

TEXAS HOLD'EM

In Texas Hold'Em each player receives two uninterrupted cards singly dealt face down as their initial hand. There is a round of betting after these cards have been delivered. Three board cards (called the Flop), are now turned simultaneously face up in the center of the table and another round of betting occurs. The next two board cards are turned face up in the center of the table, one at a time with another round of betting after each card. These board cards are community cards shared by all active players at the table. At the completion of each hand each active player will have 7 cards, two personal and five community cards that are turned face-up in the center of the table. A player may use any combination of five cards, (one in their hand, four from the board, etc.) to determine their best high hand.

Hold'Em uses a dealer button to indicate the player who in theory dealt the cards for that pot. The player with the dealer button is the last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to start the action and initiate play. Blinds are posted by players who sit consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the last blind. On all subsequent betting rounds the action is begun by the first active player clockwise from the button. All blinds are considered to be live and if there are no raises, blind may raise themselves when the action comes to them. When a single blind is used all action will start from the immediate left of the button.

TEXAS HOLD'EM RULES

1. Check and raise is permitted.
2. A bet and three raises are allowed for each betting round. There is no limit of raises with only two players remaining.
3. String raises are not allowed. To protect your right to raise, you should either declare your intention verbally or place the proper amount of chips into the pot.
4. Only a full bet constitutes a raise anything less than a full bet is considered to be action only and can not be raised unless raising a previous full bet. A player has the right to go all-in.
5. A player who puts 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".
6. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
7. A card found face up in the deck (boxed card), shall be treated as a "scrap of paper". A Joker that appears in a game that does not use a Joker is also a "scrap of paper". A card being treated as a scrap of paper is replaced by the next card below it in the deck, when possible. If not possible, it is replaced by the top card of the deck after completion of the round. 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.

8. 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. The exposed card will be used as the first bum card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
9. If a player is dealt more or less cards than the game he is playing in calls for, and it is discovered before two players act on their hands, it is a misdeal. If it is discovered after two players have acted, then all monies, antes and blinds are forfeited by that player.
8. If the flop has too many cards, it will be taken back and reshuffled, except the bum Card will remain burned. A new card will be burned before re-flop.
11. If cards are flopped by the dealer before all the betting is completed, the entire flop is reshuffled, except the bum card will remain burned. A new card will be burned before re-flop.
11. 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 completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the bum card or discards. The dealer will then bum a card and put the fifth card on the board.
12. If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
13. Players must have a live hand to play the board.
14. Cards speak. Best hand shown down wins. The winning hand must show both cards face up on the table. One card up and the other face down is not a valid hand.
15. A new player will be dealt in immediately.
16. If a player leaves the table for any reason and a blind passes his position, he may Resume play by posting the total amount of the blinds for the game or wait for the big blind.
17. The dealer button always moves forward and the blinds are adjusted accordingly.

TEXAS HOLD'EM STRUCTURES

SPLIT LIMIT

A. In the first two rounds of betting (one round before the "flop" of the first three up cards, another after the flop), bets and raises must be at the lower limit (for example, \$5 in a \$5/\$10 game).

B. In the last two rounds of betting (on the "turn", i.e. after the fourth up card has been turned, and on the "end" or the "river", i.e. after the fifth and final up card has been turned), all bets and raises must be at the higher limit.

PROGRESSIVE LIMIT

Progressive limit means the game has fixed amounts that may be bet dictated by the betting round.

The first number listed is the amount (minimum and maximum) that may be bet on the first betting round.

The second number listed is the amount (minimum and maximum that may be bet on the second betting round.

The third number listed is the amount (minimum and maximum) that may be bet on the third bettinground.

The fourth number listed is the amount (minimum and maximum) **that** may be bet on the fourth betting round.

The slash (/) indicates the game is progressive limit, and separates the fixed amounts of the betting rounds.

STRAIGHT LIMIT

Straight limit means all bets are fixed at the amount listed.

COLLECTION

Collection is the amount collected prior to the hand being dealt.

The first number listed is collected from the player with the dealer puck.

BLINDS

Blinds are **chips** put up by **designated** players before the **hand** is dealt.

The first **blind** is provided by the player **to the left** of the **dealer** puck.

The second **blind** is provided by the **second** player **to** the left of the **dealer** puck..

The amount of the **blind** is **determined** by the limit of the game being **played**.

The first **number** listed is the first blind..

The second number listed is the second blind.

The dash (-) separates the numbers to **distinguish** which position puts up what amount..

The dealer **button rotates to the left** after each hand is concluded.

BUY IN:

Buy-in is the amount that constitutes a full buy for that limit.

Players must buy-in to the game with at **least** the amount listed for the limit they are going to play

One short-buy is allowed after a full buy.

Short-buys may be of any amount less than the listed full buy.

THE LUCKY BUCK CARD CLUB
BETTING LIMITS, BLIND, COLLECTION & BUY IN INFORMATION
TEXAS HOLD'EM, OMAHA, TAHOE, AND PINEAPPLE

BETTING	LIMIT	COLLECTION	BLINDS	BUY-IN
Split Limit	1/2	1	1-1	10
	2 / 4	2	1-2	20
	3/6	4	1-3	30
	4/8	4	2-4	40
	5/10	4	3-5	50
	6/12	4	3-6	60
	7/14	4	3-7	70
	8/16	4	4-8	80
	9/18	4	4-9	90
	10/20	4	5-10	100

PROGRESSIVE LIMIT Full Kill

2/4-4/8	2	1-2	20
3/6-6/12	4	1-3	30
4/8-8/12	4	2-4	40
5/10-10/20	4	3-5	50

PROGRESSIVE LIMIT 1/2 Kill

2/4-3/6	2	1-2	20
4/8-6/12	4	2-4	40

BETTING

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system.

Each of the betting systems is detailed below.

Each of the betting limits are listed separately.

There are four betting rounds no matter the betting system.

The first betting round is after the players have received their hole cards, but before the "flop."

The second betting round is after the "flop," but before the "turn."

The third betting round is after the "turn" but before the "river"

The fourth betting round is after the "river" but before the showdown.

No more than 3 raises (4 bets total) may be made in one round of betting.

LOWBALL

In Lowball, the "worst or lowest" Poker hand wins. Straight's and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and 2-3-4-6-7 is better than a 2-3-5-6-7. Lowball is played with a 53 card deck. The Joker must be used as the lowest card not already present in the player's hand. Lowball games have two different types of betting structures.

11. Straight Limit: All bets and raises are of the same amount. Example bet (4) raise, (4) re-raise (4).
12. Spread Limit: All bets and raises are within the predetermined spread. Example: Limit (3-12) bet 3, raise 6, raise 6, re-raise 12 (maximum). On occasion, the predetermined maximum spread could be increased by a player killing the pot.

LOWBALL RULES

- a. Players must protect their hands at all times.
- b. Cards speak, best hand shown down wins the pot. Any player continually miscalling his or her hand will be cashed out.
- c. A player may draw up to five cards after the deal, except when in the position of the dealer button in which case a player may only draw three cards.
- d. In Low Draw, if a seven or better is checked after the draw and is the best hand, the player loses last action all bets after the draw are returned.
- e. Bi-lingual players must respect other players while hands are in play.
- f. Only a full bet constitutes a raise. Players have a right to go "all in". Any "all in" raise not equal to the proceeding bet is considered action only.
- g. A short bet or call must be completed, if a player acting in turn releases chips on the table with a forward motion, it constitutes a bet or call.
- h. 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 after each full buy.
- i. A hand is not considered dead if upon the floor persons discretion it is considered retrievable.

- j. No string bets.
- k. Do not criticize other players or use loud or vulgar language.
- l. If a pot is over killed the player that killed the pot acts second to last before the draw.
- m. If a pot is killed, and the player that killed the pot raises, the action goes back to the player that opened the pot and proceeds to other players in the order that they came into the pot.
- n. An exposed card must be "faceup", the ability to call the card does not qualify it as an exposed card.
- o. If the dealer exposes a card on the deal, a player must keep that card if the value is five or less and must surrender the card if it is a six or higher. A fouled card must be replaced by a card from the middle of the deck. In addition, if a player causes a card to be exposed, the player must keep that card.
- p. Each player must act in turn. Action on a hand out of turn is not binding. If any delay is encountered a player should call "time" to ensure his silence is not interpreted as a pass. If two subsequent players act due to a players silence, the hand is dead and may not be played.
- q. Do not expose any cards at any time except on show down.
- r. If a player shows cards to one, he must show them to all, if desired by other players.
- s. If a bet has been made and called, or check-check after the draw, any player may see any of the hands in play at the showdown.
- t. Five cards constitutes a playing hand more or less than five cards after the draw is a foul hand.
- u. Before the draw, the top card from the stub of the deck must be discarded (burned).
- v. On the draw a player may change the number or cards called for providing the next player has not acted.
- w. A verbal declaration in turn which causes another player to act, in turn, or money in the pot is binding. However, a player raising a bet should usually declare the raise. A call made behind the raise may be withdrawn if the raise was not clearly declared.
- x. Until the first action after the draw is taken the dealer must correctly state the number of cards drawn by the other players.
- y. A knock in turn usually constitutes a pass; but a knock of 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.

