

RULES FOR PAI GOW POKER

- 1) The Bicycle Club Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against The Bicycle Club Casino.
- 2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is NO MAXIMUM on Player/Dealer wagers.
- 7) "Kum-Kum" bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 10) All action goes clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid off in chips.
- 12) The player who controls the seat is the only active player for that position but the player with the most money in action will handle the cards.
- 13) A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will receive no action.
- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
- 17) In the Player/Dealer position, the largest wagering action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active Player/Dealer may designate any person to shake the dice, except a Bicycle Club Casino employee on duty. Each player may not shake the dice more than two times consecutively.
- 19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #35).
- 21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
- 22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option of being the Player/Dealer on his spot. If there was no wager the previous hand, no one may be the Player/Dealer on that spot. (Except No-Limit tables.)
- 25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
- 26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) Any player removing a losing bet may be barred and/or subject to prosecution.
- 28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers), if the correct amount of the wager cannot be determined.
- 29) A player has a FOUL hand if:
 - (a) The two-card hand is stronger than the five-card behind hand, or
 - (b) The player does not have exactly two cards in the front hand, or
 - (c) The player does not have exactly five cards in the back hand.
- 30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".

RULES FOR PAI GOW POKER

- 31) A player may see one hand only, regardless of the number of hands on which he has wagered.
- 32) The Joker may be used as an Ace or to complete a Straight or as the highest unmatched card in a Flush.
- 33) A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
- 34) A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
- 35) Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
- 36) No wager can be removed until all hands are opened.
- 37) Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
- 38) The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
- 39) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 40) If it is discovered that the House Supervisor did not show all options to the Player/Dealer, the hand will be reset the "House Way" before the third hand is exposed.
- 41) New set-ups may be requested after two rounds.
- 42) Player/Dealer may ask the House Supervisor for an extra shuffle.
- 43) Only the Player/Dealer may request a change of deck.
- 44) When two identical cards are turned up, the hand will be declared a misdeal.
- 45) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
- 46) Management reserves the right to make decisions which are in the interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

THE BICYCLE CASINO

7301 Eastern Ave., Bell Gardens, CA 90201
(562) 806-4646 ♦ www.thebicyclecasino.com

Rules

Pai Gow Poker



THE BICYCLE CASINO

OBJECT OF THE GAME

To win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional Poker hands.

THE DECK

Pai Gow Poker is played with a total of 53 cards consisting of 52 cards and the Joker. There are two different versions of Pai Gow Poker. First is when the Joker is wild. Second is when the Joker may be used only as an Ace or to complete a Straight or Flush. In the first version, if the two card hand (front) consists of a "joker", it will automatically play as a "pair".

HOW THE GAME IS PLAYED

The card game is dealt on a Poker style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer. As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive action from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table limits. As a Player/Dealer, you must bet at least the table minimum, however, there is no maximum limit.

At this time, a time collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8, or 15.

THE OPENING OF THE DICE CUP (revealing the total of the dice) signifies the BEGINNING OF THE HAND. The House Supervisor will announce "no more bets," then lift the cup and read aloud the total on the dice. Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are

set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win, both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands". If both hands rank lower than both of the Player/ Dealer's hands, the player loses to the Player/ Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand, he cannot win or lose any more money. No other wagers, win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the time collection. This button must be used on the very next hand by the same player.

When all transactions are completed, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

BACKLINE WAGERS

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2 or 3 locations will pay equal time collections before each hand is played.

TRADITIONAL POKER BANKING HANDS

- 1) 5 Aces
- 2) Royal Flush
- 3) Straight Flush
- 4) Four of a Kind
- 5) Full House
- 6) Flush
- 7) Straight
- 8) Three of a Kind
- 9) Two Pair
- 10) One Pair
- 11) High Card (Ace High)

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Pai Gow Poker



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RULES FOR PAI GOW TILES

- 27) Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. Upon reaching that hand on the pay-off (after the Player/Dealer's hand is opened and set), the "House Way" hand will be opened and set per "House Way" guidelines.
- 28) No wager can be removed until all hands are opened and settled.
- 29) Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
- 30) The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.
- 31) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
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Rules

Pai Gow Tiles



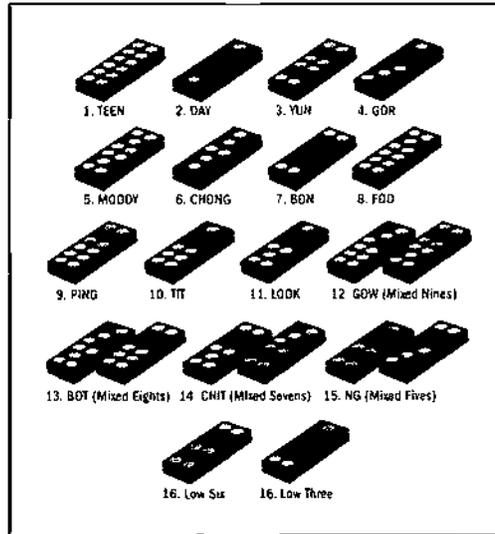
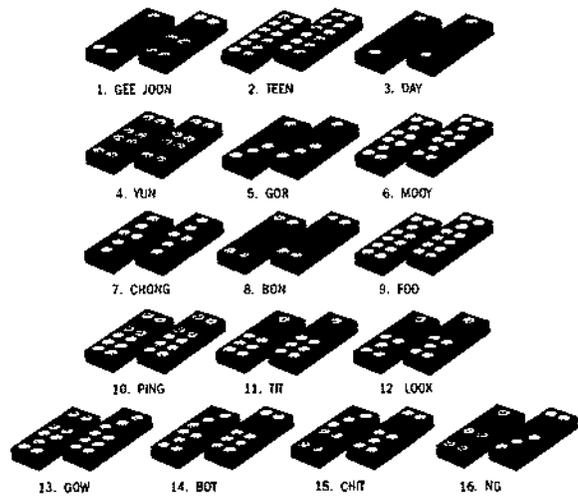
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- 5) Any amount over the maximum table limit will receive no action.
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- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
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- 13) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision and is the only one allowed to handle the tiles. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 14) In the Player/Dealer position, the active player makes the final decision on any disagreement on the play of the hand.
- 15) The active Player/Dealer may designate any person to shake the dice. Each player may not shake the dice more than two times consecutively.
- 16) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: Possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 17) The Player/Dealer's hand will not be opened until all hands have been set.
- 18) All players must put the entire wager in the betting circle(s) before the dice are released by the House Supervisor. Only money in the betting circle plays. Stating "money covers" or other call bets is NOT acceptable. In the Player/Dealer's position "Buying hand(s)" is NOT acceptable at any time.
- 19) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager to the extent that it affects the play of his hand.
- 20) No side bets or proposition bets are allowed.
- 21) The active player has the first option of being the Player/Dealer on his seat. If the active player refuses to be the Player/Dealer, then anyone can be the Player/Dealer on that seat, whether there was a wager on the previous hand or not.
- 22) Any attempts to switch, pass, and/or hold out tiles will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 23) Any player removing a losing bet may be barred and/or subject to prosecution.
- 24) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money cover), if the correct amount of the wager cannot be determined.
- 25) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way".
- 26) A player may see one hand only, regardless of the number of hands on which he has wagered.

PAI GOW RANKING CHART

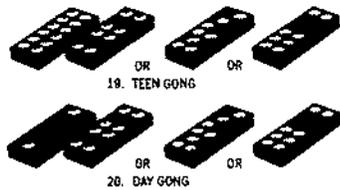
BO



WONG

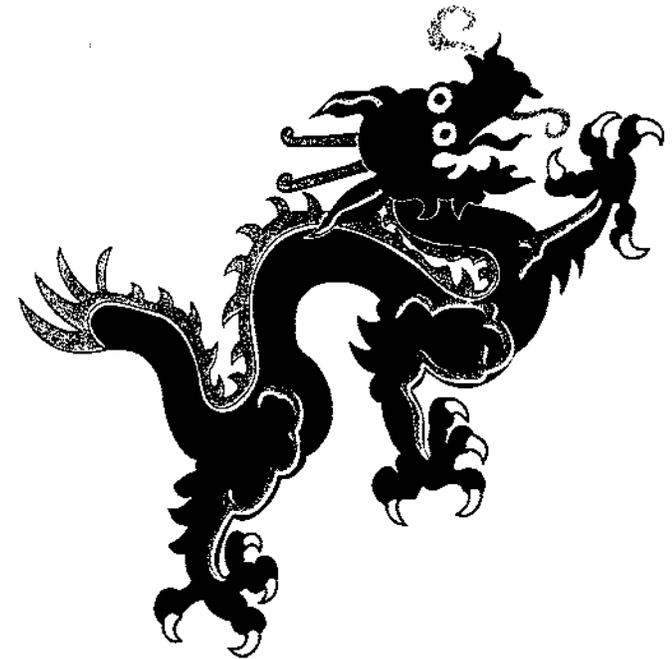


GONG



Basics

Pai Gow Tiles



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THE GAME

The game of Pai Gow Tiles which originated in Ancient China, is played in most oriental countries. "Pai Gow" is a game of Chinese dominoes. Literally translated, it means "Cards-Nine". The game is played with dominoes and is the forerunner of American dominoes.

There are 32 dominoes used in Pai Gow which are mixed or shuffled by the House Supervisor. The dominoes are placed in eight (8) stacks of four (4) each. The Player/Dealer and up to seven (7) players are dealt one stack (four dominoes). The object of the game is to set the dominoes into two hands (front and back, two dominoes per hand) for the best "ranking" combination. If they are lower, the Player/Dealer wins. When the Player/Dealer and players have the same ranking combinations, the Player/Dealer is the winner.

RANKING COMBINATIONS

It is necessary to memorize or refer to the chart for the first sixteen (16) rankings. The highest is the "Supreme" combinations, which is called, in Chinese "Jee Joon" - domino three (red 1, white 2) and domino six (white 2, red 4). The second through the sixteenth rankings are pairs or "Bo". The pairs do not follow a number sequence from highest to lowest or vice versa. The pairs are actually symbols to the Chinese. For example, the second highest ranking is the pair of twelves called "Double

Heaven". The third ranking is the pair of twos called "Double Earth". The fourth ranking is the pair of red eights or "Double People", etc. (See chart).

The thirteenth to sixteenth ranking pairs are not identical dominoes; they are known as mixed (chop) pairs.

After the pair rankings, the best combinations are the "Wong" (King) which is the twelve (Heaven) and any nine. This ranking followed by the dominoes two (Earth) and the nine. Next is the "Gong" (Steel) which is the twelve (Heaven) and any eight followed by the two (Earth) and any eight.

When Bo (pairs) Wong, or Gong combinations cannot be made, the next combinations are ranked from nine to zero. These are the most common rankings and they represent the basis of the game of Pai Gow (Cards - Nine). For example, the two dominoes 10 and 9 make a 9. The 11 and 4 make a 5. The 11 and 9 make a zero.

With the four dominoes you are dealt, you make two combinations which will both total closest to nine. The object in setting both combinations is to have them both higher than the two combinations of the hand you are playing against.

When the same player and Player/Dealer have two dominoes totalling the same number, the combinations with the higher "single ranking" is the winner.

THE DEAL

The unique feature about Pai Gow Tiles is that the Player/Dealer is rotated counter-clockwise among the players and House Supervisor after each game; that is, each player has the opportunity to deal against other players. The Player/Dealer can win, lose or push on each of the players' individual bets. A Player/Dealer cannot win or lose more than he wagers. A Player/Dealer may "pass" the deal onto the next player if he does not wish to be the Player/Dealer.

After the bets are placed, the Player/Dealer casts three (3) dice which determine which player will receive the first stack of dominoes. The players will rank their dominoes and set the two combinations side by side in front of their bets. The Player/Dealer will show his hand first, and the House Supervisor will then open the hands of the players to determine the losers and winners. Amounts lost by players are collected in the center of the table by the House Supervisor. The winning bets are paid off with the Player/Dealer's money.

WILD DOMINOES

The 3 and 6 dominoes that make the "Supreme" combinations (Jee Joon) are "Wild Dominoes". The 3 can be used as a 3 or 6. The 6 can be used as a 6 or 3. For example, dominoes 6 and 4 make zero; however, this 6 can be used as a 3, which makes 7, and is a better combination.



GAME RULES

- ❖ Players may not exchange or communicate any information about their hands.
Any violation of this rule will result in a dead hand and forfeiture of ante and bet.
- ❖ All pay-offs will pay to the extent that money covers.
- ❖ The Player/Dealer position must pay an additional dollar per hand for the jackpot drop.
The Player/Dealer's hand must have an Ace/King (an Ace and a King) or higher to qualify.
If the Player/Dealer's hand does not qualify:
- ❖ The Player wins the ante bet even if the Player's hand has lower ranking than the Player/Dealer's hand.
If the Player/Dealer's hand qualifies:
Then each Player's hand must be compared against the Player/Dealer's hand.
- ❖ If the Player/Dealer's hand is higher in ranking than the Player's hand, the Player loses both the ante and the call bet.
- ❖ If the Player/Dealer's hand is lower in ranking than the Player's hand, the Player is paid even money on the ante bet and a bonus on the call bet according to the bonus pay schedule.
- ❖ If both the Player and the Player/Dealer's hand have the same ranking (identical) the hand is a tie and no action is taken (Push)

HOW TO PLAY

- ✓ A standard 52-card deck is used. (No joker)
- ✓ The game is played on an 8-spot (seats) table. Each player has the option to be the Player/Dealer, for a maximum of two hands, starting from seat #1.
- ✓ There is no draw or discard for all hands.
- ✓ Poker ranking is used for hand comparisons.

- ✓ All Players' hands are compared with the Player/Dealer's hand.
- ✓ Each player will receive 5 cards starting from seat #1 in rotation.
- ✓ Player/Dealer's top card will be turned face up.
- ✓ The Player/Dealer's bottom card determines where the action button will be placed. For example, if the card is an Ace, then the action starts on seat #1. (All counting is done clockwise from seat #1 to seat #8 and back to seat #1)
- ✓ Each Player's hands are revealed starting from the action button, and compared with the Player/Dealer's hand.

ANTE

- ✓ Each player makes an opening bet (ante) and pays the collection fee posted on the table prior to receiving five cards.
- ✓ Each player will have two options:

CALL

- ✓ If the Player decides to play, he/she may call by placing a wager twice as much as the ante in the bet circle.
- ✓ All call bets must be twice the ante.

SURRENDER

- ✓ Player may surrender their ante if he/she doesn't want to play.
- ✓ Players who surrender will lose their ante bets automatically.

HOUSE WAY

Less than Ace/King high, surrender.
Ace/King high and above, "call".

BACKLINE BETS

- ✓ Each Player's position has circles numbered 1, 2, and 3. The number 1 refers to the Player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on.
- ✓ If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 and 3 locations will pay equal table fee collection before each hand is played.

BETTING LIMIT

Each table has a table tag defining the table limit and collection rate (e.g., in a \$5-\$50 limit table a Player may wager from \$5 minimum to \$50 maximum per betting (ante bet) circle--and pay a 50¢ collection).

A Player must bet within the table limit.

There is no maximum for the Player/Dealer.

BET WAGER BONUS SCHEDULE

Royal Flush	10 to 1
Straight Flush	9 to 1
Four of a Kind	8 to 1
Full House	7 to 1
Flush	6 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
One Pair (or Less)	1 to 1

ROYAL FLUSH JACKPOT*

Flush or less beaten by a Royal Flush.

The distribution of Jackpot in the player position: Player with the Royal Flush receives 60%. The Player/Dealer receives 20%. Players involved (who paid collection when the jackpot occurred) receive 20% to be divided equally.

The distribution of Jackpot in the Player/Dealer position: Player/Dealer with the Royal Flush receives 60%. Players involved (who paid collection when the jackpot occurred) receive 40% to be divided equally.

PROGRESSIVE JACKPOT*

Full house beaten by a higher full house or better. This jackpot is rewarded only if the hand occurs between a Player and the Player/Dealer position.

The distribution of the progressive jackpot: 60% to the losing hand. 20% to the winning hand. 20% to be divided by all players involved (who paid collection when the jackpot occurred).

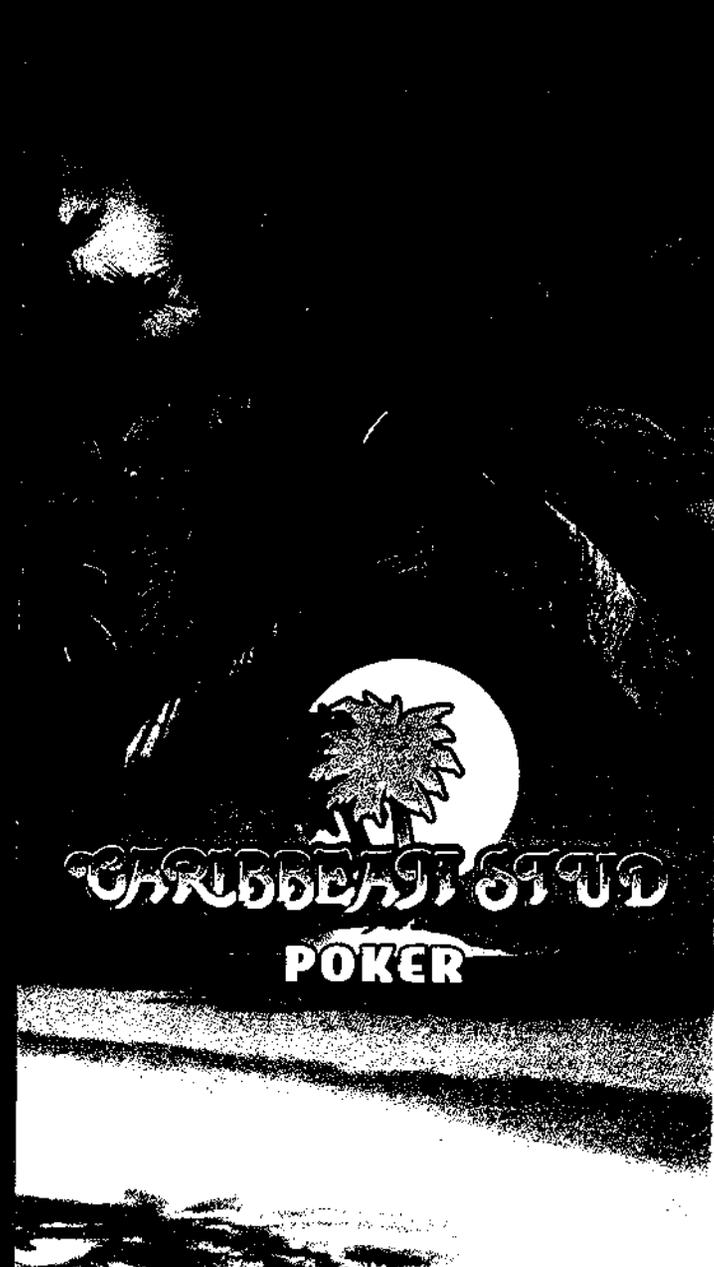
*All jackpot payouts are from posted amount.

