player-dealer position. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands.
- All controlled game wagers, including bonus bets, are collected or paid, to the extent that the player-dealer's wager covers.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a gaming table at any one time.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Rates shall not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table.
- The Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them. Collection fees shall be conspicuously posted on or within view of every gaming table.