- z. Upon floor persons approval, players may look at one or two cards then kill the pot. Dealer should stop dealing to allow players to look to see if they want to kill the pot. No kills will be allowed after subsequent cards are dealt.
- aa. A player who is "all in" must make a verbal declaration at that time or is subject to lose all rights to the pot.
- bb. Cards must be cut before each deal, a one handed straight cut if eight or more cards is a legal cut. Cards may not be cut after deal except on floor persons request.
- cc. If the deal is determined to be out of position and there has been no action, all hands are re-dealt. **If** the pot has been opened, play continues and the deal rotates from the position having the dealer button.
- dd. Two extra cards off the deck on the deal constitutes a misdeal. Also, if the first card dealt is turned over it is deemed a misdeal. In both instances, hands are re-dealt.
- ee. If one or more cards of the same suit or value, or cards of a different color appear in the deck, the deck is fouled and all hands are dead (no action).
- ff. If a deck is found to be irregular while pot is in play, it shall be declared "no pot" and all chips in the pot returned. However, once the pot is out of play, no adjustments can be made.
- gg. Cards face up in the deck (boxed cards) are dead and are dealt into the discards. A group of five boxed cards in the deck is a misdeal.
- hh. A player saying "deal me in" who has not returned to his seat after the dealer has dealt a hand past him cannot receive a hand. If a player is dealt a hand and has not returned to his seat in time to act in turn, will have a dead hand which will be put into the discards. If a player sitting at the table at the beginning of the deal is not dealt a hand, action is stopped and the hand is re dealt.
- ii. Before the draw, the first player to act is the player to the left of the big blind, after the draw, it is the player to the left of the dealer button.
- jj. In Lowball, checking and raising is not allowed.

- kk.** A player moving to a different game must have the specified "buy in" unless he is from a broken game. Game must be equal to or lower than the broken game to enter with a short buy.
- ll. Newly seated players will be dealt in immediately.
- mm. **A** player who leaves a game one full round, or does not complete the blind, must come back on the blind or straddle the blind. 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, or straddle the blind.
- nn. The limit of the game indicates the maximum amount of each bet.
- oo. There are no restrictions on the number of bets or raises unless indicated by the house.
- pp. Changes in the limit of a game may be made only after floor persons approval.
- qq. A player may only cash in chips when he quits the game. If a player quits a game and returns to the same game in less than one half hour, he must come back with at least the same amount of chips that he left with:
- rr. All chips must remain on the table, only cards and chips are allowed on the card table. If money is placed on the table, chips must be requested.
- ss. In no case will anyone be allowed to play over another players chips. No person may play another players chips for more than one round. (decision of management).
- tt. All table changes must be taken immediately, you will be dealt a hand at the new table, regardless of any change in game limit, without having to kill the pot.
- uu. After a new player is seated or a "buy in" is placed at a seat, no changes in seating will be made.
- vv. Players in a short game (4 handed or less) may not change seats unless a new player enters the game.
- ww. A player is allowed 30 minutes to eat or go for funds. When time is up, chips will be removed and seat forfeited. Players name will then be placed on a waiting list.
- xx.** If you leave a game and want your seat held for you, you must notify the floor person.
- yy. Once the pot is out of play, no decision can **be** rendered by the floor person.

zz. On the showdown, all cards in a hand must be shown, best intact hand wins.

Aaa Potting is allowed for refreshments, food or cigarettes only.

Bbb Cards off the table may not be played.

Ccc No "rabbit Hunting"

Ddd Decision of management is final.

Eee The Lucky buck Card Club reserves the right to refuse or restrict privileges at any time.

SPREAD Limit

Spread limit means the bets may be of any amount within the allowed spread listed

The minimum bet allowed is the first number listed

The maximum bet is the last number listed.

The dash (-) indicates the game is spread limit and all numbers between the minimum and maximum listed are acceptable bets also

Raises may not be made unless the raise is the same amount, or greater than the bet being raised.

Each betting round is distinct from each other, and allowable minimums are not effected by bets made in a previous betting round, or hand.

SPLIT Limit

Split Limit means the game has fixed amounts that may be bet dictated by the betting round

The first number listed is the amount (minimum and maximum that may be bet on the first round

The second number listed is the amount (minimum and maximum) that may be bet on the last round of betting.

The slash (/) indicates the game is split limit, and separates the fixed amounts of the betting rounds.

STRAIT LIMIT

Strait limit means all bets are fixed at the amount listed.

BLINDS

Blinds are chips put up by designated players before the hand is dealt. Blinds play (are part of the pot).

There are 2 blinds

The first blind is the player to the dealers left

The second blind is the second player to the dealers left

The amount of the blinds is determined by the limit of the game being played

The first number listed is the first blind

The second number listed is the second blind

The dash (-) separates the numbers to distinguish which blind puts up what amount

The blinds rotate to the left 1 position after each hand is concluded

COLLECTION

The Collection is the amount collected by the house from the blinds prior to the hand being dealt

The collection rotates to the left 1 position after each hand is concluded

TIME

If a time collection method is used, the amount listed is collected from each player at the top and bottom of the hour

Players coming into the game after the half way mark of a time collection period do not pay until the beginning of the next time collection period

Time collections are made at the beginning of the time collection period being paid for
Players may declare 2 hands when paying the time collection and receive their time collection back if they exit the game before the third hand is dealt after the time collection was made.

No time collection is taken if a drop is being made.

BUY IN

Buy in is the amount that constitutes a full buy for that limit

Players must buy in to the game with at least the amount listed for the limit they are going to play

One short buy is allowed after a full buy

Short buys may be of any amount less than the listed full buy

Applications for State Gambling License Clarifications

Descriptions of the event that determines the winner of the game

LOWBALL

Play ends when all betting is complete and the eligible players show their hands face up.
Best hand wins, cards speak for themselves.

**THE LUCKY BUCK CARD CLUB
BETTING, LIMIT, BLIND, DROP AND BUY IN
INFORMATION
LOWBALL**

BETTING LIMIT COLLECTION BLIND TIME BUY IN

Spread Limit	210	3	1-3	3	20
	3-12	3	1-3	4	30
	4-16	4	2-5	5	40
	5-20	4	2-5	6	50
Split Limit	214	2	1-2	2	20
	316	3	1-3	4	30
	48	4	2-4	4	40
	5/10	4	3-5	4	50
	6/12	4	3-6	5	60
	10120	4	5-10	5	100
Straight Limit	2	2	1-2	1	20
	4	3	2-4	2	30
	6	3	3-3	3	60
	10	4	2-5	5	100
	12	4	2-6	5	120
	16	4	2-8	5	160
	20	4	2-10	5	200

BETTING

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system

Each of the betting systems is detailed separately below

Each of the betting limits are listed separately

There are two betting rounds no matter the betting system.

The first betting round is after the players have received their hands, but before discards are declared.

The last round is after the players have received all draw cards, but before the showdown.

PAN

The objective of this game is to have combinations of three or more cards in sets or runs (known as melds) laid on the table in front of you using eleven cards. The first player doing so is the **winner** and receives chips from other players that still have chips and cards remaining in their hands. The **winner** of the hand **will** win money from the other players in different ways that will be described below.

Eight decks of regular playing cards are used to play the game: 8's, 9's, 10's and the Jokers are omitted, leaving a total of 320 cards. (Sometimes a set of spades are deleted from the deck.)

Cards in each suit rank as follows: King being the highest, Queen, Jack, 7,6,5,4,3,2,A. The Jack and the seven can be used in sequence. There is no rank of suits except that spades pay double.