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The Bicycle Casino reserves the right to cancel or modify this promotion at its sole discretion. All promotions and jackpots: no purchase necessary.

CARIBBEAN STUD



has one of these hands, it is a "push" between these two players and they each collect from the other players except a Dragon Hand in the Asian Version (Asian Version wins 13 points, outranking all other bonus hands).

Automatic Win Hands must be declared before the hands are open otherwise the hands will play the way the player sets.

Note: If you have an Automatic Win Hand, the player does not need to set the hands. He just places his stack of cards down on the table. This will indicate the Automatic Win.

IMPROPERLY SET HANDS

A hand is set improperly in each of the following situations:

- Any part of the three segment hands has the wrong number of cards.
- Any part of the three segment hands are set out of ranking order.
- Any player that sets his or her hand improperly must pay 4 points to all of the other players in both versions.
- If one or more player(s) set the hand "Foul", all Bonus hands (if there is any) will count against the player(s) who set the foul hand including Super Bonus Hands.

MISDEALS

A misdeal can occur in the following situations:

- A dealer has exposed five or more cards of one player's hand.
- Any one hand is dealt the wrong number of cards.

BUY-IN

The buy-in for any game is 20 times the value of one point in chips.

PAY-OFFS

- In an all-in situation, pay-offs start clockwise from the button.
- You can only win up to the amount of money in your stack at the start of the hand.
- Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands.

CLOCK OPTION

- Management reserves the right to introduce the clock option at their discretion.
- Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

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Chinese Poker

13 Card Poker



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HOW THE GAME IS PLAYED

- Each player receives 13 cards.
- The hand must be arranged with 3 cards in front, 5 cards in the middle and 5 cards in back. The back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. Please note that Straights and Flushes do not count in the three card hand. An exception to this is in an automatic win.
- Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game.
- Hands are then compared with the other player's hands. The player with the higher ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with the higher ranking back hand wins 1 point.
- A hand is dealt to all four seats regardless of the number of players at the table.
- An A, 2, 3, 4, 5 straight is always the lowest Straight possible.

COLLECTIONS

Game Limit	Collection Per Player
\$5	\$1 per hand
\$10	\$1 per hand
\$20	\$20 per hour
\$25	\$25 per hour
\$50	\$30 per hour
\$100	\$40 per hour
Above \$100	\$50 per hour

Game limits not listed will be collected at the next highest level.

BICYCLE CLUB CASINO VERSION (Scoring Rules)

- If your 3 part hand out ranks your opponent's hand, 2 out of 3, you win 2 points. In other words, you receive one point for your net segment wins and one additional point for a majority of wins, i.e., out of the three segments of your hand you win two out of the three. You would win two points, minus one point (the one your opponent won) plus one point for a majority of segments thereby, winning two points total.
- If your 3 part hand out ranks the opponent's 3 out of 3, you get 4 points. You win three points (your net win), one point for each of the segment wins minus zero points (your opponent didn't win any) plus one point for the majority of segments won, totalling four points.

ASIAN & MANDARIN VERSIONS WITH BONUS HANDS

Bonus points are used in the Asian/Mandarin Version of this game which uses a 3 point scoring system.

Bonus points hands in the back hand:

- Straight Flush in the back is worth 5 points extra.
- Four-of-a-Kind in back is worth 4 points extra.

Bonus points hands in the middle hand:

- Straight Flush in the middle is worth 10 points extra.
- Four-of-a-Kind in the middle is worth 8 points extra.
- Full House in the middle is worth 2 points extra.

Bonus points hands in the front hand:

- Trips in the front is worth 3 points extra.
- Example: If you beat your opponent 2 out of 3 and you have a Straight Flush in the back, you win 6 points. If you beat your opponent 3 out of 3 and you have a Straight Flush in the back, you win 9 points in the Asian Version and 11 points in the Mandarin Version.*
- The Dragon Hand (Ace through King of any suit) is worth 13 points. This hand beats all other Automatic Win hands.

- If you win 3 out of 3 without a Bonus hand, you win 4 points in the Asian Version and 6 points in the Mandarin Version.

SUPER BONUS

- If your hand out-ranks the other 3 opponent's hands 3 out of 3 (front, middle and back), you win 7 points in the Asian Version and 12 points in the Mandarin Version.
- When the game is 3-handed, if your hand out ranks the other 2 opponent's hands 3 out of 3 (front, middle and back), you win 9 points in the Mandarin Version only.

AUTOMATIC WIN

The Automatic Win hands are always in play.

- The Dragon Hand (Ace through King of any suit) is worth 4 points in the BCC Version. This hand beats all other Automatic Win hands.
- Any 13 card hand that has 6 pairs. Player will win 4 points. Note that Four-of-a-Kind can be counted as 2 pairs.
- Any 13 card hand that has suited cards in all 3 parts = 4 points.
- Any 13 card hand that has Straights in all 3 parts = 4 points.
- A Straight Flush can be used as a Straight or a Flush for bonus hands.
- In the Asian Version, a player has the option of not using a Automatic Win Hand.
- If someone declares an Automatic Win, the payoff starts left from the Dealer's Button.
- Any player that has any one of these hands will collect 4 points from each player in both the Asian Version (except the Dragon Hand in the Asian Version which is worth 13 points) and BCC version. If more than one player

RULES FOR SUPER PAN 9

- 32) When the Player/Dealer's three-card hand totals a 3 or less, the House Supervisor will automatically draw a card. When the Player/Dealer's three-card hand totals 7, 8 or 9, the hand stands.
- 33) When the player's three-card hand totals a 3 or less and he does not draw a card, he will first be given a verbal warning. If repeated, the player may be dealt out.
- 34) A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the House Supervisor deals a card off the table, the card is dead and player will receive the next card.
- 35) No wager can be removed until all hands are opened.
- 36) All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the Player/Dealer has acted on his hand and before the player's hands are read. (Note: an exposed card is defined as one that lands face up on the table.)
- 37) The Player/Dealer's hand is not set until he has signified his final decision in an obvious manner to the House Supervisor.
- 38) A misdeal will be declared if:
 - (a) It has been determined before the deal is complete, that cards have gone to the wrong spot.
 - (b) If the Player/Dealer has the wrong number of cards.
 - (c) If the House Way hand has the wrong number of cards.
- 39) A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
- 40) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing

one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the "card" or "no card" position. The House Supervisor will check with each player in turn.

- 41) If a player is passed over without protecting his right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- 42) When a player requests assistance on the play of a hand by the House Supervisor, a "House Way" button will be placed in that position. In turn, the House Supervisor will play the hand according to the Bicycle Club Casino Guidelines:
 - Draw on five (5) or less
 - Stand on six (6) or moreAfter the Player/Dealer's hand has been opened and set, the "House Way" hand will be opened and checked in turn. Any "House Way" hand incorrectly played by the House Supervisor will be reset by Management.
- 43) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

THE BICYCLE CASINO

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Rules

Super Pan 9



THE BICYCLE CASINO

RULES FOR SUPER PAN 9

- 1) The Bicycle Club Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against, or makes a wager against, the Bicycle Club Casino.
- 2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is NO MAXIMUM on Player/Dealer wagers.
- 7) "Kum-Kum" bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who choose to bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
- 10) All action goes clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid off with chips.
- 12) The player who controls the seat is the only active player for that position but, the player with the most money in action will handle the cards.
- 13) A maximum of two backline bets are allowed on each non-Player/Dealer spot. A third backline bet will not receive action.
- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the Player/Dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand. If the active player and backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the House Supervisor to stop the action before the active player acts.
- 17) In the Player/Dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active Player/Dealer may designate any person to shake the dice, except a Bicycle Club Casino employee on duty. Each player may not shake the dice more than two times consecutively.
- 19) Once the House Supervisor has released the dice and announced "no more bets," no one may change his wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.
- 20) The Player/Dealer's hand will not be opened until all hands have been set, with the exception of a "House Way" hand. (See rule #42.)
- 21) All players must put the entire wager in the spot before the dice are released by the House Supervisor. Only money in the spot plays. Stating "money covers" or other call bets is NOT acceptable.
- 22) Any active player is entitled to ask the House Supervisor the amount of the Player/Dealer's wager, to the extent that it affects the play of his hand.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option being the Player/Dealer on his spot. If there was no wager on the previous hand, no one may be the Player/Dealer on that spot.
- 25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
- 26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) Any player removing a losing bet may be barred and/or subject to prosecution.
- 28) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 29) Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand. The fouled hand may be used to pay off winning players (to the extent that money covers).
- 30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand the hand will be played according to "House Way".
- 31) A player may see one hand only, regardless of the number of hands on which he has wagered.

BACKLINE BETS

Each player's position has circles numbered 1, 2 and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 or 3 locations will pay equal time collection before each hand is played.

THE BICYCLE CASINO

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Basics

Super Pan 9



THE BICYCLE CASINO

OBJECT OF THE GAME

To win your bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

THE DECK

Super Pan 9 is dealt using twelve (12) decks totalling 432 cards. Starting with a regular 52 card deck, the 7's, 8's, 9's, and 10's are removed.

STRUCTURE OF THE GAME

- 1) Each player, including the Player/Dealer, places their wager before the cards are dealt. This is the only chance to place a bet.
- 2) The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to determine the order in which the player's hand will be compared to his. In Super Pan 9, the Player/Dealer's position is always 1, 9 or 17; numbers count clockwise.

- 3) Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have a numerical value corresponding to their face value except for face cards which have a value of zero (see below). An Ace has a value of one.
- 4) There are eight hands dealt. After the three (3) cards are added together, the last digit of the total determines the value of that hand.

For example:

A, A, Q, 5	=	7
6, 5, J, 3	=	4 (14)
2, K, Q, 6	=	8
5, 5, K, 6	=	6 (16)
3, 4, 2	=	9
5, 5, K, K	=	0 (10)

- 5) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his hand as is or drawing one (1) additional card. In turn, the player tables his three cards in front of his bet in the box (in the horizontal box if a player wants a draw card, in the vertical box if a player does not want a draw card). Players must place their 3 card hand in either the

"card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.

- 6) The Player/Dealer's cards are opened last and he is given the option to draw.
- 7) Each player's cards are revealed starting from the action button and compared, in turn to the Player/Dealer's hand.
- 8) In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/Dealer's hand and the player's hand are the same total, no money is exchanged. This is considered a "push."

BETTING LIMITS

Players must bet within the table limits. There is no maximum for the Player/Dealer. The designated Player/Dealer can only receive "action" on the total amount he was wagered.

CRAZY PINEAPPLE

Crazy Pineapple is a poker game where each player receives three cards as his initial hand. There is a round of betting after these cards have been dealt. Then three board cards are turned simultaneously (which is called "the flop") and are community cards available to all players. Another round of betting takes place. Each remaining player chooses to keep two of the three cards from his initial hand and discards the third. The next two board cards are turned one at a time with a round of betting after each one. After the final round of betting has been completed, a player may use any combination of five cards (one in his hand, four from the board, etc.) to determine his best hand. A player may use all of the board cards — this is called, "playing the board".

Crazy Pineapple uses a flat disc called a Dealer Button to indicate the player, who in theory, deals the cards for that pot. The Button (player with the Dealer Button) is last to receive cards on the initial deal and has the right of last-action on all betting rounds, except the first. On the first round one or more blind bets are used to stimulate action and initiate play. Blinds are posted before a player looks at his cards. Blinds count as part of the player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet.

Blinds are posted by players who sit in consecutive clockwise order from the Button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the Button. The blinds act last on the first betting round and are "live" which means the player is allowed to raise his own blind bet.

A player who has less than half a blind, but at least the smallest chip used in that limit game, may still receive a blind. In this case, the next player will take the blind. The player that has less than half his blind will not be eligible for the dealer position (the Button) and must fulfill all their blind obligations in order to continue to play. Half a blind or more constitutes a full blind.

RULES FOR CRAZY PINEAPPLE

- ◆ Check and raise is permitted.
- ◆ A bet and three raises are allowed. The third raise "caps" the action.
- ◆ There is no limit on raises when only two players are left in a betting round and the action is not yet "capped".
- ◆ 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. Putting a full bet plus a half-bet or more into the pot is considered to be the same as announcing a raise, and the raise must be completed. A player putting in less than half of the raise without announcing "raise" may call only.
- ◆ 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".
- ◆ No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
- ◆ 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.
- ◆ If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the first burn card after all action before the flop is completed. If two or more cards are exposed on the deal, it is a misdeal.
- ◆ 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.
- ◆ If the flop has too many cards, it will be taken back and reshuffled, except the burn cards which will remain burned. No new burn card will be used.
- ◆ If cards are flopped by the dealer before all the betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional burn card will be used for this flop.
- ◆ All remaining players must discard their third card before the dealer turns up the fourth card on the board. Any player failing to discard before the fourth card is turned has a fouled hand and forfeits all rights to the pot and all monies involved.
- ◆ If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play but not the burn card or discards. The dealer will then deal the fifth card without burning.
- ◆ If the fifth card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.
- ◆ Playing the Board: A player may play the board by throwing his hand away only if: (1) the hand has been checked around, or (2) there has been a bet and a call, and the best hand is on the board. The player must declare that they are playing the board before throwing their hand away; otherwise the player relinquishes all claims to the pot.
- ◆ 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.
- ◆ A player may not enter play in the middle of the blinds. He must wait until the Button passes.
- ◆ A new player entering any Crazy Pineapple game has several options. He may: (1) wait for his big blind, (2) wait until the Button passes and then post his big blind, or (3) post the big blind when he sits down. If he chooses the second or third option, the blind acts as his opening bet and he may either call by rapping the table or make the prescribed raise in turn.

- ♦ 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. If he chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.
- ♦ The dealer button always moves forward and the blinds are adjusted accordingly.
- ♦ In limit play, an all-in wager of less than half a bet does not reopen the betting for any player who has already acted and is in the pot for all previous bets. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of a half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- ♦ The smallest chip that may be wagered in a game is the smallest chip used in the antes or blinds. Any smaller chips may be played provided they can be combined in quantity to equal the size of a chip used in the game. When going all-in, players must put all chips that play into that pot.

OTHER STRUCTURES

HI-LO SPLIT

In Crazy Pineapple Hi-Lo Split, the best high hand splits the pot with the best low hand. In most games however, in order to win the low hand, the player must have an 8-low or better. This is said to be the "qualifier".

Most Crazy Pineapple Hi-Lo Split games utilize a kill or half-kill. A player winning the whole pot (scooping) will be obligated for a "kill" blind if the amount of the pot is more than a designated amount, or "qualifier". This qualifier is usually 20 times the minimum bet. The kill blind is twice the minimum bet and is last to act on the first round of betting. When a hand has a kill blind, all betting limits are doubled. A half kill is 1 1/2 times the minimum bet and all betting limits are 1 1/2 times more.

After the kill blind has acted, action proceeds to the kill blind's left.

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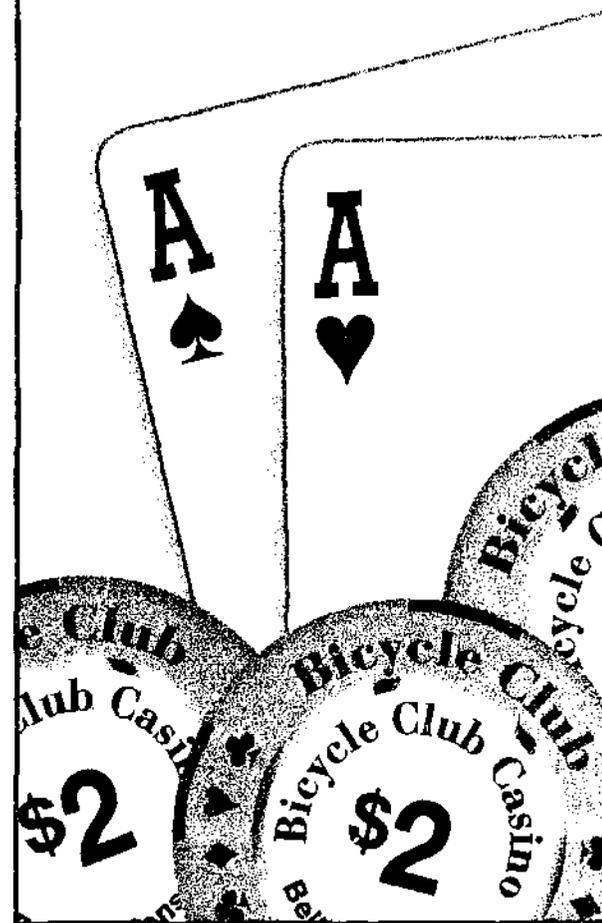
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RULES & INFORMATION

CRAZY PINEAPPLE



THE BICYCLE CASINO

hand, you will lose the entire pot including any additional calls you make.