PAN RULES

1. The Deal: The dealer will shuffle and cut the cards before each deal. Players are dealt 10 cards, five (5) at a time in a **counterclockwise direction**. The dealer will start with:
 - A. The player who is dealt the lowest card face up at the beginning of a new game.
 - B. The winner of the last hand.
 - C. The player to the right of the seat where the last hand was won when the winner elects to change seats, leaves the game or passes.
2. The Draw: Once the player has touched the deck to draw, holding the wrong number of cards fouls his hand.
3. The draw should not begin **until** all players have declared. The first player to draw is the declared winner of the previous hand, or, if he is out, the first player to his right.
4. Each drawn card will be displayed face up. All players in action have the right to see all drawn cards. Pan rules forbid a player from putting the option card or draw card in his hand. Putting a card in the hand makes it foul. The player would have to return all pay he has collected and continue to pay the other players all earned pay for the remainder of the hand.
5. A drawn card is discarded when it is released toward the dealer.
6. Once a player has touched the deck, he may not change **his** mind and use the option card. He has lost his right to the option card unless it is forced on him by another player.
7. A player overlooking or ignoring an option card which can be used in one of board melds and touching the deck to draw, may, by choice of any player in action, be forced to either use the option card or to continue the draw. The exception to this is the player who drew and discarded the option without forcing it; he may subsequently decide to force it.
8. If the rotation of the draw becomes confused, the dealer will attempt to reconstruct the proper order whenever possible. When unable to do so, the dealer will follow these guidelines:
 - A. Once three or more players have, for whatever reason, drawn out of order, the draw stands and continues from there;
 - B. Once three or more players have drawn out of turn, cards used and pay collected **as** a direct or indirect result of their plays out of turn will stand so long as the meld is valid;
 - C. When the draw can be reconstructed, such efforts will be made for the benefit of players who have not drawn.

9. The Play: Each player draws one card from the top of the deck or uses the option card. **If** the player takes the top card off the deck, he must use it immediately in a meld or discard it.
10. After drawing and before discarding, the player may meld as many sets or runs as he holds or may add to his existing melds.
11. Set: Three *cards* or more of the same **rank** but all of different suits, also would be considered a meld. Three or more cards of the same **rank**, all being the same suit, also would be considered a meld. The only exception would be three Aces or three Kings. Regardless of suit, they would also be considered a meld. Aces and Kings are commonly called non-comoquers.
12. Forcing Cards: If the option card 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 the player is to compel him to make a discard, thereby possibly breaking up a prospective combination in the cards he holds.
13. A player may not give the out card to another player with ten (10) cards melded on the board if the card **can** be used in the first player's hand. Any player in action has the right to see the **first** hand and to force back the card if it **can** be used in any way.
14. A player may not be forced to take an out card unless that card would put the next player out for a greater amount of pay.
15. Any player in action may choose to end the hand for lower pay by forcing the out card.
16. Foul Hand: A foul hand is a hand successfully called foul by a player in action as a result of one or more violations of rules.
17. Irregularities: If, before the player has made his first draw, he finds he has nine cards, the dealer will deal the player an additional card. **If** the player has eleven cards, the dealer withdraws the excess card from the player's hand, putting it among the discarded hands of passing players. If the player has been dealt less than eight cards or more than eleven cards, the hand is dead and the player's passing ante will be returned.
18. If a 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 made for conditions. In addition he must continue to make due payments to others for their winnings.
19. Going Out: When a player shows eleven cards in melds, he collects two chips from every player. A player also collects for each valid condition.
20. When a player has all ten cards spread, the player at his left may not discard an option card, if he can possibly use it that puts the opponent to his right out.
21. 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 for the improper spread and legally proceed with the turn. If he has already discarded, he must return all collections made on that hand, discard the hand, and retire from play until the next deal, but must continue to make payments to others for conditions and winnings. However, if the player makes the meld valid before attention is called to it there is no penalty.
22. Pays and Collections: All collections must be called for before discarding. A player who neglects to do so may not ask for the pay until his hand is hit again.
23. The same amount of pay must be collected from each player in action. A player may ask for short pay, but all players will pay the same amount.
24. A player penalized for a foul hand is required to repay all chips collected during the hand, but he does not have to repay any opponent who has gone broke **and/or** previously fouled **his hand**.
25. On the outs, a player having to collect and **then** cut off a collection must be specific in his statement or action. Simply stating "out on a good one" is not sufficient.
26. A player may **ask** the dealer for help in calculating the value of a collection or of the outs.
27. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until **the** pot is awarded.

28. Dealer Enforcement: **Pan** rules are usually enforced only at the specific request of a player in action. The House cannot always intervene on behalf of an injured player unless he **promptly** calls the problem to the dealer's attention. Players must protect their hands and enforce their rights according to the rules.
29. The dealer may not assist or advise players except to calculate the value of collections or of the outs when any active player **asks**. The outs must be read **as** the hand lies.
30. The dealer will enforce payment of all earned collections. The outs will be paid in front of each player's position (no splashing).
31. The dealer will foul a player's hand at the request of another player in action when justified by the rules.
32. General: The **minimum** buy-in is twenty (20) chips or equal value for the condition of the game.
33. Playing for Tops: A player without one chip of the appropriate value has a hand and may **continue playing** for the Tops.
34. A player who causes a game to break up by leaving the table or refusing to play will lose his place on the change board, and his name will be put at the bottom of the waiting list.
35. On the deal, foreign cards (8,9,10,Joker) appearing in a player's hand **will** be replaced from the center. On the draw, the foreign card will be removed and the player will draw again.
36. Each player is responsible for **counting** the cards before picking them up. If a player discovers he has the wrong number of cards after the player touched the deck to draw, **his** hand is foul and he must return all pay he has collected and pay all earned pay for the remainder of the hand.
37. The Floorperson's decision is **final** in all disputes and in the interpretation of all rules.

**THE LUCKY BUCK CARD CLUB
BETTING, LIMIT, BLIND, DROP, AND BUY-IN INFORMATION
PAN**

BETTING	LIMIT	BLINDS	COLLECTION	BUY-IN
Singles	1	1	1/2/3	20
	2	2	2/4/6	40
	3	3	3/6/9	60
	4	4	4/8/12	80
	5	5	5/10/15	100
	6	6	6/12/18	120
	7	7	7/14/21	140
	8	8	8/16/24	160
	9	9	9/18/27	180
	10	10	10/20/30	200
	11	11	11/22/33	220
	12	12	12/24/36	240
	13	13	13/26/39	260
	14	14	14/28/42	280
	15	15	15/30/45	300
	16	16	16/32/48	320
	17	17	17/34/51	340
	18	18	18/36/54	360
	19	19	19/38/57	380
	20	20	20/40/60	400
Doubles	1	2	2/3/4	40
	2	4	4/6/8	80
	3	6	6/9/12	120
	4	8	8/12/16	160
	5	10	10/15/20	200
	6	12	12/18/24	240
	7	14	14/21/28	280
	8	16	16/24/32	320
	9	18	18/27/36	360
	10	20	20/30/40	400

BETTING

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system.

Each of the betting systems is detailed separately below.

Each of the betting limits are listed separately.

SINGLES

Singles means the amount listed is the condition being played.

Condition is the amount collected and paid by players during the hand for each 1 pay played.

Singles players collect singles, pay singles, and are eligible for single tops.

DOUBLES

Doubles means the amount listed is the condition being played.

Condition is the amount collected and paid by players during the hand for each 1 pay played.

Doubles players may play at the same table as singles players.

Doubles players collect doubles, and pay doubles to other doubles players.

Doubles players collect singles, and pay singles to singles players.

Doubles players are eligible for singles, and doubles tops.

COLLECTION

The collection is the amount collected by the club from the first 1, 2 or 3 players before any cards are dealt, depending on the number of players dealt.

The first number listed is the amount collected if only 2 players are dealt in the hand.

The second number listed is the amount collected if 3 or 4 players are dealt in the hand.

The third number listed is the amount collected if 5 or more players are dealt in the hand.

The slash [//] separates the numbers to distinguish the veritable collection amounts.

BLINDS

Blinds are chips put up by each player before the hand is dealt. And after the collection is made.

The amount of the blinds is determined by the limit of the game being played.

BUY-IN

Buy-In is the amount that constitutes a full-buy for that limit.

Players must buy-in to the game with at least the amount listed for the limit they are going to play.

One short-buy is allowed after a full-buy.

Short-buys may be of any amount less than the listed full-buy.

LUCKY BUCK CARD CLUB

1. The event that determines the winner of the game Hold-em and all variations is the card speaks: best hand shown down wins. The winning hand must turn all cards face up on the table.