- ♦ An all-in wager of less than half a bet does not re-open the betting for any player who was already acted and is in the pot for a previous bet. A player facing less than half a bet may fold, call or complete the wager. An all-in wager of half a bet or more is treated as a full bet, and a player may fold, call or make a full raise.
- ♦ In the event of an all-in bet, a seven may call a short (less than half) all-in bet after the draw and win. If someone overcalls the short bet behind, they will receive their bet back. If the "seven" fulfills his obligation by making a full bet, all subsequent action will stand.
- ♦ When a player sits down, he has three options: (1) he may wait for his blind, (2) he may double-ante when he first sits down, or (3) he may kill it. (You may not kill in between blinds.)
- ♦ In this type of game, any player winning two consecutive pots must put in a blind twice as large as than the usual blind. This is called a kill. When a pot is killed, the betting limits before and after the draw are doubled. If the player who killed the pot wins again, then that player must kill it again (for the same amount as the previous hand). A walk on the second hand is not considered action. A pot is considered a walk if less than a full bet, not counting the prescribed blinds, is won.
- ♦ A marker (called a Kill Button) shall be supplied by the Bicycle Club Casino to indicate which player has won the previous pot. The winner shall keep this marker until the hand is completed. If the player who has the Kill Button wins a qualifying pot, that player must kill the next pot.
- ♦ The marker is neutral (belonging to no player) if: (1) it is the first hand of a new game, (2) the winner of the previous pot has quit the game, or (3) the previous pot was split.
- ♦ The Kill Button is neutral in all split pots. The Kill Button goes to the center if neither player involved in the split pot had the kill button the previous hand. If a player involved in a split had the kill button, that player retains the button with a leg up toward a kill. If a player involved in the split pot was the kill blind the previous pot, that player must kill the next pot.
- ♦ The kill is fast to act on the first round of betting. After the kill acts, action proceeds to the kill button's left.

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RULES & INFORMATION

LOWBALL



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LOWBALL

RULES AND INFORMATION

In California Lowball, the "worst" Poker hand wins. Straights and flushes do not count against the player. The best Lowball hand, therefore, is A-2-3-4-5 and a 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. In games up to and including \$5-10 (also termed "five blind"), the betting is structured. There is an ante and a "blind" bet posted by the first player to the left of the Dealer Button. The blind bet is equal to the lower limit of the structure. Example: A \$5-10 Lowball game has one \$5 blind and applies toward the opening bet.

In higher limit games, there are three blinds. These are called straddle games. In a straddle game, the first player to act after the blinds must make a designated raise.

Example: In a "\$30 blind" game, the blinds are \$10, \$20, and \$30, but the next player must open the pot for \$60. The term used in a game where the players may enter the pot for the size of the biggest blind is called a "gypsy" bet.

DEUCES TO SEVEN LOWBALL

A game also known as Kansas City Lowball, in which straights and flushes do count against you, so that a sequence must be unconnected in order to qualify. Aces are high only, therefore the best hand is 2-3-4-5-7.

RULES FOR LOWBALL

- ◆ The best hand is 5-4-3-2-A. Straights and flushes do not count against your hand.
- ◆ The Joker is considered to be the lowest card not present in your hand.
- ◆ Five cards constitute a playing hand; more or less than five cards after the draw constitutes a foul hand. Before the draw, a player having less than five cards in his hand may receive additional cards if the first player to act has not acted or has acted before the deal is completed. However, the dealer position may still receive their fifth card even if action has taken place. If action has been taken, the player may draw the number of cards necessary to complete a five card hand on the draw.
- ◆ If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw.
- ◆ A knock in turn constitutes a pass, but a knock in turn may also mean the declaration of a pat hand. A player indicating a pat hand by knocking, not knowing the pot has been raised, may still play his hand.
- ◆ You may change the number of cards you want to draw providing: (1) no cards have been dealt off the deck in response to your request; (2) no player has acted on their hand based on the number of cards you have requested.
- ◆ If the deck contains any irregular cards (i.e., duplicate cards or cards with different color backs), and the cards are discovered during the play of the hand, all hands are dead and all action is void. If an irregular card(s) is discovered in the stub, all action for that hand stands.
- ◆ If you are unaware that the pot has been raised or killed, and put in a lesser amount of chips or money, you may withdraw that money and reconsider your action before the draw. However, if it is a natural kill pot with the Button face up and the dealer has announced kill pot, and you put a lesser amount of money in the pot, you must complete the bet.
- ◆ After the draw, if unaware of a raise you may withdraw your money and reconsider your action.
- ◆ Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other players to foul their hand. The best remaining intact hand wins the pot.
- ◆ Cards speak: Cards speak for themselves. However, a verbal declaration in regards to a player's hand is binding. Example: if a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul their hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. For your protection, always hold your hand until you see your opponent's cards.
- ◆ In multiple blind games, if a player leaves the table for any reason and the big blind passes that player's seat, upon returning, that player must wait for the big blind. This does not apply to a player who took all multiple blinds and moved seats, and is dealt the first available hand to which he is entitled.
- ◆ A player returning to the table wishing to kill the pot to receive a hand may do so provided no active player objects.
- ◆ Before the draw, exposed cards of seven and under must be taken. An exposed card higher than seven must be replaced after the deal has been completed.
- ◆ After the draw, exposed cards cannot be taken. The draw will be completed and then the exposed cards will be replaced. All cards dealt off the table are treated as exposed cards.
- ◆ Half a blind or more constitutes a full blind.
- ◆ A player who has less than half a blind may receive a hand. The next player is then obligated to take the blind, and in the event the all-in player wins the pot or buys in again, he or she will then be obligated to fulfill their blind obligations.
- ◆ In a multiple blind game, a player must meet his blind obligation every round.
- ◆ If a seven or less is checked, provided it is the best hand, all action after the draw is void. If you check any hand seven or better after the draw, you cannot win any money on subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However, if you check a seven or better, and are beaten by a better

THE BICYCLE CASINO

21st

Century

21st
Century

Face Up Version

OBJECTIVE OF THE GAME

- To achieve a hand with a point value of "9".

STRUCTURE OF THE GAME

- The game is played with 8 conventional decks, a total of 416 cards. No Joker is used.
- It is played with two to eight players.
- The value of each hand is determined by the sum of the combined cards: Ace has a value of "1", numbers 2 through 9 have face value, the number 10, Jack, Queen, and King have a value of "0".
- When combined cards have a total sum more than ten, the last digit of the total sum is deemed the value of the hand, i.e. $8+7=15=5$.

HOW TO PLAY?

- Each participant in the game must place a wager on either "Player/Dealer" or the "Player" position.
- Two hands of two cards each are dealt from the shoe. The two cards dealt on the House Dealer's right hand side is the Player's hand, and the two cards dealt on the House Dealer's left side is the Player/Dealer's hand.
- A third card may be required later for either hand.
- The House Dealer takes a collection from each player for every bet prior to the start of each game. Collection are collected and determined prior to the start of each round of play based on the table limits of the game.
- The House Dealer will move wagers for players who choose to hit on an optional hand for the player position.
- The house dealer will confirm with players that choose to hit or stand by moving their wagers from the hit to the stand position on all optional hands. The draw card for the Player's hand on all optional hands is a community card for all wagers that have been moved to the hit position.
- The hand with the highest point value wins.

RULES

- No player is allowed to place a bet on top of another player's wager.
- Once the first card comes out of the shoe, no more bets will be allowed.
- Players must not touch their wagers once the first card is out of the shoe.

Player/Dealer hand:

- The Player/Dealer hand wins all ties on "1" and "0" and pushes all ties.
- Player/Dealer must hit on 0, 1, 2, 3, 4, 5 and must stand on 6, 7, 8, 9.
- If the Player/Dealer and /or Player positions have a 9 on the first two cards, no further cards are drawn.

Player hand:

- Player must hit on 0, 1, 2, 3, 4 and stand on 7, 8, 9.
- 5 and 6 are optional hands for the player position.

Tie Bets

- Players may place a wager on the tie hand position after the player's cards have been dealt and before the Player/Dealer has checked his/her hold card. The House Dealer will determine if a tie bet may be wagered or not by following rules below.
- There will be no tie bets allowed if Players hand (total of two cards value) equals to Dealer's up card.
- There is no collection for tie bets.
- All winning tie bets will be paid 8:1 ratio.
- There is no back-line betting on tie bets.
- There will be no tie bets if Player has a two card 9.
- All tie bets will be returned if the Dealer has a two card 9.
- Only players with wager on the table may bet tie hand.
- Players may place a tie wager for each bet.

**The Bicycle Casino
Asian Games Section Collection Rates**

**Gold/Dragon Room
Pan 9 Private Game Limit**

<i>Limit</i>	<i>Up to 6 bets</i>	<i>Commissions (charge by corporation)</i>
\$25 - \$100	Max. - \$600	\$5 per \$100 \$10 per \$300
\$50 - \$300	Max. - \$1,800	\$10 per \$300
\$100 - \$500	Max. - \$3,000	\$20 per \$500 \$25 per \$1,000
\$100 - \$1,000	Max. - \$6,000	\$25 per \$1,000
\$300 - \$1,000	Max. - \$6,000	\$25 per \$1,000
Private Game	Max. - \$6,000	\$30 per \$1,000

Note:

On table #5, #6, #7, if the buy bets spread more than 1 spot will be charged differently.

*Example: Game limit \$25 - \$100, Buy \$300 charge \$10
If spread to \$100 for each spot. then \$15 for \$300.*

Exception: On table #2, if limit \$100-\$500, customer may spread any way they like.

**Gold/Dragon Room
Pai Gow Poker Private Game Limit**

<i>Limit</i>	<i>Up to 6 bets</i>	<i>Commissions (charge by corporation)</i>
\$100 - \$500	Max. - \$3,000	\$15 \$30 per \$1,000 (1 - 5 game)
\$300 - \$1,000	Max. - \$3,000	\$30

Super Pan 9 & Baccarat Private Game Limit

<i>Limit</i>	<i>Up to 6 bets</i>	<i>Commissions (charge by corporation)</i>
\$100 - \$500	Max. - \$3,000	\$15 \$30 per \$1,000 (1 - 5 game)
\$300 - \$1,000	Max. - \$3,000	\$30

**The Bicycle Casino
Asian Games Section Collection Rates**

Pai Gow Tiles Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 10 - \$ 100	\$ 2	\$1
\$ 25 - \$ 100	\$ 2	\$1
\$ 50 - \$ 200	\$ 3	\$2
\$ 50 - \$ 300	\$ 4	\$2
\$100 - \$ 500	\$ 5	\$3
\$100 - \$2,600	\$ 3	\$1 per \$100
\$500 - \$1,000	\$15	\$10
\$1,000 - \$2,000	\$25	\$20

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

**The Bicycle Casino
Asian Games Section Collection Rates**

No Bust Blackjack Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$2 - \$ 10	\$.50	\$.25
\$5 - \$ 50	\$1	\$.50
\$10 - \$ 100	\$2	\$1
\$25 - \$ 100	\$2	\$1
\$25 - \$ 200	\$3	\$2
\$50 - \$ 300	\$4	\$2
\$100 - \$ 500	\$5	\$3
\$100 - \$1,000	\$10	\$5
\$300 - \$1,000	\$10	\$5
\$500 - \$1,000	\$10	\$5
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

21st Century Baccarat Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 10 - \$ 100	\$ 2	\$1
\$ 25 - \$ 100	\$ 2	\$1
\$ 25 - \$ 200	\$ 3	\$2
\$ 50 - \$ 300	\$ 4	\$2
\$100 - \$ 500	\$ 5	\$3
\$100 - \$ 700	\$ 6	\$5
\$300 - \$ 700	\$ 6	\$5
\$300 - \$1,000	\$10	\$5
\$500 - \$1,000	\$10	\$5
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

**The Bicycle Casino
Asian Games Section Collection Rates**

Pai Gow Poker Collection Rates

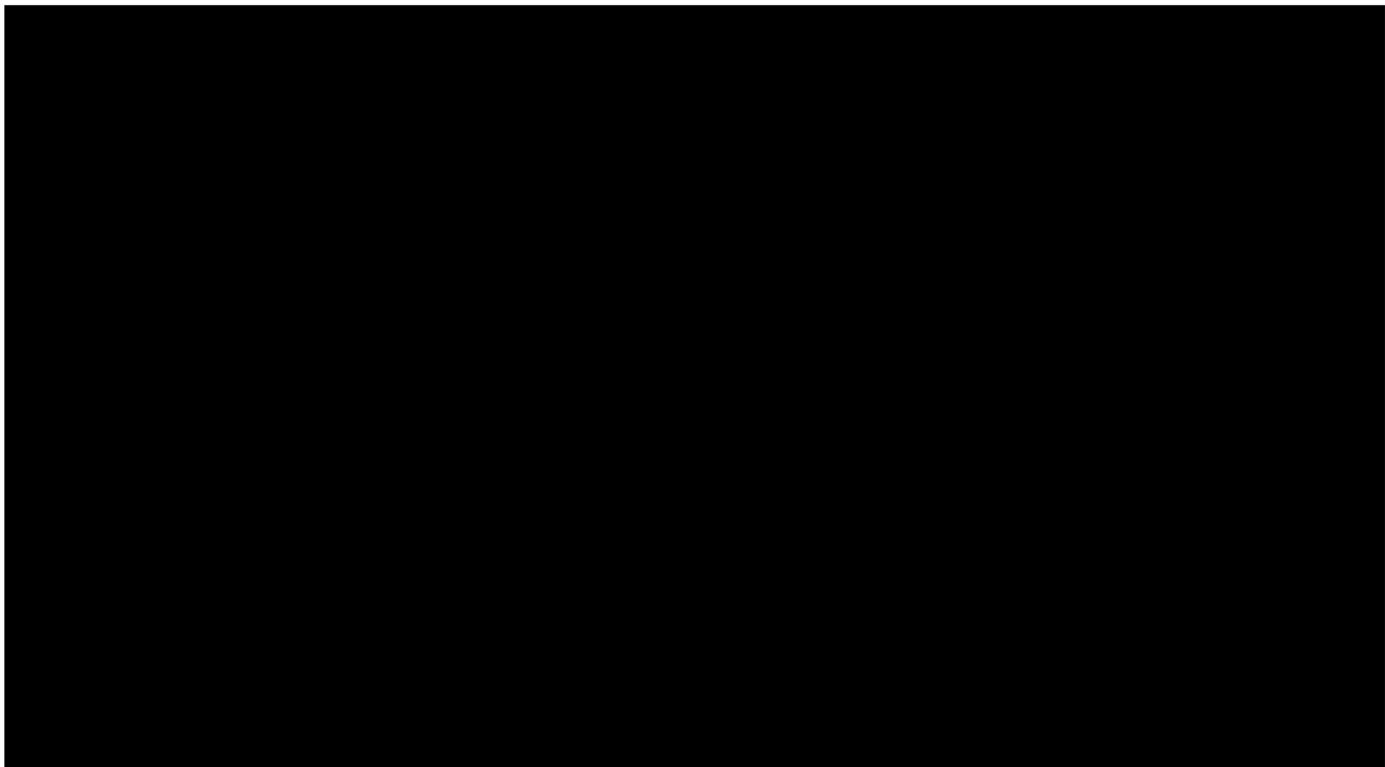
<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 10 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 200	\$ 3	\$ 2
\$ 50 - \$ 300	\$ 4	\$ 2
\$100 - \$ 500	\$ 5	\$ 3
\$100 - \$ 700	\$ 6	\$ 5
\$100 - \$1,000	\$10	\$ 5
\$200 - \$1,000	\$10	\$ 5
\$300 - \$1,000	\$10	\$ 5
\$300 - \$2,000	\$15	\$10
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)

Super Pan 9 Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$ 5 - \$ 50	\$ 1	\$.50
\$ 10 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 100	\$ 2	\$ 1
\$ 25 - \$ 200	\$ 3	\$ 2
\$ 50 - \$ 300	\$ 4	\$ 2
\$100 - \$ 500	\$ 5	\$ 3
\$100 - \$1,000	\$10	\$ 5
\$300 - \$1,000	\$10	\$ 5
\$500 - \$1,000	\$10	\$ 5
\$500 - \$2,000	\$15	\$10

(Additional \$1 per hand from the Player/Dealer position for Jackpot)



Blackjack \$2-10 Limits

	Jackpot & Wheel	Collection per Player
Player		\$0.25
Player/Dealer	\$0.50	\$0.50
Bonus	\$0.25	

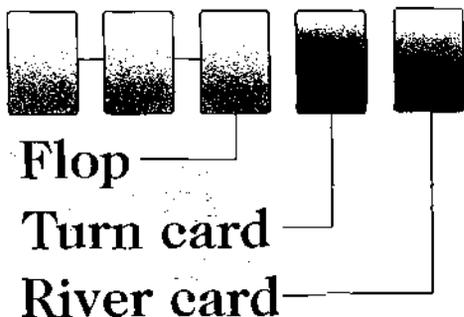
Caribbean Stud \$5-50 Limit

	Jackpot & Wheel	Collection per Player
Player		\$0.50
Player/Dealer	\$1.00	\$1.00
Bonus	\$0.50	

SECTION 2

HOLD'EM

In Hold'em, all players receive two downcards as their personal hand, after which there is a round of betting. Three boardcards are turned simultaneously (called the "flop") and another round of betting occurs. The next two boardcards are turned one at a time, with a round of betting after each card. The boardcards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and his personal cards. A player may even use all of the boardcards and no personal cards to form a hand. This is called "playing the board."



Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead." Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds will be adjusted accordingly.

Rules of Hold'em

Blinds

1. In Hold'em, all blinds are "live" (except for the "dead collection blind"). If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To wait for the big blind.
 - b. To post an amount equal to the big blind and immediately be dealt a hand.
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
4. As a new player, you cannot be dealt in when you're between the small blind and the button. You must wait until the button passes.
5. If you choose to post the big blind, the blind serves as your opening bet. When it becomes your turn to act, you can either call the action or you can raise.
6. In multiple-blind games players must meet their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
7. If you miss any or all blinds, you can resume play by



either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size

of the minimum opening bet is live, and the remainder is placed in the pot as "dead money." When it becomes your turn to act, you may either call the action or you may raise.

8. Blinds may not be made up between the big blind and the button.
9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty provided a blind or the dealer button has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he or she misses a blind or moves away from button.
10. No live "straddle" bets are allowed.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and recut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a downcard is flashed or exposed due to a dealer error, the player may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the boardcards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that you are playing the board before you throw your cards away; otherwise you relinquish all claims to the pot.



Example of an excellent "board hand"

SECTION 3

OMAHA

Omaha is similar to Hold'em, except each player is dealt four downcards instead of two. In order to make a hand, a player must use precisely two holecards with any combination of exactly three boardcards. The betting is the same as in Hold'em.

Omaha is often played high-low split, 8-or-better. You may use any combination of two holecards and three boardcards for your high hand and another (or the same) combination of two holecards and three boardcards for your low hand.

Rules of Omaha

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

SECTION 4

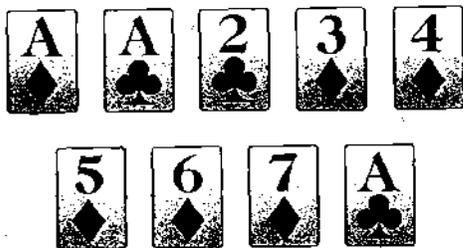
OMAHA HIGH-LOW SPLIT (8-or-better)

Rules of Omaha High-Low Split (8-or-better)

1. All the rules of Omaha apply to Omaha high-low split (8-or-better).



2. A qualifier of 8-or-better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole-cards with three board-cards.



5. All other Hold'em rules apply.

SECTION 5

SEVEN-CARD STUD

Seven-card stud is played with two downcards and one upcard dealt before the first betting round, followed by three more upcards (with a betting round after each card). After the last downcard is dealt, there is a final round of betting. The best five-card poker hand wins the pot. In all fixed-limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of increasing the smaller limit bet to the larger limit.

Up Cards



Hole Card



Rules of Seven-Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value upcard. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are then broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example: In \$15-\$30 stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example: In a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made,

then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.

5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straights or flushes.
6. If your first or second holecard is accidentally turned up by the dealer, then your third card will be dealt down. If you fail to receive two down cards, you have a dead hand and receive your ante back. If your hand would have been the low card, as a result of the first card dealt faceup, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any.
8. If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.
9. If you are all in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.
10. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager. In all cases, the pot will play if there has been a raise, two or more players call the opening bet or all action is completed on that round.
11. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final downcard and the cards intermingle with a player's holecards or a player looks at the card, the player must accept the card.
12. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand, after that round of betting has been concluded. The dealer then

reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards). If the prematurely dealt card is the final downcard and has been looked at or intermingled with the player's other holecards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.

13. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards burned from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining downcards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a community card will be used. The dealer will burn a card and turn one card faceup in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
14. If you pick up your upcards when facing a wager, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
15. You must have seven cards to win at the showdown.
16. A card dealt off the table must play and it is treated as an exposed card.
17. If the dealer turns the last card faceup to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card facedown. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all in. This decision must be made prior to any action on that round.
 - b. If there are only two players remaining and the first player's final downcard is dealt faceup, the second player's final downcard will also be dealt faceup, and the betting proceeds as normal. In the event the first player's

final card is dealt *face down* and the opponent's final card is dealt *face up*, the player with the exposed card will have the option of declaring all in. This decision must be made prior to any action on that round.

In any of the above situations, the player who is now high on the board using all the upcards will start the action.

18. If you call a bet even though you are beaten by an opponent's upcards, you are not entitled to a refund.

What would you do?

Face Down	Face up	
 		Fold or Bet?
 		Fold or Bet?
 		Fold or Bet?
 		Fold or Bet?

SECTION 6

RAZZ

The lowest hand wins the pot. The format is similar to Seven-Card Stud High, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

1. The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
2. The highest card starts the action with a forced bet. If

the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spades, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.

3. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
4. Dealers announce all pairs the first time they occur, except pairs of facecards, which are never announced.
5. All Seven-Card Stud rules apply in Razz except as otherwise noted.

SECTION 7

7-SEVEN CARD STUD HIGH-LOW SPLIT (8-or-Better)

Seven Card Stud High-Low Split (8-or-better) is a stud format game which is played both high and low. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use any five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven Card Stud High-Low Split (8-or-Better)

1. A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
2. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
3. The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.

4. Aces may be used for high or low, and straights and flushes do not effect the value of a low hand.
5. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
6. Splitting pots is only determined by the cards and not by agreement among players.
7. When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible; the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
8. When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.
9. All rules for seven-card stud apply to seven-card stud high-low split (8-or-better), except as otherwise noted.

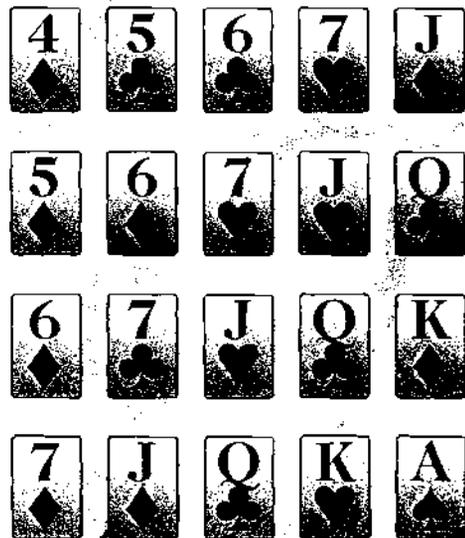
SECTION 8

MEXICAN POKER

Rules of Mexican Poker

1. The joker is "wild" in all cases when dealt face down; however, when dealt face up, it is "wild" only with Aces, Flushes and Straights.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. (When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet.) The opening bettor has the option of opening at either the lower or upper limit.

3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck:



5. If the down card on the initial deal is "flashed" or inadvertently dealt up by the dealer, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The misdealt hand will be fouled.
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.
7. If any card required to be dealt down on 3rd, 4th, or 5th street is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the "Joker" is inadvertently exposed, it will play as if it had been dealt face down—"wild" in all cases.

8. Because cards on 3rd, 4th or 5th streets are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
9. If a player exposes a card, during other than prescribed times, it is not considered an exposed card and will be required to play it as a down card.
10. A card will be burned on each round, following the second round.
11. Check and raise is permitted.
12. All raises must be at least equal to the size of the last bet.
13. Cards speak—hold your hand until you are sure of what your opponent has.
14. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
15. No string bets or raises.
16. One short buy is allowed for every full buy-in.
17. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
18. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
19. All players will act in turn. If a player checks, the player who checked first must show his hand first.
20. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise he will not be held to it unless action has been taken behind this act.
21. All Bicycle Club rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

Ranking of Hands

FROM HIGHEST TO LOWEST

(Note—a Flush beats a Full House)

1. Five of a Kind
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Flush
6. Full House
7. Straight
8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

Ace may be used as a "1" for a small Straight "A-2-3-4-5" Any hand may include the Joker.

SECTION 9

KILL POTS

In a game which requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. There is no pot-size requirement for the first pot or "leg" of a kill. For the second "leg" to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.

Rules of Kill Pots:

1. In Lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if:
 - a. It is the first hand of a new game.
 - b. The winner of the previous pot has quit the game.
 - c. The previous pot was split and neither player had the kill button.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.
6. In Lowball, players may look at their first two cards and then occasionally decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example: If the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.
7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action. If it is a required kill pot with the kill button faceup, you must complete the bet.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill the next available pot, provided no one objects.
9. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in gaming until the kill money is posted.
10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. After the killer acts, the action proceeds clockwise from the killer.
11. Broken game status is allowed only for players of the same limit and game type. For this purpose a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

SECTION 11

NO-LIMIT AND POT-LIMIT POKER

No-limit Rules

All the rules for limit games apply to no-limit and pot-limit games, except as noted in this section.

1. There is no maximum number of raises in any betting round.
2. All bets must be at least equal to the minimum bring-in, unless the player is going all in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
3. All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example: Player A bets \$100. Player B raises \$100 more, making the total bet \$200. If Player C goes all in for less than \$300 total (not a full \$100 raise), and Player A calls, then Player B has no option to raise again, because he wasn't fully raised. However, Player

A can raise after Player C goes all in because he was fully raised by Player B. If Player A does raise, then the betting is reopened, and Player B can raise again.

4. A wager is not binding until the chips are actually released into the pot.
 5. If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
 6. Since no-limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
 7. A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
 8. In all no-limit and pot-limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten-second warning, after which your hand is dead if you have not acted.
 9. The casino does not condone "insurance" or any other "proposition" wagers. The Management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.

Note: For those special rules that apply only to no-limit and pot-limit Lowball, see the section at the end of Section 8 Lowball.
- #### *Pot-limit Rules*
- The rules of no-limit play also apply to pot-limit play, except that a bet may not exceed the size of the pot.
10. If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
 11. In pot-limit hold'em and pot-limit Omaha, a player can open for any amount up to four times the size of the

big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of the smallest chip used in the game.

12. In pot-limit play, if single dollars are involved in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
13. The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100, and someone makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
14. In pot-limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
15. In pot-limit games, an optional "live" straddle is allowed: The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if all other players just call the straddle.

SECTION 12

"NO BUST" BLACKJACK

Rules of "No Bust" Blackjack

1. If a player's total is more than a Natural and the Player/Dealer's total is less than a Natural, the Player/Dealer wins.
2. If a player's total is a Natural or less and the Player/Dealer's total is more than a natural, the player wins.
3. If the player's and the Player/Dealer's total are both below a Natural:
 - a. the hand closest to a natural wins.



b. it is a push (tie) if the player's total is the same as Player/Dealer's total.

4. If the player's and the Player/Dealer's total are both above a Natural:
 - a. Player/Dealer is closer to Natural, Player/Dealer wins
 - b. Player closer to a Natural, it is a push (tie)
 - c. Player and player/dealer both have same value, player/dealer wins.
5. If the Player and Player/Dealer both have "Natural" it is a push.
6. If the Player/Dealer up card is a "Joker" there is no draw for players but one additional card will be dealt to the Player/Dealer position to determine the first action.
7. "Joker" with any card is a hard "21" players may not draw any card.
8. A "Natural" hand beats all other hands. A "Natural" consists of:
 - Two Jokers
9. If the player/dealer's second card is a "Joker", all double down & split wagers will not receive action.

Double-Down, Split and Surrender

1. Players may double-down on any two cards and receive one draw card (exception Soft or Hard 20 and 21).
2. Players may split any pair or any two cards of 10-point value and receive multiple draw cards (with the exception of Aces).
3. When splitting aces the player will receive only one draw card for each Ace.
4. Players may double down after a split.
5. Player may surrender on first two cards and forfeit half of their wager.

6. Joker-Joker gets paid 2 to 1 (Player position only). All of the above do not apply to a hand with a Joker. Additional house rules may apply. *Splitting is permitted up to Three additional hands totaling Four hands. All payoffs are made to the extent that money covers. (In Double Deck games, only one split is allowed totaling two hands) *All Double Down and Split must be in equal chip value.
7. Player/Dealer must stand on Hard 17 or more and hit on Soft 17 or less.
8. Player must stand on "Natural", Soft or Hard 21 and Soft or Hard 20.
9. Player must hit on 11 or less.
10. Player has option from 12 through 19.

SECTION 13

PAN

The game is played using eight decks with all eights, nines and tens removed. The deck is stripped of one complete set of spades. There are 310 total cards in play. Aces are always low; there are no jokers.

Object

Players strive to "meld" eleven cards in valid sets of three or more cards. There are two kinds of melds.

Rope: Examples: A*2*3*4*5* or J*Q*K*. Ropes must be of matching suits

Square: Examples: 4*4*4*, 7*7*7*, or J*J*J*. Squares consisting of the ranks 2, 3, 4, 5, 6, 7, Jack or Queen must be either all cards of different suits or all of the same suit. Squares consisting of Kings or Aces qualify regardless of suit.

Konditions

Certain spreads have value and are called

"Konditions". The player laying down a Kondition can collect chips from each active player by asking for the correct value of the meld.

Any set of 3's, 5's, 7's (Valle Cards) unsuited:
1 chip

Any set of 3's, 5's, 7's suited:
2 chips
4 chips (if in Spades)

Any set of suited cards (2*2*2*):
1 chip
2 chips (if in Spades)

Any sequence of A, 2, 3 in the same suit:
1 chip
2 chips (if in Spades)

Any sequence of K, Q, J in the same suit:
1 chip
2 chips (if in Spades)

TOPS

The tops are the equivalent of antes in poker, and players try to win these payments from other players when laying down melds that constitute a "Pay Kondition".

Order of deal

The deal is counterclockwise. Players are dealt 10 cards in two sets of five. They are responsible for counting the number of cards they are dealt. If they detect an error, they must place the incorrect number of cards facedown and the dealer will extract or replace to make the hand have the 10 cards. Boxed cards do not play at any time. If you continue playing with the wrong number of cards, your hand is defective and fouled. You must then return any money paid to you and continue to pay the other active players until the hand is over. This penalty applies if you placed a plucked (drawn from the deck) card into your hand.

Cards must be drawn and placed up on the table immediately. The winner of the previous hand gets dealt to first. The first player is entitled to two plucks

from the deck and the second player only has the use of the second card (unless there are only two players in the hand). Everyone then has one pluck from the deck; they must be able to use that card with spreads on the board or discard it. The next player may have the use of a discarded plucked card, or choose not to use it and to pluck from the deck.

A player may not use a card that has come out of another player's hand. You must receive a card that creates or extends a meld before laying it or other melds on the table.

Advice

Once a player has entered into a game of Pan, he or she cannot fold as in poker. Players must continue until the hand is completed or they are out of chips, so it is very important to go in with a strong hand.

Having cards that are related to each other is a very important factor in evaluating a hand. These closely related cards will give you a greater chance to improve your hand. An ideal playable hand should include at least one Pay Kondition and no more than three discards. Also to be taken into consideration is position in relation to the number of players declared and undeclared in the hand.

Other rules

When playing down a Pay Kondition, a player must ask for the correct "pay" before discarding or wait until receiving another card that creates action and then ask for the "pay". You can "force" unwanted cards that you pluck from the deck on the player to your right. When a card is forced, the player receiving it can only discard. Any other player in the hand can force a card with the exception of the person who discarded it, but this must be done before the third action.

If a player lays down a bad Kondition, that player must make it "good" before discarding or that hand is fouled if detected.

Name of Game: "Fast 9"

Description of Rules of Game:

The object of "Fast 9" is for a player to add the value of his or her cards and get as close to 9 as possible and to have a higher total than that of the Player/Dealer. When the total of the cards equals 10 or more, only the right-hand digit is considered. Face cards have a value of 0, aces have a value of 1 and all other cards have the value shown. The deck used for Fast 9 has 288 cards. The deck is comprised of eight standard decks with all sevens, eights, nines and tens removed. This game is substantially similar to the game Pan 9, which has been approved for play by the Division of Gambling Control and is currently being offered at The Bicycle Casino. The only difference is that when the designated Player/Dealer's first three cards have a total of zero (0), the Player/Dealer cannot draw a fourth card and the payoff will be as follows:

Designated Player	All Other Players
3 cards which total zero (0) No hit	Wins with 7, 8 or 9
3 cards which total zero (0) No hit	Wins half of bet with a 6
3 cards which total zero (0) No hit	Pushes with 5, 4, 3, 2, 1 or 0

When the Designated player's initial three cards total 1, 2, 3, 4, 5, or 6, the Designated Player has the option to hit or stand. When the Designated Player's initial three cards total 7, 8 or 9, the Designated Player must stand.

The settlement of wagers begins with the action button position and moves in a clockwise direction. All hands will be exposed. No player may win or lose more money than was actually wagered.

These are the only modifications to the existing and approved Pan 9 game that makes Fast 9 different. This proposed game is very similar to the existing game of Pan 9. Accordingly, we will utilize existing Pan 9 tables and no different equipment will be necessary.

It is our understanding that this game has been approved for play and is currently being spread at Casino San Pablo and Artichoke Joe's Casino.

How to Play...



SIMPLE 5 CARD, FACE-UP STUD POKER

Trips is played using an ante (fee to play the game) and fixed bet* with a standard 52 card deck plus 2 Joker wild cards. The object of the game is to win the entire rollover pot with the best 5 card poker hand of "Trips" (3 of a kind) or better. A hand with 3-of-a-kind or better is called a qualified hand.

WINNER EVERY ROUND!

If there is no rollover pot winning hand (3 of-a-kind or better) the best regular high poker hand will win a percentage of the rollover pot at the end of the round with the pot remainder rolling over to the next round.