2. The event that determines the winner of the game Pan is the player having combinations of three or more cards in sets or runs (known as melt) laid on the table in front of them using eleven cards. The first player doing so is the winner and receives chips from other players that still have chips and cards remaining in their hands. Each player bets one (1) dollar chip in one dollar condition game before receiving cards. The house collects its chips and places the remaining chips on top of the mucking block (tops). The winner of the hand will win chips from the other players in different ways. When a player shows eleven cards in melds, he collects two chips from every player. The player also collects for each valid condition. No pot may be awarded until all losing hands have been killed. Winning hand should remain face up until tops are awarded.

**THE LUCKY BUCK CARD CLUB
BETTING, LIMIT, BLIND, DROP AND BUY IN
INFORMATION
LOWBALL & DRAW POKER**

BETTING LIMIT COLLECTION BLIND TIME BUY IN

Spread Limit	2-10	3	1-3	3	20
	3-12	3	1-3	4	30
	4-16	4	2-5	5	40
	5-20	4	2-5	6	50
Split Limit	2/4	2	1-2	2	20
	3/6	3	1-3	4	30
	4/8	4	2-4	4	40
	5/10	4	3-5	4	50
	6/12	4	3-6	5	60
	10/20	4	5-10	5	100
Straight Limit	2	2	1-2	1	20
	4	3	2-4	2	30
	6	3	3-3	3	60
	10	4	2-5	5	100
	12	4	2-6	5	120
	16	4	2-8	5	160
	20	4	2-10	5	200

BETTING

Betting refers to the amounts of allowed bets.

There are different betting systems and multiple limits for each system

Each of the betting systems is detailed separately below

Each of the betting limits are listed separately

There are two betting rounds no matter the betting system.

The first betting round is after the players have received their hands, but before discards are declared.

The last round is after the players have received all draw cards, but before the showdown.

RULES FOR DRAW POKER:

1. All games are table stakes.
2. Our smallest game is \$10.00 buy-in, \$1 to \$5. *wagners*
3. Each deck contains a Joker. The Joker may be used as a fifth ACE or as any card in a straight or flush.
4. The best hand is five ACES. The second best hand is a ROYAL FLUSH.
5. A player may pass and come back in if the pot is opened.
6. After the draw, a player may pass without folding unless a bet has been made.
7. The player is responsible for protecting his hand at all times.
8. Players are requested not to expose cards at any time, except on the showdown.
9. Cards should be held over the table; after the draw, a card dropped on your lap or on the floor kills your hand and forfeits all chips in the pot. Cards taken below the level of the table also kills the hand.
10. All verbal declarations, in turn, are binding (e.g., I pass, I bet, I raise, I call, I open, All in).
11. All exposed cards must be kept on the deal.
12. A player cannot take any card on the draw which has been turned over by the dealer. After the draw is completed, the card is replaced from the top of the deck and there is no action.
13. Four and six cards constitute dead hands.
14. The last player to act is the player with the largest blind or in the case of an ante game, the dealer.
15. No string bets are allowed.

16. **No player is allowed to touch or play another players chips.**

17. **A player must call his hand on the showdown.**

TEXAS HOLD-EM VARIATIONS

TEXAS HOLD-EM HIGH/LO/ 8

This game is played hold-em style. Where each player receives two cards as his initial hand. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

CRAZY PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. After the flop each player must discard one card leaving him with two hole cards. The object of the game is to make a high hand or a low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

TAHOE PINEAPPLE HOLD-EM/ 8

This game is played hold-em style. Where each player receives three cards as his initial hand. The player retains all three cards throughout the game. Players may use a maximum of two cards from their hole cards to make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for a low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. Players can use one or two of their hole cards or play the board. The pot is split equally between the high hand and the low hand. If no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

OMAHA HOLD-EM/ 8

This game is played hold-em style. Where each player receives four cards as his initial hand. Players must use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five card Poker hand. Players can make a high or low hand or both. Example: 2-3-4-5-6 will qualify as a 6 low and straight for high. Players must qualify for low by making a five card hand 8 high or lower. Players qualify for high hand with a pair or better. The pot is split equally between the high hand and the low hand if no player can produce a five card low hand 8 high or lower the highest hand with a pair or better wins the entire pot. If no player can produce an 8 high or lower for low or a pair or more for high the pot is divided equally between all remaining players with a live hand.

Lucky Buck Card Club



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 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.

VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "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 "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.
- "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
BONUS	10 or 10.5 when dealt with an Ace
ACE	1 or 11
TWO	2
THREE	3
FOUR	4
FIVE	5
SIX	6
SEVEN	7
EIGHT	8
NINE	9

* 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. The game uses a 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"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money 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 designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action" or in the case of Player/Dealer paying collection, the appropriate collection will be place by the Player/Dealer.
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and place/drop them into a locked collection box affixed to the gaming table. The collection fees will be dropped after the completion of the hand.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are 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 casino 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 the wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a players 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 casino dealer.

8. The casino 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 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).

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.

10. 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/Dealers down card will be turned up. This down card will determine where the "action button" is placed.

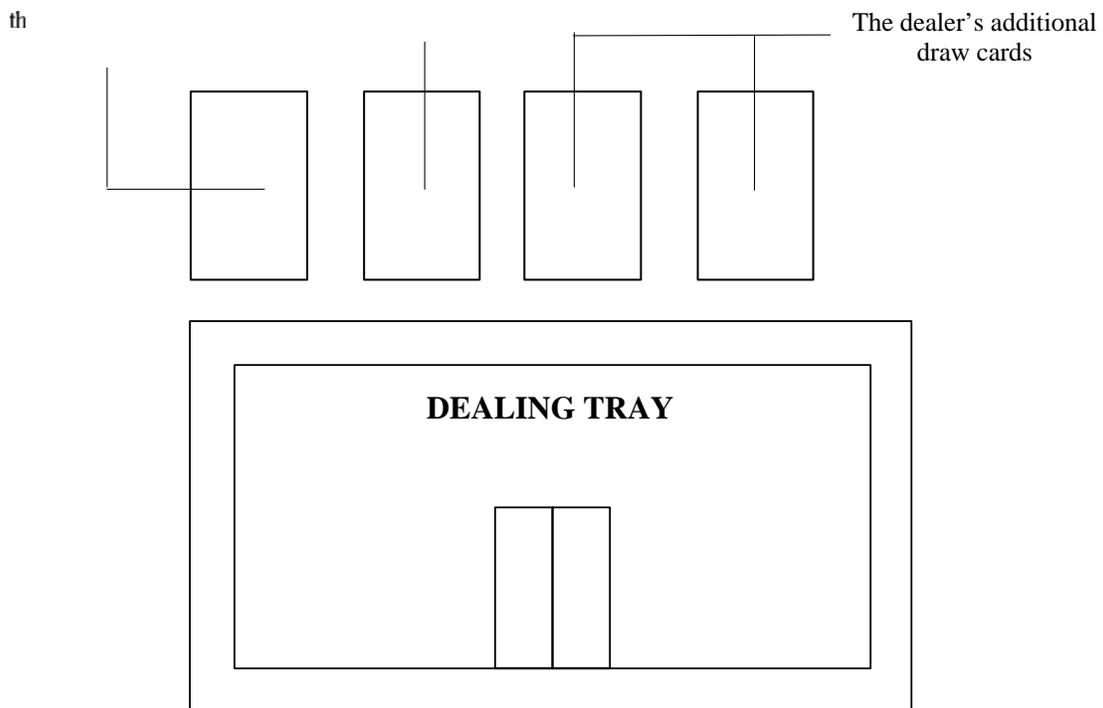
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. The ACE is counted as a one and is the first seat to the right of the Player/Dealer. The counting is the consecutive and clockwise with the player/ dealer position NOT being counted.

12. 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.

13. 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 casino or the Player/Dealer.

14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #1**

DIAGRAM #1



15. 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.

16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position 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.

CHART 1A PLAYER OPTIONS

Must Stand on Hard 19 or more	Must Hit on Hard 11 or less	Have Option on All other counts
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CHART 1B PLAYER/DEALER OPTIONS

Must Stand on Hard 17 or more	Must Hit on Soft 17 or less	Have Option on None
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BET SIZE

(per spot with three betting spots per seat)

Minimum Bet per Spot -	\$5.00
Maximum Bet per Spot -	\$200.00
(A maximum of \$600 per seat is allowed)	

GAME RULES

1. A PURE 21.5 BLACKJACK (an Ace and a 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/Dealers down card, will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealers first or up card is an Ace or 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 player's 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/Dealers 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 -5Blackjack", 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 2 1.5 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 2 1.5 Push
 - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 2 1.5 Lose

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 casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
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.

DOUBLE-DOWN, SPLIT, AND SURRENDER

1. Players can double-down on their 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 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.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease. Surrender will be an option which may or may not be actually included in the game. The casino will make that determination based on economic conditions and will post in its table rules if this option is offered. This option would never be introduced into the game during the course of play and would only be activated prior to the start of play and not cancelled while play continues.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. 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.

Insurance-If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than 1/2 of a Player's original wager.

Surrender- Players can surrender after there first two cards are dealt to them. If they choose to surrender, half of there wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealers down card is exposed. There play for the hand will then cease.

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.

**Management reserves the right to modify the rules as any situations warrant, to protect the players.
The Floor Manager's Decision is Final.**

**1620 Railroad Ave. Livermore, CA. 94550
(925) 455-6144
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Pure 21.5 Blackjack
Collection Fees

Table Limit	Player/Dealer Wager Amount (per hand)	Player Dealer Collection Fee (per hand)	Player Collection Fee
\$5 - \$200	\$5 - \$100	\$1	N/A
	\$101 - \$300	\$2	
	\$301 - \$500	\$4	
	\$501 - \$800	\$6	
	\$801+	\$10	

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



**STANLEY KO
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(702)258-9685**

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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 a regular Blackjack or No Bust 21 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 C
3	2
4	2
5	4
6	12
7	50
8	250

The Benefits of Buster Blackjack

Camaraderie

A feature that is almost nonexistent in other blackjack side betting games. In Buster Blackjack, everyone roots for the dealer to bust.

Suspense

This is the only blackjack side bet that keeps the player in the game after they bust. The outcome of the side bet won't be determined until the dealer's last card is drawn. A player who has busted remains in action. So, his participation and anticipation to win also remain till the last second of the round. There is no such thing as "watching the paint dry" after the player busts.

Easy to deal

If the dealer doesn't bust, all Buster Blackjack bets are swept. Otherwise, all bets are paid the same odds. Unlike other blackjack side bets, the dealer need not check to see whether each player has a qualified winning hand and how much it pays.

PAI-GOW

DOUBLE HAND POKER

Rules

1. **Deck:** One traditional deck of 52 playing cards, plus one joker is used.
2. **Joker:** The joker can be used only as an Ace, or to complete a straight or a flush.
3. **Table Layout:** Each table has 7 active seats. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the Player/Dealer.
4. **Betting Spots:** Each seat has 8 betting spots.
5. **Number of Players:** A total of 7 players; 6 players and 1 Player/Dealer.
6. **Table Limit:** \$10 - 200 per spot (\$1,600 per seat)
7. **Structure:** Each player at the table is dealt seven cards to make two hands, a two-card hand and a five card hand. Rankings are based on basic poker rankings. The five-card hand must be higher than the two-card hand.
8. **Foul Hand:** If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.
9. **Object of Game:** The object of the game is for both of the player's hands to rank higher than both of the Player/Dealer's hand.
 - Should one hand rank exactly the same as the Player/Dealer's hand, this is a tie (copy).
 - The Player/Dealer wins all ties.
 - If the player wins one hand, but loses the other, this is considered a "push" (tie), and no money exchanges hands.
10. **Payoff:** Winning hands are paid even money. Losing hands lose the money wagered.

11. Player/Dealer (Bank)

- Any player may be the Player/Dealer (Player/Dealer). All players bet against the Player/Dealer.
- The bank must rotate in a continuous and systematic fashion. The Bank is offered to each seated player's spot in a clockwise fashion. That seated spot may bank for a maximum of two consecutive hands. That player may accept or pass, in which case the Bank is offered to the next player.
- When the Player/Dealer position passes to the next seat, the player seated in that seated position has the first option. If he refuses the bank, any player betting on that seated position the previous hand is eligible to be the Player/Dealer for the next hand, in order of the square in which they bet the prior hand.
- Come-Come bets (in the Player/Dealer position) will be paid off and collected as one bet. Players who bet Come-Come do so at their own risk. The house will not hold up action or be responsible for settling disputes regarding Come-Come bets.
- There must be an intervening Player/Dealer so that a single player cannot have repeated dealings within the meaning of *Oliver V. County of Los Angeles 1998, 66 CAL App4th 1397, 1408-09*, in addition to, within the meaning of AB 1416, an act to add to section 330.11 of the Penal Code. If there is no intervening player, the game is closed. The house never participates as a Player/Dealer, nor may the house take a percentage from the game.
- There is no minimum amount that a Player/Dealer must wager, other than the regular table minimum for all players. Player/Dealers are never required to cover all opposing player's wagers.

12. Misdeals:

- When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with the top card left over after making seven piles of seven cards.
- If the exposed card is an ace or a joker, the deck is scrambled, shuffled, and re-dealt.
- If during the course of the deal prior to the Player/Dealer's hand being opened, if any card(s) of the Player/Dealer's hand is exposed by the house dealer, the hand will be declared a misdeal, and all hands reshuffled.

- When the dealer is distributing the cards, if a card is exposed, that player's hand is dead, and all bets on that seated position are returned.

13. **Specific Rules:**

- Once the Player/Dealer exposes his cards, the players cannot touch their cards.
- Players are not allowed to show their hands or talk to the other players about their hands before all cards are exposed.
- If one player is wagering on more than one seat, that player may look at and determine the setting of the first hand only. The remaining hand(s) must be set the "house way".
- Players and the Player/Dealer must place their bets before the dice cup is opened. No change in bets can occur after that point.
- Only chips placed in the appropriate position on the table constitute a valid bet.
- Each player is responsible for the chips he/she places on the table.
- No side bets are allowed.

14. **Player/Dealer (Bank):**

- Play of the game is as follows: The dealer places seven hands of seven cards each, face down in front of the dealer's tray. The dealer checks that exactly four cards are left over, and then places those cards in the front of the dealer's tray.
- There are two steps taken to determine which of the seven hands goes to which player. In the first step, Player/Dealer calls out a number from one to seven, and the Action button is placed on the pile that corresponds to that number. This hand is pushed slightly forward and the preceding hand is turned sideways
- The Player/Dealer then shakes the dice cup containing three dice; however he doesn't yet open the cup. The cup is opened by the house dealer, only after all bets are placed in the betting circles.
- The Player/Dealer's position is always 1, 8 or 15. The dealer counts clockwise from the Player/Dealer's position to locate the seat corresponding to the number on the dice. The pile of cards with the Action button (see #10), will then be placed in front of the player indicated by the dice. The remaining piles will then be distributed clockwise. The Player/Dealer hand is left in front of the dealer and the

dealer button is placed on top of it.

- Each player then arranges his cards into a two-card low and a five-card high hand as described above.
- The dealer does not look at the cards until all players have set their hands in the designated spaces face down. Any hands that are going "house way" will have a "house way" button placed on them.
- The dealer then turns his cards over and sets his hand face up.
- Losing hands should be turned face down and losing wagers should be placed on top. If the player wins one hand and loses the other, this is considered a "push". No money exchanges hands and the cards are placed in the discard holder.

15. Largest Amount of Money in Action:

- If there is more than one player making a wager on a seat, the player with the greatest amount of money at risk will make the decision on how to play the hand.
- However, the seated player has the right to look at and initially set the hand, even though the player with the largest bet has the right to the final decision on the play of the hand.
- If the bets are of equal size, then the seated player in that position will make the decision.
- If the seated player is not involved or isn't one of the players with the equal largest amount of money at risk, then the decision belongs to the player who paid the collection.
- If the collection was split equally among the players, then the player in the front betting position ahead of the other "equal" player will make the decision on the play of the hand.

16. Role of Management:

- Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- Management has no financial interest in the outcome of any hand or wager.
- Management does not stand good for mistakes.
- Management reserves the right to make decisions in the best interest of

the game. Decisions of management are final.