PLACE YOUR BETS... YOU'RE IN!

At the beginning of each 5 card round a player simply places the appropriate ante (fee to play) and Blind (1st fixed bet) in the ante and main bet circles. When an ante or bet is placed, the idle screen automatically changes to an active player screen and prompts the player to place any missing ante or bet. When both are placed, a graphic saying "You're In" is displayed. When all players are in, the dealer locks in the bets and a "No More Bets!" graphic appears on each active screen. The dealer collects the antes (fees) and moves all bets to the rollover pot circle. The rollover pot total is displayed on all active player screens.

DEAL THE CARDS!

The first two cards are dealt to each active player. Each player's full size cards are displayed in the top half of the screen and all other active player cards are displayed in miniature in the lower half of the screen.

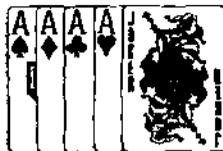
BET OR FOLD!

Player now has a choice to "Bet or Fold". A player wishing to fold simply does not place a bet. Players wishing to receive

another card place another bet equal to their first bet. No ante is required. The dealer locks in the bets and moves all bets to the rollover pot circle and an additional card is dealt. The sequence is repeated until all 5 cards have been dealt. At the end of the round if no player has a qualified high hand (3 of-a-kind or better) the player with the best 5 card high hand will win a percentage of the rollover pot. The game continues and a new 5 card round will begin. The balance of the rollover pot remains and continues to grow until there is a qualified Trips winner (3 of-a-kind or better). The game is not over until the rollover pot is won. Players must ante and place their first bet at the beginning of each round to continue playing for the rollover pot, but may fold anytime after the first two cards. Trips does not offer an "all-in option. Any player's inability to bet (out of chips) will result in a mandatory fold.

*Casino sets the fee and fixed bet amounts.

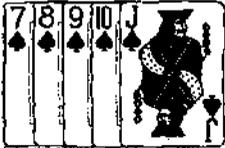
WILD CARDS



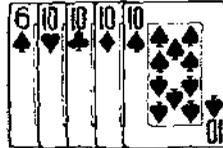
5 OF A KIND



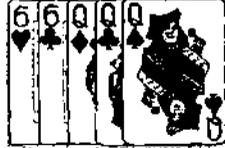
ROYAL FLUSH



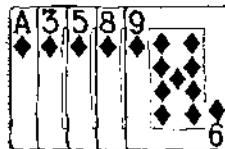
STRAIGHT FLUSH



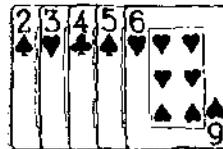
4 OF A KIND



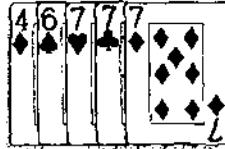
FULL HOUSE



FLUSH



STRAIGHT



3 OF A KIND (TRIPS)

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SWEEPSTAKES POKER™ (HOLD'EM) GAME RULES

- ❖ All players place an **ante** and a **bet**.
- ❖ Everyone is dealt a **two-card Hold'em hand**. A three-card flop, that belongs equally to all players, is spread in the center of the table.
- ❖ All players have the option, at this time, to place an **additional bet**. All hands are placed face down next to their bets.
- ❖ The house dealer turns up two additional community cards in the center of the table.
- ❖ The **Action hand** is determined by using the **numerical value** of the cards exposed in the center of the table.
- ❖ All hands with an additional bet are opened. The best hand wins all the optional bets plus the ante bets. If there were no additional bets, the player with the dealer button wins the antes.
- ❖ **The action hand wins a wager** every time it is compared to a lower-ranking hand in clockwise rotation.
- ❖ If there is a **tie**, the bet is a push. The current action hand is compared to the next action hand.
- ❖ **The action hand loses a wager** and is finished when it is compared to a higher hand. The winning hand becomes the new action hand.
- ❖ The remaining hands are opened until all hands get action. **Players are allowed to win bet after bet until a stronger hand is opened.**
- ❖ A house collection is taken from antes on each hand as per a designated collection schedule.

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The Bicycle Casino's

L.A. Hold'em Poker Game

SUMMARY OF THE GAME

Based on customer demand and industry trends, The Bicycle Casino proposes to offer a modified version of the traditional Hold'em poker game entitled "L.A. Hold'em." The game currently has a 'patent pending' at the U.S. Patent Office. (Refer to Exhibit A.) There is currently no written agreement with the games inventor, Vasil Chobanian and The Bicycle Casino. We are in negotiations with Mr Chobanian and when an agreement is reached, the contract will be forwarded for review to the Division.

The game is very similar to the traditional Hold'em poker game in every aspect except for the final round of play. The game is dealt with a standard 52-card deck and standard poker rankings are used with the best hand possible being a 'Royal Flush'. The difference between standard Hold'em and L.A. Hold'em is in the dealing and play of the last card, commonly referred to as "fifth street" or the "river card". In the standard Hold'em game, the river card is displayed on the "community board of cards and all players have the option of using that card to make their best five card poker hand. In L.A. Hold'em, the river card is not placed with the community cards but is actually dealt to each player in the game. This gives the player three cards in their hand and four on the community board. The player retains the option of using any combination of cards to make their best possible five card poker hand.

All rules and procedures that apply to the standard Hold'em poker game including the movement of the dealer button, posting of blinds, cards dealt, collection of table fees and jackpot collections, and determining and paying winners are the same as Hold'em poker game already approved by the Division.

Third Party Provider of Provider of Proposition Player Services (TPPPS) as defined in section 19984 of the California Business and Professions Code (Gambling Control Act), do not participate in this game within their capacity.

ROUND OF PLAY

1. A minimum of two and a maximum of nine players can participate in the game.
2. A licensed and professional dealer deals the cards on a traditional poker table which seats up to nine players who sit around the oval shaped table.
3. A traditional 52 card deck is used.
4. The game starts when the "dealer" button is placed in front of a player seated at the table. The player to the immediate left of the player with the dealer button will post the "small blind" and the player next to that player will post the "big blind". These are required wagers which each player will

make in a clockwise rotation. This rotation will move after each hand is completed. The table collection fee will be taken from the small and big blind.

5. After the blinds are posted, two cards will be dealt face down (one at a time) to each participating player starting first from the player who posted the small blind and ending with the player with the "dealer" button.

6. After the two down cards are dealt, a round of wagering will begin left of the player who posted the big blind and continuing in a clockwise manner, where it ends at the player with the big blind. As with the standard Hold'em poker game, a player can do one of the following when it is their turn:

a. Check: This allows a player to waive the right to initiate the betting in a round of play but allows them to retain the right to act if another player initiates a wager.

b. Wager: Placing a predetermined amount of money (casino chips) in the pot during a round of play.

c. Raise: To call a previous wager while making an additional wager simultaneously.

d. Fold: To throw a hand away and relinquish all interest in the pot of that particular hand.

7. After the first round of wagering has been completed, the dealer will "burn" the top card of the deck by placing it face down near the pot. The dealer will then turn up the next three (3) cards from the top of the deck. This is commonly referred to as the "flop". The flop will be placed in the middle of the gaming table and are used as community cards (which mean the players can use these cards in any combination with the cards in their hands to make the best possible five-card poker hand). A round of wagering takes place after the flop.

8. Once the second round of wagering is completed, the dealer will then burn another card and then place a fourth card, commonly referred to as "fourth street" or the "turn card" on the table next to the flop cards. A round of wagering takes place as described previously.

9. Once the wagering is completed, the dealer will burn another card from the top of the deck and then deal a single card face down to each remaining player following the same order as described in section number five. A final round of wagering will take place.

10. A player will utilize any combination of cards in their hands and community cards to make the highest five card poker hand.

11. The winning player's hand will be turned over so all players can verify the hand as well as to allow surveillance cameras to record the hand in case of a dispute.

12. The winning player will be awarded all chips in the pot, minus those that are taken for the table collection fees.

13. In the event of a tie, all players with a winning hand will share in an equal amount of the pot.

14. All cards will be collected by the dealer and shuffled for the next round of play. The dealer button will be moved to the next occupied seat to the left (clockwise) of the player who previously had the button.

RULES OF THE GAME

1. At least two players must participate and up to a maximum of nine per game.
2. The dealer button will rotate in a clockwise manner after each round of play.
3. The first player to the immediate left of the player with the dealer button will post the small blind.
4. The first player to the immediate left of the player posting the small blind will post the big blind.
5. No players will communicate their cards to any players or other persons near the table.
6. Once a player throws in their cards, they give up the right to play in that particular round of play.
7. No cash will be played during the game. Only Bicycle Casino chips will be used.
8. All disputes will be settled by a floorperson who may use surveillance tapes to assist in any determination of the outcome of a game.

Pan-9 Jokers Wild

SUMMARY OF THE GAME

Based on customer demand and industry standards, The Bicycle Casino proposes to modify the existing Pan 9 game by adding a Joker to each deck and calling the game, 'Pan-9 Jokers Wild'. The game will be played in a similar manner to the currently offered Pan 9. The difference is that a Joker will be added to each deck and will represent a true wild card. This means that no matter what other cards the player has been dealt, if they have a Joker their hand automatically becomes a total of 9. The existing Pan 9 game will still be offered. Each Pan 9 table will be clearly marked with table signs as well as lighted signs above the table advising the patrons of which game is offered.

All rules and standards that apply to the current Pan 9 game will remain the same including the rotation of the Player/Dealer position, placement of wagers, collection of table fees and Jackpot collection, dealing of cards, placement of the action button and the reading of the hands.

There is a Jackpot element attached to this game which will function in the same manner that the current California Jackpot Games (for California and Asian games) that the Division of Gambling Control (Division) approved earlier this year. The Jackpot collection, administrative fees, payout of winners, and accounting procedures will not change from the California Jackpot Games. The only change will be in the Qualifying Hand.

Third Party Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) participate in this game within their official capacity.

ROUND OF PLAY

1. A minimum of two and a maximum of eight players can participate in the game.
2. A licensed and professional dealer deals the cards on a Blackjack style table.
3. A traditional 52 card deck is used with all 7's, 8's, 9's, and 10's are removed, leaving 36 cards per deck. One Joker will be added to each modified deck. A minimum of eight and maximum of twelve card decks are used in the game. The cards are dealt from a shoe or shuffling machine.
4. At the start of the game, a Player/Dealer is designated by placing a "bank" button in front of their seat position. The rotation of the Player/Dealer position will rotate in a clockwise manner around the table. One player can be the Player/Dealer for a maximum of two consecutive hands in the game. The game will break if no other player accepts the Player/Dealer position when it is rotated after a round of play.
5. After the Player/Dealer is selected, wagers will be placed by players. Along with the wagers, the players and Player/Dealer will post the collection fee and the Jackpot collection. The dealer will collect the collection fees and deposit them in the appropriate locked drop box.
6. The dealer will pass the dice cup to the Player/Dealer who will shake it and pass it back to the dealer. The dealer will state, "no more bets" and then open the top of the dice cup and total the number of the dice.
7. The dealer will take an action button and place it on the seat position corresponding with the total number of the dice.
8. The dealer will then deal a total of three cards to all players and the Player/Dealer. The cards will be dealt one at a time to each seated position starting at the action button and continuing in a clockwise manner around the table.
9. The Player/Dealer's three cards will be placed in front of the dealer.
10. All players will look at their cards and will add them up, with the goal of getting as close to nine. All players have the option of receiving a fourth card or keeping their original three cards.
11. If a player or the Player/Dealer is dealt a Joker, the total of their cards will automatically equal nine.

12. If a player elects to receive an additional card, the dealer will place the additional card in front of the player's seated position face down. The player is not allowed to look at this card.
13. After all players have set their hands; the dealer will place the Player/Dealer's cards face up on the table. If the Player/Dealer's cards total zero through four, they must be dealt another card. If the Player/Dealer is dealt cards totaling five or six, they have the option of standing or drawing an additional card. If the Player/Dealer's cards total seven through nine, the hand must stand.
14. After the Player/Dealer's hand is set, the dealer will turn up all the player's cards, starting from the seat where the action button is located. All card totals will be compared to the Player/Dealer. The Player/Dealer will pay all winners and collect from all losers.
15. All cards will be collected and placed in a discard box, and a new round begins.

RULES OF THE GAME

1. The Player/Dealer position will rotate in a systematic and continuous manner in a clockwise manner around the table.
2. All participants must abide by the published rules.
3. No players may exchange cards between themselves.
4. The Player/Dealer must abide by the following house rules as they pertain to drawing an additional card:
 - a) Must accept a card when the total is zero through four.
 - b) Has the option of drawing a card when the total is five or six.
 - b) Must stand when the total is seven through nine.
5. The Joker is a true "wild card" and makes all hand an automatic nine. This remains true even if the participant receives more than one Joker.
6. If a Player/Dealer and a player receive a Joker(s), their hand will be considered a "push" or tie.
7. All hands that equal the same number between a player and Player/Dealer are considered a push or tie.
8. The Player/Dealer will win on all ties of zero and one.

9. No cash will be played on the table in a live game.
10. No free collection button or courtesy button will be used if a player does not receive action on a particular hand.
11. All cards will be dealt from a "shoe" of eight to twelve modified decks of cards.
12. The value of the cards is as follows:

2 = 2	6 = 6
3 = 3	Face cards = 0
4 = 4	Ace = 1
5 = 5	
13. The value of each hand is the total of the cards with only the first digit being counted. As an example, if the cards total 18, only the last number will be counted for a sum of 8.

COLLECTION SCHEDULE

Table Limit	Player	Player/Dealer	Jackpot
\$5 - \$25	\$.50	\$1	\$1
\$10 - \$100	\$1	\$2	\$1
\$25 - \$100	\$1	\$2	\$1
\$25 - \$200	\$2	\$3	\$1
\$50 - \$300	\$2	\$4	\$1
\$100 - \$500	\$3	\$5	\$1
\$100 - \$1,000	\$5	\$10	\$1
\$300 - \$1,000	\$5	\$10	\$1
\$500 - \$1,000	\$5	\$10	\$1

ASIAN 5-CARD STUD

Asian Five-Card Stud is played with a "stripped" standard 52 card deck. The 2's, 3's, 4's, 5's and 6's are removed, leaving 32 cards.

To receive a hand, each player places a collection in front of him in the playing area. The cards are dealt clockwise beginning to the left of the Dealer button. This button rotates clockwise after each hand is complete.

Each player receives a total of 5 cards (4 face up and 1 face down).

After the first two cards are dealt (1 up and 1 down), a betting round begins with the high card making a forced opening bet to start the action. The third card is dealt face up and a betting round begins starting with the highest hand face up on the table. The next two rounds are dealt following the same format. The player with the best ranking hand wins the pot. Each round has prescribed betting structures that are listed below.

RANKING OF HANDS—HIGHEST TO LOWEST

(Remember, a Flush beats a Full House)

1	Royal Flush	6	Straight
2	Straight Flush	7	Three-of-a-Kind
3	Four-of-a-Kind	8	Two Pair
4	Flush	9	One Pair
5	Full House	10	High Card

Ace may be used as a 6 for a small Straight "A,7,8,9,10"

RULES FOR ASIAN 5-CARD STUD

- All cards 2 through 6 are removed from a regular 52 card deck. No Jokers.
- The player with the highest card clockwise of the dealer button will have a mandatory opening bet. This is a "Live bet". This player may raise if anyone else fails to do so.
- The highest hand will start the action on all following rounds. When there are two hands of equal value, the hand closest to the dealer acts first.
- If the down card (second card) is exposed by the House dealer, that player will receive his next card down.
- If a player exposes a card, it is not considered an exposed card and he will be required to play it.
- Starting after the second card, a card will be burned on each round.
- Check and raise is permitted.
- All raises must be at least equal to the size of the last bet.
- English only will be permitted while the hand is in play.
- Cards speak—hold your hand until you are sure of what your opponent has.
- Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
- No string bets or raises.
- One short buy is allowed for every full buy-in (1 full, 1 short, 1 full) etc.
- Only the player with the dealer button may ask for an additional shuffle. Deal rotates clockwise.
- If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
- No rabbit hunting is allowed. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.

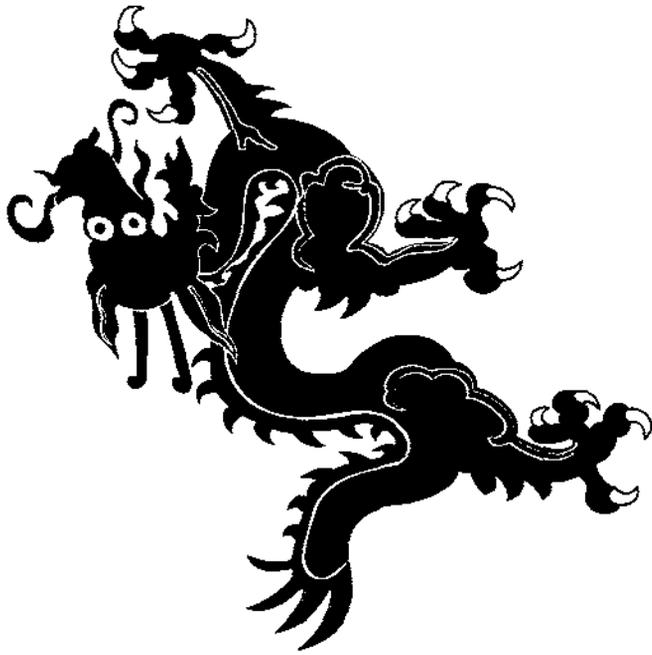
- All players will act in turn. If a player checks, the player who checked first must show his hand first.
- A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise, he will not be held to that unless action has been taken behind this act.
- All Bicycle Club Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.