Pai Gow Poker House Way		
Hand	How To Play	Example
No Pair	Put 2 nd & 3 rd highest cards in front.	K♥Q♦ A♠10♥8♠7♠2♣
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♣10♦8♣6♦3♦
Two Pair Big pair is: A's, K's, Q's.	Put small pair in front	8♠8♥ Q♥Q♦9♦7♦3♣
Big pair is: J's, 10's, 9's.	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A♦5♣ 10♣10♦6♥6♠3♣ 8♣8♦ 9♠9♣Q♥7♠3♣
Big pair is: 8's, 7's, 6's.	Put both pairs in back if you can put a King or higher in front, otherwise split.	K♠9♠ 7♠7♣4♥4♦3♠ 4♥4♦ 7♠7♣Q♣9♠3♠
Big pair is: 5's, 4's, 3's.	Put both pairs in back if you can put a Queen or higher in front, otherwise split.	Q♠10♦ 5♠5♦2♠2♦8♥ 2♠2♦ 5♠5♦J♠10♦8♥
Three Pair	Put high pair in front.	10♦10♣ 9♠9♣5♦5♥3♦
Three of a Kind	Put an Ace and next highest card in front.	A♦Q♠

Aces		A♥A♦9♠8♠2♣
Kings and Below	Put three of a kind in back, two other highest cards in front.	Q♦9♠ K♥K♦K♣7♣2♦
Two Sets	Put pair from higher set in front.	K♥K♦ 6♥6♠6♣K♠9♦
Five Aces	Put pair of Aces in front.	A♠Joker A♥A♣A♦8♦3♣

Pai Gow Poker House Way		
Hand	How To Play	Example
Straight or Flush With no pair	Put two highest cards in front that will leave completed hand in back.	8♣7♠ 6♥5♠4♦3♣2♦
With one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back.	K♣Q♥ Q♦J♥10♠9♠8♣ 3♠3♥ A♣K♥Q♥J♦10♣
With two pair	Play according to two pair strategy.	3♣3♥ 6♦6♠5♥4♣2♦
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♣8♥7♦6♠5♣
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♣5♠9♣4♣ A♣A♥ 4♠4♦4♥A♠6♥

<p>Four of a Kind</p> <p>A's, K's, Q's.</p>	<p>Play four of a kind in back if you can put at least a pair in front, otherwise split.</p>	<p>Q♦Q♠</p> <p>Q♥Q♣A♣K♦4♥</p>
<p>J's, 10's, 9's.</p>	<p>Play four of a kind in back if you can put at least a King up front, otherwise split.</p>	<p>K♣J♠</p> <p>10♦10♠10♥10♣7♣</p> <p>10♥10♠</p> <p>10♦10♣8♦3♣2♥</p>
<p>8's, 7's, 6's.</p>	<p>Play four of a kind in back if you can put at least a Queen up front, otherwise split.</p>	<p>Q♦10♣</p> <p>7♠7♦7♥7♣2♦</p> <p>7♠7♦</p> <p>7♥7♣10♠9♠2♦</p>
<p>5's and below</p>	<p>Never split.</p>	<p>K♠Q♦</p> <p>4♠4♦4♥4♣7♦</p>

Pai Gow Poker

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	\$1
	\$101 - \$200	\$2	



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 including the player/dealer position for a total of eight seated positions.

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.

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

Bonus Bet Payout Tables

Hand	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	

Jokers Fully-Wild

Hand	Pays	Envy
7 Card Straight Flush (No Joker)	500 to 1	\$250
7 Card Straight Flush (With Joker)	500 to 1	\$250
5 Aces	250 to 1	\$50
5 of a Kind	200 to 1	\$25
Royal Flush	100 to 1	\$10
Straight Flush	50 to 1	\$5
4 of a Kind	25 to 1	\$5
Full House	5 to 1	
Flush	3 to 1	
Straight	2 to 1	

*If Joker's are wild, use this payout table.



BGC Fortune Pai Gow Poker 1.1

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.
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.



BGC Fortune Pai Gow Poker 1.1

Fortune Pai Gow Poker

Collection Fees

Table Limit	Amonut of Wager	Player's Fee (per spot)	Player/Dealer Fee (per hand)
\$5 - \$200	\$5 - \$100	\$1 per square/wager	\$1
	\$101 - \$300	\$1 per square/wager	\$2
	\$301 - \$500	\$0	\$6
	\$501 +	\$0	\$8

BLACKJACK X



Object of the Game

The object of the game is to play to 31. The Player hopes to be dealt a "Natural" which is the Top Ranked Hand. The Players and the Player Dealer add the numerical value of their initial two-cards and compare them against each other. In the event the Player Dealer is dealt a "Natural" the game stops, and the Hands are compared. If the Player is not dealt a two-card thirty-one (31) then the Player will play to Hard thirty-one and if not, then the Player will try to get as close to twenty-one.

The Player's hand is frozen from receiving an additional Draw card when their hand total is between 22 and 30. After the Draw the Player will lose their original wager with a hand value between 22 and 30 and Win on a value of 31 no matter the value of the Player Dealers hand.

- ♣ A Natural consists of an Ace card and a 10-point card when the first two hands are dealt.
- ♣ A "Blackjack X Ace" 31 consists of a designated "Blackjack X" Ace card and a 10-point card when the first two hands are dealt.
- ♣ All cards have face value. Face cards have a value of 10. Blackjack X Aces have a value of 1 or 11 except when dealt with a 10-Point card on the initial two-card deal then it has a value of 21.
- ♣ If the Player Dealer does not have a Natural the Players will have the option to Double Down, Hit, Split, Surrender, or Stand depending on the value of their hand.
- ♣ The Player must stand on a Natural, and a Hand that totals between 22 and 30. The Player has an option when their hand total is between 2 and 21.
- ♣ Player Dealer must hit soft 17 and stands on Hard 17 or above.

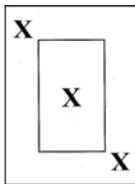
Hand Ranking

1. Natural 31
2. "Blackjack X Ace" 31
3. Hard 31
4. A hand totaling a 21
5. A hand totaling a 20
6. A hand totaling a 19
7. A hand totaling a 18
8. A hand totaling a 17
9. A hand totaling a 16
10. A hand totaling a 15
11. A hand totaling a 14
12. A hand totaling a 13
13. A hand totaling a 12
14. A hand totaling a 11
15. A hand totaling a 10

16. A hand totaling a 9
17. A hand totaling a 8
18. A hand totaling a 7
19. A hand totaling a 6
20. A hand totaling a 5
21. A hand totaling a 4
22. A hand totaling a 3
23. A hand totaling a 2
24. A hand totaling a 22 - 30

Game Rules

A standard deck of cards with no Joker is used in the play of the game. The Deck will contain a total of 52-cards. The game can be played with a minimum of six (6) and a maximum of eight (8) decks. It will be played with one additional "Blackjack X" Ace per six or eight deck shoe. The Blackjack X Ace will have the following image instead on the face of the card instead of the standard ace of spades.



The game plays to 31 which can be achieved either on the initial two-card deal by being dealt a standard Ace card along with a 10-point card or by hitting to 31 while trying to avoid landing on a hand that totals between 22 and 30. The best hand is referred to as a "Natural 31" and is accomplished when the player or player-dealer's initial two (2) card hand consists of a standard ace and a ten (10) point card. The second best hand is a two-card hand that consists of a Blackjack X Ace and a 10 point card. If the player is not dealt a two-card hand of thirty-one (31), the player will try to achieve either a hard thirty-one (31), which is the third best hand, or a hand of twenty-one (21), which is the fourth best hand. Both the Player and the Player-Dealer's hand are frozen from taking additional Hit cards when their hand value is between 22 and 30. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any other total, no matter the value of the Player Dealer hand. The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt a two-card 31. A hard hand is any hand that the minimum value is more than 11. Minimum value means there are aces in the hand and using all the aces as 1 instead of 11's the hand is 12 or more, or it would be any hand that if were to receive another 10 would bust over 22.

A hard 31 would be a hand that the player hits a hard 21 and receives a 10. This is the only way that hand could be achieved.

When both the Player and the Player Dealers hand value is between 22 and 30 they are frozen from taking additional Hit cards. When exceeding twenty-one, the Player will win on Hard (31) and will lose on any total between 22 and 30, no matter the value of the Player Dealer hand.

Rules for the Player Dealer:

- Player Dealer hits on soft seventeen and below.

- Play Dealer stands on Hard seventeen and above.

Rules for the Player:

- The Player has an option on hands that total between 2 and 21.
- The Player must stand on a natural or a hand with a value between 22 and 30.

Game options:

- Odds
 - A Natural 31 will be paid 6:5
 - A Hard 31 will be paid 3:1
 - A "Blackjack X Ace" 31 will be paid 3:2
 - All other winning player hands will be paid 1:1
- Split
 - The Player may split any two cards of equal value.
 - Player may split three times for a total of four hands.
 - Split Aces receive one hit card.
 - The Player may not re-split aces.
 - Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money if not pushed.
- Double Down
 - The Player may receive only one hit card after Doubling Down.
 - The Player may double on any two cards, except a "Natural 31."
 - The player may place a second wager that is less than or equal to the game wager that was originally placed prior to the start of the game, as long as it is within the table limits.
 - The Player may double down after the split.
- Surrender
 - The Player may surrender before the Dealer checks the Player Dealers hole card.
 - The Player may forfeit half their wager when surrendering.
 - Players may only surrender prior to taking a hit.
 - The Player may surrender after the split.
- Insurance
 - Insurance will only be offered when the Player Dealer is showing an Ace card.
 - The Player may put up a bet that totals between 1% and 50% of the initial wager and place it in front of the original wager.
 - The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt a Natural.
 - The Player will be paid 2:1 on their Insurance wager if the Player Dealer has a Natural and lose their initial wager unless the Player was also dealt a Natural.
 - The Player will lose their Insurance wager if the Player Dealer does not have Natural and play out their original wager.
 - Insurance wager is compared against the Player Dealers after the initial wager.

Dealer Procedures

1. The Cards will be shuffled before being placed into a shoe or random shuffling machine. The Dealer will begin the game by burning a card.

2. The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.
3. The Dealer will ask for bets.
4. Once the Player / Dealer position is filled then at least one Player must place a wager to start the game.
5. The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, the first card face up and the second card face down.
 - a. At this point the Player will be offer the Option to surrender unless the Player Dealers up Card is an Ace then the Player will be offered the Option to take Insurance as well.
 - b. In the event the Player Dealer is dealt a "Natural," the game stops, there is no Draw and the hands are compared. A Natural beats all hands. The Player and the Player Dealer ties on all Naturals.
6. The Players will have the opportunity to act on their hand.
 - a. After the Draw, if the Player totals 31 they will win their original wager provided the Dealer is not dealt a natural.
 - b. The Player loses on a hand with a value between 22 and 30.
 - c. The player wins if their hand total is closer to thirty-one without totaling a hand between 22 and 30. The Player loses if the Player Dealer is closer. If both the Player and the Player Dealer are dealt a Hand of equal value then the wager is a push.
7. Once the Dealer's hand is concluded the round is over.
8. The Dealer will then compare the bets placed by the Player who is occupying the House position to see if the Player wins, loses, or ties and completes the payoffs. If the Player wins the Dealer will pay the Player with monies from the Player occupying the Player Dealer position.

Buster Blackjack



US Patent 6,845,981

Rules of Play

Buster Blackjack features a bonus 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” bonus 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 by the player-dealer.

The Buster bonus 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 bonus bets lose and will be collected by the player-dealer. If the dealer busts, all Buster bonus bets are paid by the player-dealer, according to the below pay tables. The payoff odds vary with the number of cards in the dealer’s busted hand.

There is no additional collection fee for placing a Buster bonus bet.

The Buster bonus bet may be less than or equal to but may not exceed the mandatory blackjack bet.

Note that if all players have a blackjack, as long as there are Buster bonus 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	Pay Table
3	1
4	3
5	6
6	30
7	100
8	250

Aces Bonus Bet

Each player has the option of placing a wager from \$1 to \$50 on the designated Aces Bonus spot located next to each player's position on the gaming felt layout. The Aces Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be a circle in front of the buster bonus bet labeled "Aces Bonus". A player may place an Aces Bonus Bet prior to the initial deal whether or not he or she has placed a base game wager. Seated players as well as backline bettors may place an Aces Bonus Bet wager. The Aces Bonus Bet wager shall be a minimum of \$1 to a maximum of \$50. A Blackjack X Ace shall act as an Ace of Spades. An Aces Bonus Bet remains in action regardless of whether the player wins or loses during the game. The player-dealer must always complete their hand as long as there are bonus bets in play. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players. Winning Aces Bonus Bet wagers shall be paid according to the table, as shown below. This pay table shall be posted on the Blackjack table and visible for every player at the table.

Aces Bonus Bet Pay Table

Qualifying Hand	\$1- \$4 bet	\$5- \$50 bet
Split Aces and get the same suit Ace dealt with that suit	5000 for 1	5000 for 1
777 suited- first three cards dealt	5000 for 1	5000 for 1
Split Aces and get two Aces	1000 for 1	1000 for 1
777 – first three cards dealt	100 for 1	200 for 1
Suited Aces- first two cards dealt	50 for 1	100 for 1
Any Three of a Kind – first three cards dealt	20 for 1	50 for 1
678 – first three cards dealt	10 for 1	25 for 1
Pair of Aces – first two cards dealt	10 for 1	10 for 1
Suited Pair – first two cards dealt	5 for 1	5 for 1
Suited face cards – first two cards dealt	N/A	5 for 1
First card is an Ace	N/A	1 for 1

Schedule Option 1

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
\$5 - \$10	\$5 - \$100	\$1.00	\$0.00
	\$101 - \$200	\$2.00	
	\$201 - \$300	\$3.00	
	\$301 - \$600	\$5.00	
	\$601 +	\$8.00	

Schedule Option 2

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
\$25	\$25 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$2.00	
	\$301 - \$600	\$6.00	
	\$601 - \$1,000	\$10.00	
	\$1,001 +	\$15.00	

Schedule Option 3

Table Limit	Total Table Action	Player-Dealer Collection Rate	Player Collection Rate
\$1	\$10 - \$50	\$0.50	\$0.00
	\$51 - \$100	\$1.00	
	\$101 - \$150	\$2.00	
	\$151 - \$200	\$3.00	
	\$201 +	\$5.00	



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:

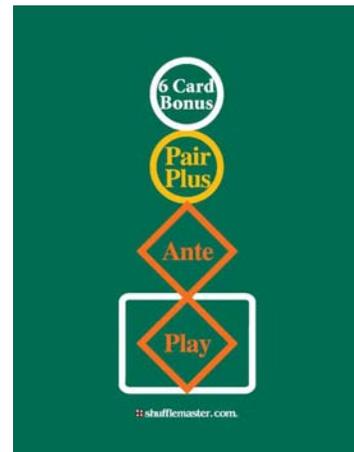
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”; and
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

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 did NOT qualify, The Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the wager shall be a push and returned to the player.
 - 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 beginning with the player to the left of the player-dealer and continuing 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. Pair Plus wager must be a minimum of \$5 and a maximum of \$200.
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. The 6 Card Bonus wager may be less than, equal to, or greater than the base game wager. However, the 6 Card Bonus wager cannot exceed the table limit.
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:

TCB-6B4	
5- Card Hand	Payoff
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	50:1
Full House	25:1
Flush	20:1
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.
- Boxed Card** A card that is turned face up in the deck.
- Cut** Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
- Cut Card** A card used to determine the location of the cut.
- Fold** The player option to surrender his/her ante, rather than continue the game.
- Hand** A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
- Play** An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.



- Qualifier** A specific set of card(s) that a player and/or the player-dealer must have to play.
- Round of Play** One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
- Seated-positions** The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
- Suit** One of the four categories of cards: club, diamond, heart, or spade.

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. The collection fees must be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, 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 modified game of Three Card Poker are as shown below:

Schedule Options	Table Limit	Player Wager	Player-Dealer Fee (per hand)	Player Fee
1	\$5 - \$600	\$5 - \$100	\$1.00	\$0
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	
2	\$5 - \$600	\$5 - \$50	\$0.50	\$0
		\$51 - \$100	\$1.00	
		\$101 - \$300	\$3.00	
		\$301 - \$500	\$6.00	
		\$501 +	\$8.00	



Commission-Free



Baccarat

Commission-Free Baccarat

SUMMARY OF GAME

The object of the game is to assemble two hands with a point value as close to nine as possible. Aces have a value of 1, picture cards have a value of 10, all other cards have their face value. A hand with cards whose sum is ten or higher is ranked with the tens (10s) digit ignored. For example, a hand totaling 18 would be valued simply as 8.

The casino dealer deals two hands of 2 cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down. Players have the option to bet on the player's hand, the player-dealer's hand, or tie bet. In addition, if a player placed a wager on the player line or the banker line, that player may place a wager on the Player Dragon Bonus Bet or the Banker Dragon Bonus Bet

Game Rules

1. The object of the game is to form a hand that equals 9 or as close to it as possible
2. The game is played with eight decks of 52 standard cards. There are no Jokers.
3. The game may be played on either a standard baccarat table which accommodates up to eight seated positions or a batwing table that accommodates up to fourteen seated positions.
4. Cards between 2 and 9 have face value.
5. Picture cards and 10's are counted as 0.
6. Aces have a value of 1.
7. Prior to the deal, all players must place a wager in accordance with table limits.
8. Players have the following options when placing their bet:
 - a. Player line which pays 1 to 1 on all wins
 - b. Banker line which pays 1 to 1 on all wins except 6 which will receive half-pay (1 to 2)
 - c. Tie line which pays 9 to 1 on all push (tie) hands
9. The hand to the right of the casino dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face down.
10. The hand to the left of the casino dealer is a community hand that belongs to those that placed a bet on the banker line. The banker's is dealt face down.
11. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
12. *Game Rules For The Player Hand:*
 - a. The player hand must stand when the cards dealt are valued between 6 and 9.
 - b. The player hand must hit when the cards dealt are valued between 0 and 5.