GAME INFORMATION

Limit	Buy-in	Ante	Collection
\$2 to \$20	\$40	\$.50	\$2.50
\$4 to \$40	\$80	\$1.00	\$3.00
\$5 to \$50	\$100	\$2.00	\$.50 per player
\$10 to \$100	\$200	\$3.00	\$.50 per player + \$1.00
No Limit	\$100	\$2.00	\$.50 per player
No Limit	\$500	\$6.00	\$1.00 per player

Asian 5 CARD Stud

32 Card Deck



BICYCLE CLUB CASINO
♠ ♦ ♥ ♣

BICYCLE CLUB CASINO



7301 Eastern Ave., Bell Gardens, CA 90201 • (562) 806-4646
South of Downtown Los Angeles at the 710 Freeway & Florence

GAME STRUCTURE

Limit	Opening Bet	Player May Raise	3rd Card	4th Card	5th Card
\$2 to \$20	\$2	\$2.	\$2 to \$8	\$2 to \$12	\$2 to \$20
\$4 to \$40	\$4	\$4	\$4 to \$16	\$4 to \$24	\$4 to \$40
\$5 to \$50	\$5	\$5 or \$10	\$5 to \$20	\$5 to \$30	\$5 to \$50
\$10 to \$100	\$10	\$10 or \$20	\$10 to \$40	\$10 to \$60	\$10 to \$100
No Limit	\$5	No Limit	No Limit	No Limit	No Limit
No Limit	\$10.	No Limit	No Limit	No Limit	No Limit

Caribbean Stud Poker Pair-Up Version

SUMMARY

The game is played on a blackjack-like table with up to eight spots. A standard 52-card is used. In front of each player's position, there are two betting spots. "ANTE & BET". Players must place an ANTE prior to receiving their cards. Each player will receive five cards. The Player/Dealer will receive four faced down cards and one faced up card. The Player/Dealer's last card is used for determining where the action button is placed. Players will examine their hands and decide whether to fold or call. Players may fold and forfeit their entire ANTE. Otherwise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The Player/Dealer hand must qualify to play. If the Player/Dealer does not have an Ace-King or higher, they do not qualify and the hand is over. In cases where all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The Player/Dealer's hand must have at least an Ace/King to "qualify."

- If the Player/Dealer's hand does not qualify, the player wins the ANTE bet even if the player's hand is lower than the Player/Dealer's hand.
- If the Player/Dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the Player/Dealer's hand. If the Player/Dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the Player/Dealer's hand qualifies and the player's hand is better than the Player/Dealer's hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the Player/Dealer's hand qualifies and the player and the Player/Dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

- In addition to ANTE bet player has an option to place a wager on the "Pair-Up" Bonus bet. If there is no ANTE bet no one can wager on the optional Pair-Up bonus bet.

BASIC RULES & PROCEDURE

ANTE & CALL BET

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game is played on a Blackjack style 8 handed table.
- 4) At the start of the game, the Player/Dealer position will be offered to players from seat # 1.
- 5) Third Party Provider of Proposition Players allowed by law are permitted to play and hold the Player/Dealer position in rotation with other players..
- 6) Backline betting is allowed. Each seat has three betting circle for the ANTE bet. The game is played eight handed.

ROUND OF PLAY

- 7) Players choose their spots around a high, Blackjack style table. The casino dealer takes collection based on the table limit. Players post an ANTE wager in accordance with table limits. Cards are dealt clock-wise starting from the first active position from the Player/Dealer.
- 8) Each player's and the Player/Dealer's final hand will be composed of five cards. The players will receive five cards face down. The Player/Dealer will receive five cards face down. The casino dealer will turn the Player/Dealers' top card face up.
- 9) Players must place the ANTE bet prior to receiving their cards.

- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or
 - b) Call with a back *Call Bet* twice the *Ante*.

- 11) The Player/Dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the Player/Dealer hand does not qualify, the player wins the *Ante* bet even if the player's hand is lower than the Player/Dealer's hand .

- 12) If the Player/Dealer's hand does not qualify with an Ace/ King , the *Call Bet* wager will be a push (tie) and will receive no action.

- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.

- 14) Each player's five-card hand is then compared with the Player/Dealer's five-card hand. The highest ranking poker hand wins.

- 15) There is no draw or discard for all hands.

- 16) If a player receives no action, no rebate, refund in any form will be given to the players.

- 17) If the player/dealer hand qualifies all identical hands are a push (tie).

- 18) The hand ranking of Caribbean Stud Poker is identical to all 52 card poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.

- 19) Wagers are collected or paid, to the extent that the Player/Dealer's wagers covers in this order on every seat in the following order:
 - Front bet (*Ante*)
 - Back bet (*Call Bet*)

- 19) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to1
• Straight	5 to1
• Flush	6 to1
• Full house	7 to1
• Four of a kind	8 to1
• Straight flush	9 to1
• Royal flush	10 to1

BASIC RULES & PROCEDURE

PAIR UP Bonus Bet

1-All players have an option to place a wager on the PAIR UP Bonus Bet in addition to the ANTE bet at the same time.

2- Players must place a separate collection for this bet. The minimum and maximum and the collection rate is exactly identical to the ANTE bet.

3-Players may forfeit the hand and still be paid for their PAIR UP Bonus Bet according to the pay chart.

PAIR UP Bonus Bet Schedule

Hand	Pay-Out on PAIR UP Bonus Bet
• 6-6 through 2-2	push

• Pair of 7 or higher	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	4 to 1
• Flush	5 to 1
• Full house	7 to 1
• Four of a kind	20 to 1
• Straight flush	50 to 1
• Royal Flush	100 to 1

PLAYER/DEALER Procedures

The Player/Dealer position rotates in a systematic and continuous manner so the deal does not constantly remain with a single person for multiple hands, thus avoiding a banked game. The person in Player/Dealer position may not act as Player/Dealer position more than two consecutive times

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, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that Player/Dealer wagers covers. The game will be broken if at least one other intervening player at the table does not accept the deal when offered. If a player receives no action, no rebate, refund, in any form will be given to the player. Player/Dealer are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including the Player/Dealer must post the required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand. The collection rate is predetermined and not based on the action or any percentage of the amount wagered, won or lost.

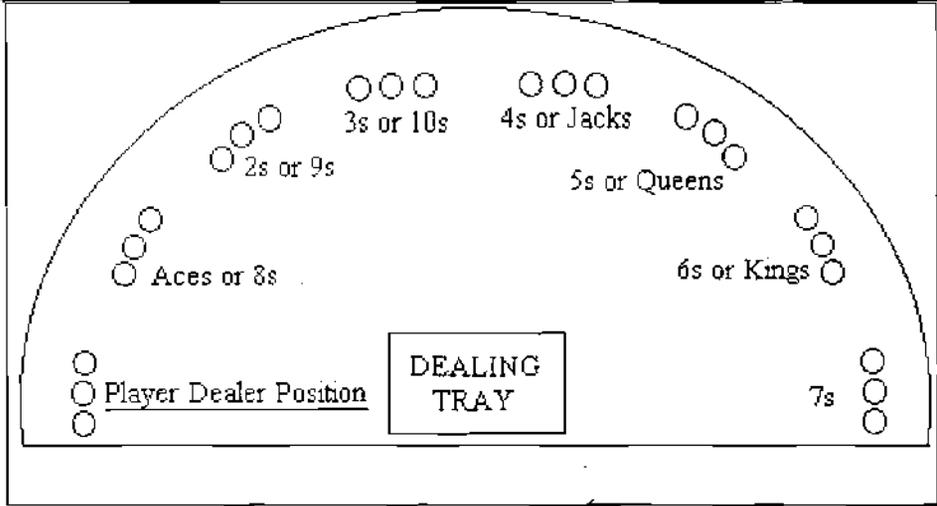
Table Limits	Player/Dealer	Player
\$5- \$50	\$1	50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

Action Button

The Player/Dealer will receive five cards face down. After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The Player/Dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

PLAYER WITH POSITION NUMBER	IS REPRESENTED BY
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks

6	5s or Queens
7	6s or King
8	7s



21st CENTURY BLACKJACK

SECOND EDITION

OBJECT OF THE GAME

The object of Bust version of -21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total; two suited aces are “Natural”. This hand pays 2 to 1.
- A “Natural ” beats all other hands.

VALUE OF CARDS

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

- Two suited aces dealt as the first two cards is the best possible hand and is also known as a “Natural ”.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

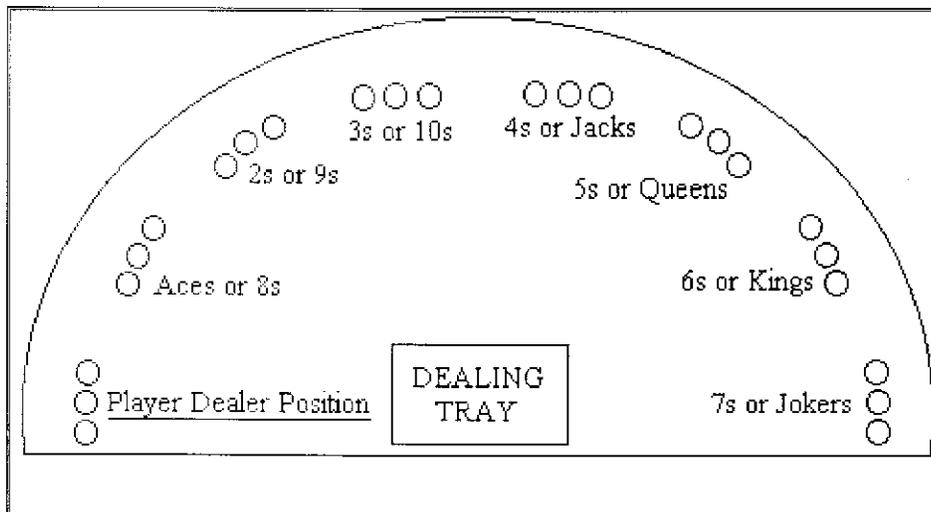
1. This version of 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52-card deck. The game can be played with a minimum of a one 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, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

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

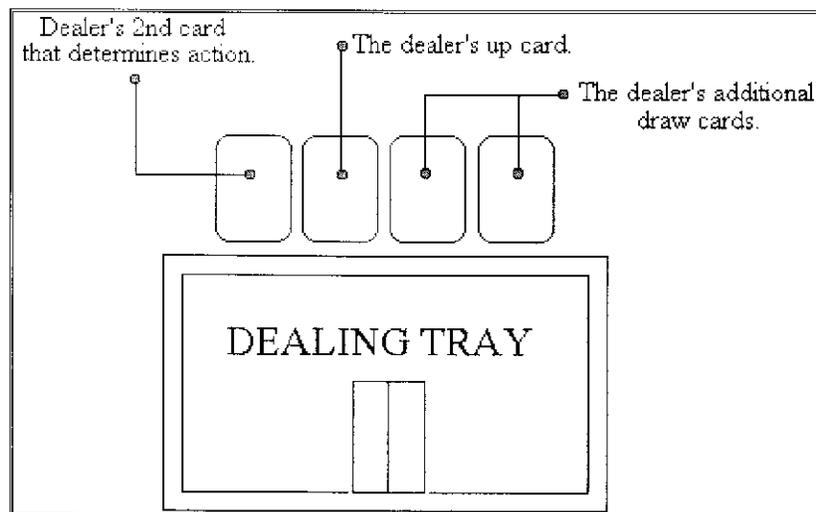
Rules for Players

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

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



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
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 give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



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

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

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

GAME RULES

1. A " Natural " (the first two cards dealt are any suited aces) is the best possible hand. If the player and the Player/Dealer's hands are both any " natural ", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is 21.
3. If a player's total is less than a "21" and the Player/Dealer's total is more than a "21", the player wins the hand.
4. If a player's total is less than a " 21" and the Player/Dealer's hand is less than a " 21", the hand closest to a " 21" wins.
5. If a player and the Player/Dealer have the same total and it is less than a " 21, the hand is a push or tie, and no action is taken on the wager.
- 6- If a player's hand is more than a " 21", the player will lose automatically.

- 7.The game options include a) players wining on tie hands over 21 b) players pushes on tie hands over 21
8. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
9. Backline betting is allowed; subject to local ordinance or code.
10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

No Bust – 21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

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

Players can split any pair or two cards with a value of 10 each, originally dealt to them or any two aces unsuited.

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

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

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

There is no extra collection fee taken by the casino on any double-down or split executed by a player,
" Natural " pays 2 to 1. All other hands pay 1 to 1.

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

LEGAL

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



SCHEDULE OF TABLE LIMITS AND COLLECTIONS FOR TRIPS

Players may not enter in the middle of rounds. They must wait until a qualifying hand is produced.

\$2 TABLE LIMIT		
\$2 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	50¢	Each Player
2nd	\$0	n/a
3rd	\$2	Pot
4th	\$2	Pot
5th & More	\$0	n/a

\$3 TABLE LIMIT		
\$3 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$1	Each Player
2nd	n/a	n/a
3rd	\$3	Pot
4th	\$3	Pot
5th & More	n/a	n/a

\$5 TABLE LIMIT		
\$5 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$1	Each Player
2nd	n/a	n/a
3rd	\$5	Pot
4th	\$5	Pot
5th & More	n/a	n/a

\$10 TABLE LIMIT		
\$10 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$2	Each Player
2nd	n/a	n/a
3rd	\$7	Pot
4th	\$7	Pot
5th & More	n/a	n/a

\$25 TABLE LIMIT		
\$ 25 BETS IN ALL STAGES		
COLLECTION RATES		
Round	\$ Amount	From
1st	\$3	Each Player
2nd	n/a	n/a
3rd	\$10	Pot
4th	\$10	Pot
5th & More	n/a	n/a

Section 3

PAI GOW POKER

1. The seated player has the first option of being the Player/Dealer on his/her seat. If there was no wager on that seat during the previous hand, no one may be the Player/Dealer on that seat.
2. A player has a FOUL hand if:
 - a. The two card hand is stronger than the five-card hand, or
 - b. The player does not have two cards in the front hand, or
 - c. The player does not have five cards in the back hand.
3. All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "House Way."

4. There are two different versions of Pai Gow Poker
 - a. The Joker is wild.
 - b. The Joker may be used as an Ace or to complete a Straight or as the highest unmatched card in a Flush.
5. A boxed card or an exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
6. A misdeal will be declared if
 - a. a Joker or Ace is boxed or exposed, or
 - b. if two or more cards are boxed or exposed.
 - c. if the first card off the deck is exposed.
 - d. if two identical cards are turned up.
 - e. If a foreign card is found in the deck.

7. Players are responsible for the final setting of their hands. When a player requests assistance on the setting of a hand by the House Supervisor, a "House Way" button will be placed on the hand. After the Player/Dealer's hand is opened and set, the hand will be opened and set per "House Way" guidelines. Players are not allowed to look at the hand(s) if he/she request to play the hand "House Way." Once the player has already looked at the hand(s) then he/she must set the hands.
8. No wager can be removed until all hands are opened.
9. Any "House Way" hand improperly set by the House Supervisor will be reset by Management.
10. The House Supervisor cannot allow the Player/Dealer to set his hand foul. If the House Supervisor mistakenly allows a foul hand to be played, it will be reset the "House Way" by Management and play will continue.

11. The Player/Dealer's hand is not set until he/she has signified his final decision in an obvious manner to the House Supervisor.
12. If it is discovered that the House Supervisor did not show all options to the Player/Dealer, the hand will be reset the "House Way" before the third hand is exposed.
13. New set-ups may be requested after two rounds. Player/Dealer may ask the House Supervisor for an extra shuffle.
14. Only the Player/Dealer may request a change of deck.
15. A hand that has been misread by the House Supervisor will play at true value if it can be retrieved intact.
16. In the high limit games the seated player may not object to other players being the Player/Dealer on their seat if they choose not to be the Player/Dealer, provided there was a wager the previous hand.

17. If the house supervisor delivered the first action hand to the wrong spot:
 - a. If it is discovered before the dice cup is closed then correcting it by *delivering the hand to the correct spot(s)* (providing no one has looked at the player/dealer's hand.)
 - b. If it is discovered after the dice cup is closed the hands must play.
18. In the "Joker Wild" version, if the two card hand (front) consists of a "Joker", it will automatically play as a "Pair"

The following chart demonstrates The Bicycle Casino's House Way:

Pai Gow Poker
House way for "Joker" Fully Wild

Hand	How to Play	Example
No Pair No Straight No Flush	Put highest and 3rd highest cards in the front. Use the Joker with the second highest card as a pair in the back.	A♥ Q♣ Jok K♣ 7♠ 4♦ 3♥
Straight or Flush with One Pair	Use the Joker with the highest non-paired card to make a pair and play the hand Pair-Pair	Jok Q♣ K♣ K♥ 10♥ 9♥ 3♥
Straight or Flush with No Pair	Refer to Joker Not Wild House Way	
One Pair	Use the Joker with the highest non-paired card to make a Pair. Play the Hand Pair-Pair.	Jok 9♦ Q♦ Q♣ 7♠ 5♠ 2♠
Two Pairs	If your highest non-pair card is 3 ranks higher than your bigger Pair, use the Joker with it in front and play two pairs behind. Otherwise put the higher pair in the front and use the Joker with the smaller Pair behind to make a Three-of-a-kind.	Jok 9♠ 6♠ 6♥ 4♠ 4♠ 2♥ 6♠ 6♦ Jok 4♥ 4♠ 7♠ 2♦

Pai Gow Poker House way for "Joker" Fully Wild

Hand	How to Play	Example
Three Pairs	Highest Pair in the front and other two Pairs and Joker in the back.	J♦ J♣ Jok 10♠ 10♦ 4♥ 4♣
Three-of-a-kind	Put the Joker with the highest single card in the front. Keep the "trips" in the back.	Jok 7♦ Q♠ Q♦ Q♥ 5♥ 2♠
Full House	If the non-pair card is three ranks higher than the pair, use the Joker in front and play Full House behind. Otherwise, put the pair in the front and Four-of-a-kind behind.	10♦ Jok 2♦ 2♠ 5♦ 5♥ 5♠ 5♣ 5♦ 2♦ 2♥ 2♠ 4♥ Jok
Straight or Flush with two Pairs	Play according to two Pairs	J♥ J♠ Jok 9♥ 9♣ 8♥ 7♥
Five-of-a-kind	The Joker with the highest card in the front and four-of-a-kind in the back.	J♠ Jok Q♠ Q♦ Q♥ Q♣ 7♦
Five-of-a-kind with a pair	Play highest possible pair in front	Jok K♥ K♦ K♠ K♣ 2♦ 2♥ J♦ J♥ Jok 8♦ 8♥ 8♠ 8♣

NO BUST 21st CENTURY BLACKJACK

4.0

4/23/2006

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21st Century Gaming Concepts Inc., is prohibited by law.**

Existing issued patents:

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

And additional pending patents

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

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

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

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

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

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

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

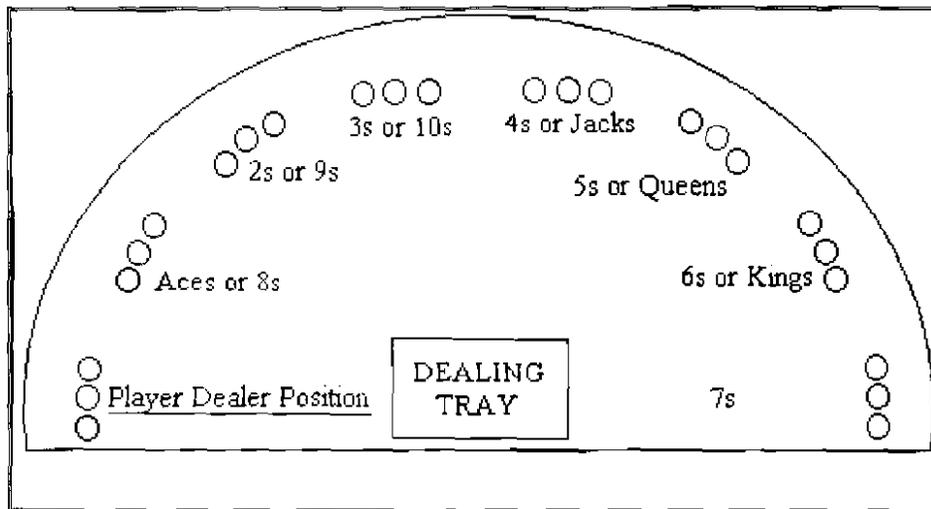
ROUND OF PLAY

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

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

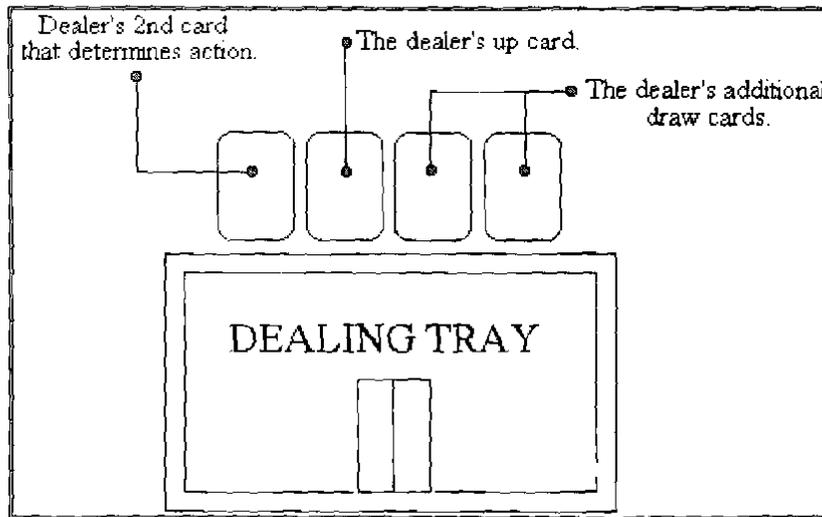
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

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



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

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



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

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

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

GAME RULES

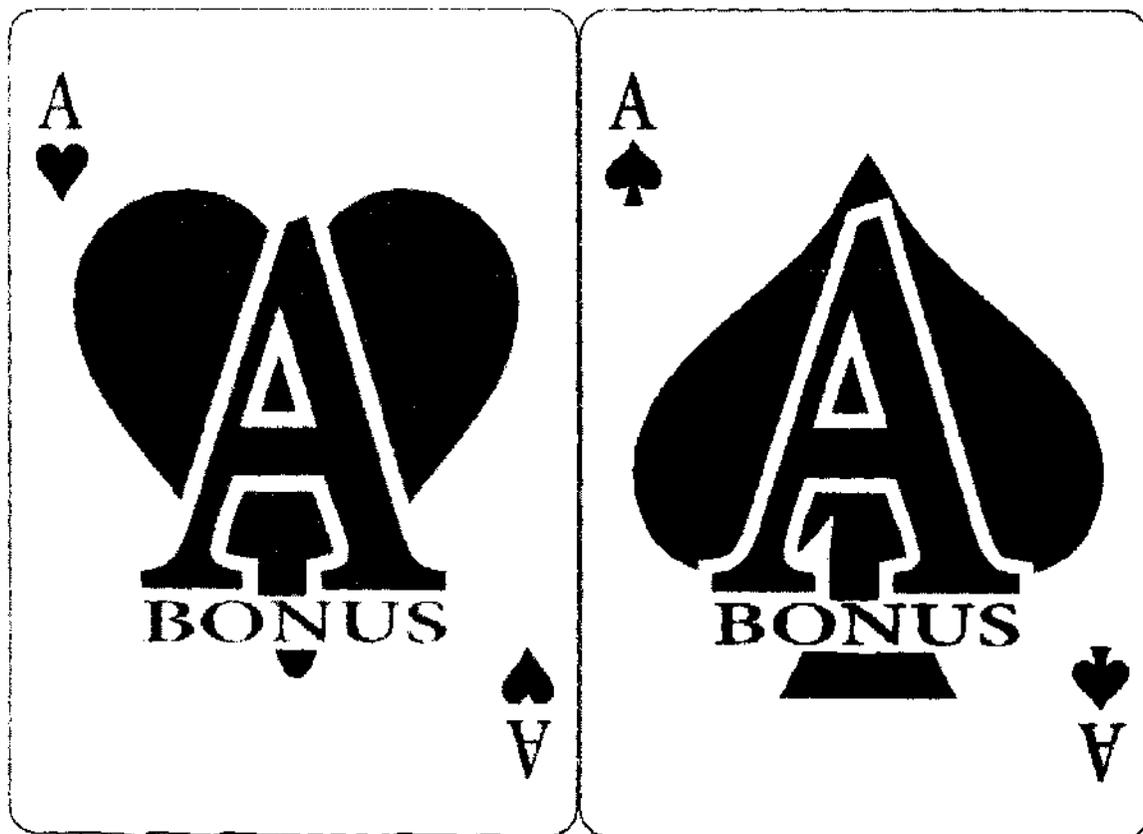
1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and a half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

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

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

Bonus Ace'





LEGAL

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

21st Century Blackjack Collection

Table Limits	Player/Dealer Collection	Player Collection
\$2 - \$20	\$1	\$0.50
\$10-\$100	\$2	\$1
\$25-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3

The Bicycle Casino's 'Hold 'em Mexicana'

SUMMARY

Hold'em Mexicana poker is similar to the traditional Texas Hold'em poker game and is played with a standard deck of cards "stripped" to 41 cards. The 8's, 9's and 10's are removed, and a Joker is added. If the Joker is held by any player, it can be used as a wild card.

To receive a hand, each player posts a collection (forced) when they have the small or big blind. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete. Each player receives two hole cards. A round of betting occurs in which a player make check, bet, raise, or fold. After the round is completed the casino dealer deals three community cards; players bet; the dealer deals the 4th card; players bet, then the final card or the "river" is dealt and the final round of betting occurs. Winner(s) are determined and awarded the pot.

THE PRIZE

The player who has the highest ranking five card hand wins the game. In the case of a tie, the pot is divided equally and the players are awarded the pot.

All wagers are made in a clockwise manner beginning with the player to the left of the dealer button. The collection (which is pre-determined and fixed) is taken from the blinds.

UNIQUE RULE

The following hands are considered the same as a straight due to the removal of 8's, 9's and 10's from the deck: "4-5-6-7-J" "5-6-7-J-Q" "6-7J-Q-K" "7-J-Q-K-A"

RANKING OF HANDS

The ranking of hands from highest to lowest (Flush beats a Full House)

1. Five of a Kind
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Flush
6. Full House
7. Straight

Ace, 2, 3, 4, 5/ 2,3,4,5,6,/3,4,5,6,7/4,5,6,7,J/5,6,7,J,Q/6,7,J,Q,K
/7,J,Q,K, Ace

8. Three of a Kind
9. Two Pair
10. One Pair
11. High Card

COLLECTION SCHEDULE/WAGERING LIMITS

Game Limit	Small Blind	Big Blind	Jackpot
2/4	\$1	\$2	\$1
3/6	\$1	\$2	\$1
4/8	\$2	\$3	\$1
6/12	\$2	\$3	\$1
8/16	\$3	\$4	\$1
10/20	\$3	\$4	\$1
No Limit	\$2	\$4	\$1

ROUND OF PLAY

1. The small and big blind are posted.
2. The dealer deals two cards (hole cards) face down to each player starting at the person left of the dealer button.
3. Each player starting to the first person to the left of the dealer button must place a wager, raise, or fold. The small and big blind may raise as well.
4. After the first round of wagering is complete, the dealer burns a card and then flops three community cards.
5. A second round of betting is completed and the dealers deals a fourth card.
6. A third round of betting is completed and the dealers deals the final card (River card) and a final round of betting is completed.
7. All players still participating in the hand shows their hands and the player with the highest ranking hand wins the pot. In the case of a tie, the pot is split between the winners.

'Reverse Bet Pai Gow Tiles'

SUMMARY

Reverse Bet Pai Gow Tiles is a new game that utilizes the base game of traditional Pai Gow Tiles (PGT) with an added betting feature where the player can place an additional wager called a reverse bet. The game has a U.S. patent pending.

All wagers require a fixed and posted collection which is collected by the licensed gambling establishment (herein referred to as the "House").

RANKING OF HANDS

1 . Teen 12 / Day 2	Three	Mix 5	Chong 6 / Red 6	Play 7, 9
2 . Teen 12	Day 2	Bon 4 / Gor 4	Chong 6 / Red 6	Play 6, high 8
3 . Teen 12 / Day 2	Mix 5	Chong 6	Red 6	Play 1, high 8
4 . Teen 12 / Day 2	Mix 5	Mooy 10	Red 10	Play Nothing, 7
5 . Teen 12 / Day 2	Chong 6 / Red 6	Mooy 10 / Red 10	Foo 11	Play 3, 6
6 . Teen 12	Day 2	Mooy 10 / Red 10	Foo 11	Play high 2, 3
7 . Three / Low 6	Gor 4	Bon 4	Mix 5	Play high 7, 9
8 . Three / Low 6	Gor 4 / Bon 4	Chong 6 / Red 6	Red 7 / Mix 7	Play 3, 7
9 . Three / Low 6	Mix 5	Chong 6	Red 7 / Mix 7	Play 3, 8
10 . Three / Low 6	Chong 6	Red 6	Red 7 / Mix 7	Play high 3, 9
11 . Three / Low 6	Chong 6	Red 6	Foo 11	Play 7, high 9
12 . Gor 4	Bon 4	Mix 5	Yun 8	Play 3, 8
13 . Gor 4	Bon 4	Mix 5	Mix 8	Play 2, high 9
14 . Gor 4	Bon 4	Mix 5	Red 7 / Mix 7	Play 1, high 9
15 . Gor 4	Bon 4	Mix 5	Mix 9	Play 4, 8
16 . Gor 4	Bon 4	Mooy 10	Foo 11	Play 4, high 5
17 . Gor 4	Bon 4	Red 10	Foo 11	Play high 4, 5
18 . Gor 4	Chong 6 / Red 6	Yun 8	Mix 8	Play 2, high 4
19 . Bon 4	Chong 6 / Red 6	Yun 8	Mix 8	Play high 2, 4
20 . Gor 4	Red 7 / Mix 7	Yun 8	Mix 8	Play 2, high 5
21 . Bon 4	Red 7 / Mix 7	Yun 8	Mix 8	Play high 2, 5
22 . Gor 4	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 3, 5

Bicycle Casino
Reverse Bet Pai Gow Tiles

23	. Bon 4	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 1, 7
24	. Mix 5	Mooy 10	Red 10	Foo 11	Play Mooy 1, 5
25	. Chong 6 / Mix 6	Red 7 / Mix 7	Yun 8	Mix 8	Play high 4, 5
26	. Chong 6 / Mix 6	Red 7 / Mix 7	Yun 8 / Mix 8	Mix 9	Play 5, 5 Play Chong 6, Mooy 7/8/9
27	. Chong 6	Either 7 / Mix 8 or 9	Mooy 10	Red 10	
28	. Chong 6 / Mix 6	Yun 8 / Mix 8	Moon 10 / Red 10	Foo 11	Play 7, 8
29	. Red 7 / Mix 7	Yun 8	Mix 8	Mix 9	Play 6, 6
30	. Red 7 / Mix 7	Yun 8	Mooy 10	Foo 11	Play 7, 9
31	. Red 7 / Mix 7	Yun 8	Red 10	Foo 11	Play 8, 8
32	. Red 7 / Mix 7	Mix 8	Mooy 10 / Red 10	Foo 11	Play 8, 8
33	. Red 7	Mix 7	Mooy 10	Red 10	Play 7, 7
34	. Red 7	Mix 7	Mooy 10 / Red 10	Foo 11	Play 7, 8
35	. Pair of Yun 8s		Mix 9	Foo 11	Play 7, 9
36	. Pair of Yun 8s		Mooy 10	Red 10	Play 8, 8
37	. Pair of Mix 7s		Mooy 10	Red 10	Play 7, 7
38	. Pair of Mix 7s		Mooy 10 / Red 10	Foo 11	Play 7, 8
39	. Pair of Mix 8s		Mix 9	Foo 11	Play 7, 9
40	. Pair of Mix 8s		Mooy 10	Red 10	Play 8, 8
41	. Pair of Mix 9s		Mooy 10	Red 10	Play 9, 9 Play 4, 4 / 4, 5 / 4, 6
42	. Teen 12	Day 2	Mooy 10 / Red 10	Any 4 / 5 / 6	
43	. Chong 6	Red 6	Mix 5	Foo 11	Play 1, Chong 7
44	. Red 7	Red 6	Mix 5	Foo 11	Play 1, 8
45	. Chong 6	Red 6	Bon 4 / Gor 4	Foo 11	Play Nothing, 7
46	. Ping 10	Foo 11	Mix 8	Yun 8	Play 8, Yun 9
47	. Bon 4	Red 6	Red 7 / Mix 7	Foo 11	Play Nothing, 8
48	. Bon 4	Red 6	Red 7 / Mix 7	Red 10 / Mooy 10	Play Nothing, 7
49	. Mooy 10	Yun 8	Red 7 / Mix 7	Foo 11	Play 7, 9
50	. Red 6	Chong 6	Mix 5	Red 10 / Mooy 10	Play 2, 5

COLLECTION SCHEDULE/WAGERING LIMITS

Table Limit	Wager	Player	Player/Dealer
\$50- No Limit	\$50-\$500	\$1	\$3
	\$501-\$1,000	\$2	\$3
	\$1,001-no limit	\$3	\$3
\$100- No Limit	\$100-\$1,000	\$2	\$6
	\$1,001-\$2,000	\$4	\$6
	\$2,001-no limit	\$6	\$6
\$200- No Limit	\$200-\$1,500	\$3	\$9
	\$1,501-\$3,000	\$6	\$9
	\$3,001-no limit	\$9	\$9
\$300- No Limit	\$300-\$2,000	\$5	\$15
	\$2,001-\$4,000	\$10	\$15
	\$4,001-no limit	\$15	\$15

ROUND OF PLAY

1. A Player/Dealer is selected. The Player/Dealer will "bank" the game for two hands and then the position will be rotated in a systematic and counter-clockwise fashion around the table. If there is no intervening bank the game will be broken.
2. Once the Player/dealer is selected, they will place their wager and the players will do the same. The base wagers will be placed in front of the seated players position and the reverse bets will be placed in front of the dealer or floorperson's position (there will be a dealer and floorperson monitoring the game at all times.)
3. Once wagers and collections are set, the dealer will shuffle the tiles and deal four (4) of them to each player. The Player/Dealer's tiles will be kept in front of the House dealer with the white dealer button placed on top of them.
4. The House dealer will collect all fee collections and drop them in the attached and secured drop box.
5. The players will set their tiles and the Player/Dealer will set theirs. All hands will then be compared to that of the Player/Dealers. All winners will be paid by the player/dealer position and all losers will be paid to the Player/Dealer to the extent that the money covers.