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13. The dealer will then deal the player-dealer's final card to determine the final value of the player-dealer hand.

14. *Game Rules for the Player-dealer Hand:*

- a. If the player stands, then the banker hits on a total of 5 or less and stands on a total of 6 or more.
- b. If the player hits then the banker hits using the following rules:
 - i. If the banks total is 3 then the bank draws a third card unless the players third card was an 8.
 - ii. If the banks total is 4 then the bank draws a third card unless the players third card was a 0, 1, 8, or 9.
 - iii. If the banks total is 5 then the bank draws a third card if the players third card was 4, 5, 6, or 7.
 - iv. If the banks total is 6 then the bank draws a third card if the players third card was a 6 or 7.
- c. This chart also shows if the banker hits (H) or stands (S) according to the rules above:

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

15. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

16. *Natural 8 and 9:* When the first two cards of the player or banker's hand has a value of 8 or 9, the other hand will not be allowed to draw.

17. *Determining Outcomes:*

- a. If the player hand is closer to nine, then the player wagers win.
- b. If the banker hand is closer to nine then the banker wagers win. If the banker hand wins with a total of 6 it will only receive half pay on its wager (1:2).
- c. If the player and banker hands are a tie, then the player-dealer will lose all ties to any player that made a tie wager.
- d. All ties are a push for player wagers and banker wagers.
- e. The player-dealer shall pay all winning Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of four (4) points or greater or if the player's hand is a 'Natural' and the hand wins.
- f. The player-dealer shall collect all losing Player Dragon Bonus Bet wagers made by players when the player's hand beats the banker's hand by a spread of three (3) points or less, loses to the banker's hand, or the player

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- and the banker hands are of the same value (tie) but the hands are not 'Naturals.'
- g. The player-dealer shall pay all winning Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of four (4) points or greater or if the banker's hand is a 'Natural' and the hand wins.
 - h. The player-dealer shall collect all losing Banker Dragon Bonus Bet wagers made by players when the banker's hand beats the player's hand by a spread of three (3) points or less, loses to the player's hand, or the banker and the player hands are of the same value (tie) but the hands are not 'Naturals.'
18. Backline betting is allowed. Each seat has betting circles for the player line, banker line, and tie bets.
19. Wagers will be settled in a clockwise manner, starting with the player to the left of the player-dealer position, in the following order: all player line wagers, then all banker line wagers, then all tie bet wagers, then all Dragon Bonus Bet wagers.
20. All bets for the base game and tie bet must be between the minimum and maximum table limit.

Player-dealer and Deal

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in player-dealer position may not act as player-dealer position more than two consecutive hands or rounds of play. There must be an intervening player-dealer so that a single player cannot repeatedly act as the player-dealer within the meaning of *Oliver v. County of Los Angeles*, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a player-dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

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.

Dragon Bonus Bet

Dragon Bonus Bet

Each player wagering in the base game of Baccarat has the option of placing a wager within table limits on the designated DB (Dragon Bonus) spot located next to each player's position on the gaming felt layout. The Dragon Bonus Bet may award a bonus payout to the player(s) who receives a hand that meets the requirements, as described below. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Banker Dragon Bonus."

Players have two ways to win:

1. If the hand the wager on (Player or Banker) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Banker Dragon Bonus Bet circle, or both.
4. The Dragon Bonus Bet may less than or equal to the base game wager. However, the bonus bet may not exceed the base game wager or the table limit.
5. There is no collection for the DB bet.
6. The player-dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. 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 will be returned to the players.

DRAGON BONUS PAY TABLE

Payable	
Win by 9 points*	30 to 1
Win by 8 points*	10 to 1
Win by 7 points*	6 to 1
Win by 6 points*	4 to 1
Win by 5 points*	2 to 1
Win by 4 points*	1 to 1
Natural winner	1 to 1
Natural ties	PUSH
* Non-naturals	

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i. Banker 6 bonus bet

- For each seated position, there shall be a specifically designated area for the placement of a separate wager- the Banker 6 bonus bet. A Banker 6 bonus bet may be wagered by any player placing a wager on either the Player or Banker base bet.
- Seated players as well as back-line bettors may place a Banker 6 bonus bet.
- The Banker 6 bonus bet may be less than, equal to , or greater than the player line or banker line wager. However, the Banker 6 bonus bet must be within the minimum and maximum table limits.
- The Banker 6 bonus bet pays out when the banker hand wins with a total value of 6. Additionally, the payout takes into account whether the Banker’s hand contains 2 or 3 cards.
- There is no collection fee taken for placing a Banker 6 bonus bet.
- The player-dealer shall pay all winning Banker 6 bonus bets and shall collect all losing Banker 6 bonus bets 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.
- Winning Banker 6 bonus bets shall be paid according to the pay table below. Selected payout schedule will be posted on the table and will not be changed with out 24 hour notice.

Schedule 2

Hand Result	Payout
Banker win with a 2 card hand value of 6	10 to 1
Banker win with a 3 card hand value of 6	30 to 1
Any other result	LOSE

Collection Fees

The collection fees shall be taken per hand from the player-dealer position and per player line, banker line, and tie bet line wager from each player, prior to cards being dealt or any round of play being conducted.

Schedule Option	Table Limit	Total Bet	Player-dealer Collection Rate	Player Collection Rate
1	\$5 - \$200	\$5 - \$300	\$1.00	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	

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2	\$5 - \$200	\$5 - \$300	\$1.00	\$0.00
		\$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	\$0.00
		\$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	\$0.00
		\$301 - \$600	\$3.00	
		\$601 - \$1,000	\$6.00	
		\$1,001 - \$2,000	\$10.00	
		\$2,001 +	\$20.00	
5	\$25 - \$200	\$25 - \$300	\$1.00	\$0.00
		\$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	\$0.00
		\$301 - \$600	\$5.00	
		\$601 - \$1,000	\$9.00	
		\$1,001 - \$2,000	\$15.00	
		\$2,001 +	\$25.00	

EZ BACCARAT

EZ BACCARAT™



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EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

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

Method used to Determine Action and Distribution of Cards

The game utilizes an action button to determine which player receives first action on their wager. The second card dealt to the banker line determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left to right, respectively represent the other numbers. 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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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 10 for 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.

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

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

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

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

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

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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 10 for 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.

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Collection Fee Schedule: How and When are House Fees Collected

For **schedule options 1 through 6**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the Player line, Banker line, Tie, and Dragon 7 at the table, prior to cards being dealt or any round of play being conducted. There shall be no collection fee for players when placing a wager on the Player line, Banker line, the Tie, or the Dragon 7. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedules for the game of EZ Baccarat are as shown below:

Schedule Option	Table Limit	Total Bet	Player-dealer Fee	Player Fee	Jackpot Fee
1	\$5- \$1,000	\$5 - \$300	\$1.00	\$0.00	N/A
		\$301 - \$600	\$3.00		
		\$601 - \$1,000	\$6.00		
		\$1,001 - \$2,000	\$10.00		
		\$2,001 +	\$20.00		
2	\$5-\$1,000	\$5 - \$300	\$1.00	\$0.00	N/A
		\$301 - \$600	\$4.00		
		\$601 - \$1,000	\$8.00		
		\$1,001 - \$2,000	\$15.00		
		\$2,001 +	\$25.00		
3	\$5-\$1,000	\$5 - \$300	\$2.00	\$0.00	N/A
		\$301 - \$600	\$5.00		
		\$601 - \$1,000	\$9.00		
		\$1,001 - \$2,000	\$15.00		
		\$2,001 +	\$25.00		
4	\$25-\$1,000	\$25 - \$300	\$1.00	\$0.00	N/A
		\$301 - \$600	\$3.00		
		\$601 - \$1,000	\$6.00		
		\$1,001 - \$2,000	\$10.00		
		\$2,001 +	\$20.00		
5	\$25-\$1,000	\$25 - \$300	\$1.00	\$0.00	N/A
		\$301 - \$600	\$4.00		
		\$601 - \$1,000	\$8.00		
		\$1,001 - \$2,000	\$15.00		
		\$2,001 +	\$25.00		

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6	\$25-\$1,000	\$25 - \$300	\$2.00	\$0.00	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.

EZ Baccarat table with EZ TRAK Baccarat Edition system.

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

Key Features

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