6. After the base hands are paid off, the House dealer will then pay off the reverse bets. All winners will be paid by the player/dealer position and all losers will be paid to the Player/Dealer to the extent that the money covers.
7. The players may decide to place a reverse bet when they wish to bet with the Player/Dealer. (This is the same betting procedure as is currently approved by the Division and offered at numerous cardrooms-21st Century Baccarat.) The wager is made via the marked reverse bet area located in front of the floorperson position.
8. The wager is made prior to the tiles being dealt and are not based on any percentages. The wager will follow the posted and pre-approved wagering limits and collection rates.

JACKPOT RULES

There is no jackpot attached to this specific game.

GLOSSARY

Reverse Bet A wager that the player may make when they feel the Player/Dealer position may win the hand. (This is the same as wagering on the “player” or “bank” position in 21st Century Baccarat.)

The reverse bet allows a player to wager on the “bank” position as in 21st Century Baccarat. Often players will feel that the Player/Dealer position will prevail and this feature allows the player to make the wager when they do not hold the Player/Dealer position. The player, as in 21st century Baccarat will monitor the play and the hands (or tiles in this situation) and find that it is more advantageous to use the history of the play and choose the position that will prevail for that particular hand.

As in Baccarat, they will utilize a card to track hands and outcomes to further add to the skill element. This arguably gives the player who takes the reverse bet a better wagering position than the Player/Dealer who is limited to decision making and is somewhat at the mercy of other players as they set their hands (tiles).

BICYCLE CASINO
CARD CRAPS COLLECTION STRUCTURE

Pass Line and Don't Pass Bets

	<u>Fee</u>
Bet \$5 - \$200	\$1.00
Bet \$205 and above	\$2.00

Place Bets / Lay Bets / Buy Bets

All bets whether one number or across inside or outside	\$.50
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Come Bets and Don't Come

All Come and Don't Come Bets	\$.50
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Field Bets

All field bets	\$.50
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Prop Bets (Center Action)

All prop bets (center action) are free if playing on the pass or don't pass otherwise \$.50 per bet.

Player/Dealer

\$2.00 per hand

Lightning Poker™ Texas Hold'em Rules (written description only)

Texas Hold'em is a community card poker game that is played with a standard 52-card deck. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets, which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

Single Table Tournaments/Satellites (written description only)

In addition to open play, The Lightning Poker™ Gaming System offers single table tournaments. Single table tournaments display some screens differently than cash games do, in order to reflect a fixed buy-in amount, waiting for players before starting, blind schedules, blinds increasing, and player finishes.

Tournament structures, including buy-in, fee, blind schedule and payout schedule are controlled by the floor person using the Pitboss Web Interface.

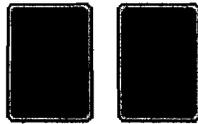
- **Cashier** - Tournaments have fixed buy-in amounts, so the tournament cashier screen only allows players to buy in for that amount.
- **Waiting for Players** - Single Table Tournaments may be configured in the Pitboss Web Interface to begin at a specific time.
- **Blind Schedule** - In tournaments, the blinds increase at a rate configurable in the Pitboss Web Interface. Players may switch between viewing chip counts and viewing the blind schedule by tapping on the "Blind Schedule" and "Player Balances" labels in the lower left corner of the player screen.
- **Blind Schedule Indicator** - During a tournament, the blinds are preset to increase either by time or by number of hands; this is configurable in the Pitboss Web Interface. Players can view the remaining time for a blind by looking at the bottom of the "Blinds Schedule". A yellow timer will display the remaining time until the next blind increase will occur.
- **Increasing Blinds** - When the blinds increase, a notification is sent to all players, as well as the center screen. The following figures show a player screen and the center screen just after the blinds have increased.
- **Player Finishes** - When a player loses all of his or her chips during a tournament, the player is removed from the table and cannot rejoin. That player's seat is closed until the end of the tournament and displays the player's position and any prize money awarded. Prizes (aka payouts) are awarded according to who lasts the longest in the tournament. Players "busting-out" on the same hand are placed based on chip count at the start of the hand. The payouts are configured in the Pitboss Web Interface.

Lightning Poker™ Texas Hold'em Rules (written description with visuals)

To initiate a game, Players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the *flop*) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all of the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

Rounds of Betting

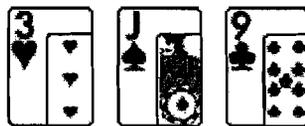
1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards*.



2. First round of betting – Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.

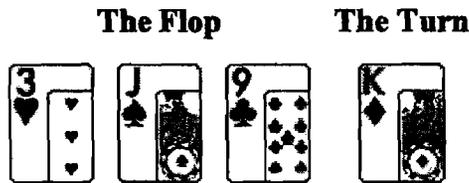
3. The flop – The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the *flop*, while all of the community cards are collectively called the *board*.

The Flop



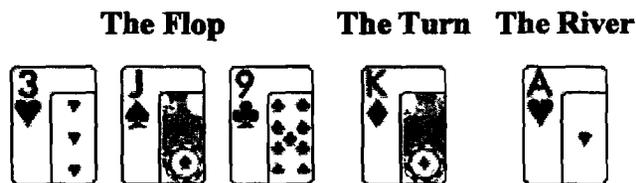
4. Second round of betting – Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.

5. The turn – The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the *turn card*, or *fourth street*.



6. Third round of betting – It follows the same format as the second round, but the size of the bets have usually doubled in limit games.

7. The river – The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the *river card*, or *fifth street*.



8. Final round of betting – It follows the same format as the second and third rounds.

9. The showdown – Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)

b. "Standard" 52-card deck or other type of card deck.

A standard 52-card deck is used for this game. It is rendered electronically, rather than a physical deck of cards. A fully certified Random Number Generator (RNG) is used to ensure that all electronically dealt cards are sufficiently randomized.

c. Describe dealing procedures.

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.

If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The

subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

The Flop

Once the initial round of betting has finished, then three cards 'The Flop' are electronically dealt face up onto the 'Community LCD Screen' in the center of the table. These cards represent the first three 'community' cards shared by all players at the table who remain in the hand. At this point, each player has a five (5) card hand composed of their two (2) hole cards and the three (3) community cards. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

The Turn

After all players have bet on 'The Flop', a 4th community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The Turn'. Another round of betting/raising/folding begins via the private LCD touch screens in front of each player.

The River

After all players have bet on 'The Turn', a 5th and FINAL community card is electronically dealt to the Community LCD Screen in the center of the table. This card is called 'The River'. A final round of betting/raising/folding begins via the private LCD touch screens in front of each player. Once this round is complete, players reveal their two (2) hole cards. The player with the best five card poker hand is deemed the winner of this hand. The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

d. Number of players in the game.

A Lightning Poker Table can hold a maximum of ten (10) players at one time with a minimum of two (2) players required to begin a game.

e. Description of how and when are house fees collected.

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any

limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

1-3 players dealt a hand	\$1.00 drop
4-5 players dealt a hand	\$2.00 drop
6 players dealt a hand	\$3.00 drop
7-10 players dealt a hand	\$4.00 drop (maximum)

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:

A charge if there is no 'Flop'?

The amount of players that reach 'The Flop'?

The amount may as a set amount or percentage of the Pot?

The maximum amount that can be collected/raked per hand?

Lightning Poker provides each card room the ability to set up their own collection/rake rules.

f. Betting limits.

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.

There are two (2) common betting limits including;

1. No Limit Games – This is a type of game where players are permitted to bet any amount (no limit) after the Big and Small Blinds are placed. As a note; most card rooms will allow a set maximum amount of money that any individual player can begin with in the game.
2. Limit Games – This is a type of game where players are permitted to only bet a 'capped' amount. Just as in a non-electronic game, the cap determines the bet amount and there are three allowable raises per betting round.

g. Betting scheme.

1. Checking, Raising and Folding is permitted in all games.
2. 'Limit Texas Hold 'Em' caps the bets and allows for three (3) raises per betting round.
3. 'No Limit Texas Hold 'Em' has no maximum bet and may allow for an unlimited number of raises
4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet

or more is treated as a full bet, and other players may fold, call or make a full raise.

6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

h. How winners determined and paid.

The winner is determined by whichever active player (player has not folded) has the best five-card poker hand after the fifth community card ('The River') has been dealt and the final round of betting has been completed, or by a player being the only active player left in a hand (all other players have folded their hands).

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and 'cash out' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their winnings or remaining cash balance.

Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for close to a decade.

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

Once a player registers for a Lightning Poker game and is assigned to a specific Lightning Poker table, the player will swipe their account card at their private player station. This will activate a 'Pin Pad' screen on their private LCD touch screen. Once the player types in her/his private Pin #, she/he will be able to play in the next available hand.

After a set amount of people sit down at a table (set by the card room but no less than two and up to ten players), the card room's poker floor person can begin play by activating the table directly at the table or from a PC.

To begin play, each player is dealt two (2) hole cards to their private LCD touch screen. After viewing their cards, a player can bet, check or fold

All players who want to stay in the hand must check or bet as play dictates at that moment.

Once the first round of betting is completed, Lightning Poker electronically deals three (3) community cards, known as 'The Flop', on the community LCD center screen. The second round of betting now happens.

Once the second round of betting is completed, Lightning Poker electronically deals one (1) more community card, known as 'The Turn', on the community LCD center screen. The third round of betting now happens.

Once the third round of betting is completed, Lightning Poker electronically deals one (1) final community card, known as 'The River', on the community LCD center screen. The fourth and final round of betting now happens. Upon completion of the final round of betting, active players now show their hole cards to determine the player with the best five-card poker hand. This player is determined as the winner and the pot is awarded to this player

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

5. Describe the type of gaming table utilized for this game.

The Lightning Poker table is approximately 86" (length) by 68" (width) by 30" (height). It is octagonal in shape (design patent is filed and attached) and has ten (10) player stations each with a twelve inch private touch screen monitor and card reader in front of them. There is a 45 inch community LCD center screen located in the center of the table. Photos of the table are attached in Appendix 5.

6. List other equipment used.

Lightning Poker utilizes the following required equipment for game play;

- The Lightning Poker table
- Three (3) computer servers to operate the game
- A Random Number Generator to electronically and randomly deal the cards
- Poker Floor Person Management software which can be operated at the table or on a PC

7. Provide a glossary of terms used in the controlled game.

Glossary

ACTION:	A fold, check, call, bet or raise by a player
ALL IN:	A bet that has put all of a player's money/chips into the pot.
ANTE:	A required bet posted before the start of a hand by all players
BET:	The act of placing an amount of money or chips into a pot by a player
BIG BLIND:	The largest blind bet in a game
BLIND:	A required bet made before cards are dealt

BLUFF: To bet an inferior hand, attempting to eliminate all opponents

BOARD: The 5 communal cards in Hold'Em format games

BURN CARD: After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.

BUTTON: A player who is designated dealer position marked by a dealer button

BUY-IN: The minimum amount of money required to enter any game, usually five times the maximum bet.

CAGE: A cashier's window located in a casino where chip or money transactions take place.

CAPPED: This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.

CHECK: To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

CHECK-&-RAISE: To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act

COMMUNITY CARDS: The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'Em and Omaha.

COMPLETE THE BET: To increase an all-in bet or forced bet to a full bet in limit Poker

DEAD MONEY: Chips that are taken into the center of the pot because they are not considered part of a particular player's bet.

DEALER BUTTON: A flat disk that indicates the player who would be in the dealing position for that hand (if there were not a house dealer). Also know as "the button".

DECK: A collection of playing cards for Texas Hold'Em. The deck consists of normal 52-card deck.

DOWNCARDS: Cards that are dealt facedown in a stud-format games.

FIXED LIMIT: In limit poker any betting structure in which the amount of the bet on each particular round is predetermined and does not vary.

FLOORPERSON: A casino employee who seats players and makes decisions.

FLOP: In Texas Hold'Em, the three community cards that are turned simultaneously after the first round of betting is complete.

FOLD: To throw a hand away and relinquish all interest in a pot.

FOURTH STREET: The first up card after the flop in Hold'Em (also known as the turn card)

FLUSH: A poker hand consisting of 5 cards of the same suit.

FORCED BET: A required wager to start the action on the first round of betting.

FULL HOUSE: A hand consisting of three of a kind and a pair.

HAND: (a) Five cards arranged to create a ranking in poker games or all of a player's cards on a particular hand.
(b) A single poker deal and the events that surround it, from the shuffle to the time a winner is determined.

HEADS-UP PLAY: Only two players involved in play.

HOLECARDS: The Cards dealt facedown to a player.

KICKER: The highest unpaired card that helps determine the value of a five-card poker hand.

MISSED BLIND: A required bet that is not posted when it was your turn to do so.

MUCK: (a) Cards that players discarded
(b) The unused portion of the deck and the cards that players have discarded, gathered facedown in the center of the table by the dealer.

NO-LIMIT: A betting structure where the players are allowed to wager any or all of their chips in one bet.

OPENER: The player who made the first voluntary bet.

OPTION: The choice to raise a bet given to a player with a blind.

PICTURE CARD: A king, queen, or jack, also called a face-card or paint.

PLAYING THE BOARD: The use of all five community cards for your hand in Hold'Em.

POSITION: (a) The distance from the blinds or the button for any hand
(b) The order in which you act in a particular hand.

POT: The total amount of money or chips being played for amongst players.

POT LIMIT: The betting structure of game in which you are allowed to bet up to the amount of the pot

RAISE: To call a previous bet while making an additional bet simultaneously.

RAKE: A fee charged for each hand dealt.

RERAISE: An increase in a wager at least the size of the previous bet which occurs after a raise.

RIVER CARD: The final card in any poker game

SET: Three of a kind. Also called trips.

SIDE POT: A separate pot formed when one or more players are all-in.

SIT N GO TOURNAMENT: A type of tournament which is played on a single table until there is one winner or an agreement is made between finalists to end the game.

SHOWDOWN: The final act of determining the winner of the pot after all betting has been completed

SMALL BLIND: The smallest blind in a game with multiple blind bets

SPLIT POT: A pot that is divided among players, either because of a tie for the best hand or by agreement prior to the showdown

STRAIGHT: Five consecutive ranks of any suit

STRAIGHT FLUSH: Five consecutive ranks of the same suit

TABLE STAKES: The amount of money that a player has on the table. This is the maximum amount that a player can lose or that anyone can win from said player on any one hand

TOURNAMENT: A competition for players to determine whom is the best player

TURN CARD: The fourth community card in Texas Hold 'Em (also called fourth street)

TRIPS: Three of a kind. Also called a set.

WAGER: A bet or a raise

Name of the controlled game:

Super Pai Gow Poker or
Qualifier Pai Gow Poker

Copies of published/proposed promotions or advertisement literature must accompany this application:

None.

A detailed description of rules of the controlled game must be attached and must include the following information:

a. Standards of play.

Standards are the same as those of the traditional Pai Gow Poker game played at the Bicycle Casino. A Player/Dealer makes a wagers and pays all winners and collects from all losers as far as the money covers.

In SPGP, a qualifying hand must be made by the player's hand and the Player/Dealer's hand in order to for the winners and losers to be determined. If either hand does not qualify, the hand is considered a "push" or tie and no one wins or loses.

b. "Standard" 52-card deck or other type of card deck used:

Super Pai Gow Poker (SPGP) is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.

c. Describe dealing procedures.

- The casino dealer deals the cards into seven piles of seven cards.
- The player/dealer shakes the dice cup to determine which player will receive the action pile (chosen by the Player/Dealer in the previous step) and which player will have his/her bet settled first.
- Each seated-position with a wager on the seat position receives a pile of seven cards.
- Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- Once all players have set their hands, the Player/Dealer's cards are exposed and set into a two card hand and a five card hand. A Player/Dealer's five card hand must rank higher than his/her two card hand.
- Both the player and the Player/Dealers hand must qualify:

- The player hand must have at least a K-9 in the back five cards to qualify /play and;
- The Player/Dealer's hand must have at least a Q-7 in the back five cards to qualify/play.
- Once the Player/Dealer's hands are set, each player's hand is exposed, in turn, to decide the winners, losers or tie hands.

d. Number of players in the game.

Seven players including the Player/Dealer position.

e. Description of how and when are house fees collected.

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

g. Betting scheme.

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

h. How winners determined and paid.

The winner is determined by comparing a player's two card hand against the Player/Dealer's two card hand and a player's five card hand against the player/dealer's five card hand. A player wins if his/her two card hand is superior to the Player/Dealer's two card hand and his/her five card hand is superior to the player/dealer's five card hand. The Player/Dealer wins if his/her two card hand is superior to or "copies" a player's two card hand and the player/dealer's five card hand is superior to or "copies" the player's five card hand.

A qualifying hand must be made by the player's hand and the Player/Dealer's hand in order to for the winners and losers to be determined. If either hand does not qualify, the hand is considered a "push" or tie and no one wins or loses. If a player has one hand that ranks higher than the Player/Dealer and one hand that ranks lower or "copies", it is a push and no one wins.

4. Describe a "round of play."

- Players and the Player/Dealer put up any bets they wish to place for the next hand.
- The Player/Dealer selects a specific pile of seven cards to be given out first on the deal (the action pile).

- The Player/Dealer shakes the dice cup to determine which player will receive the action pile (chosen by the Player/Dealer in the previous step) and which player will have his/her bet settled first.
- Each seated-position (with at least one bet on it) receives a pile of seven cards.
- Players arrange their cards into a two card high hand and a five card high hand. A player's five card hand must rank higher than his/her two card hand.
- Once all players have set their hands, the player/dealer's cards are exposed and set into a two card hand and a five card hand. A player/dealer's five card hand must rank higher than his/her two card hand.
- Once the player/dealer's hands are set, each player's hand is exposed, in turn, to decide the winners and the losers.
- Hands must qualify with either a K-9 or higher in the back for the players and a Q-7 or higher for the Player/Dealer.
- All wagers are settled.
- The cards are collected, shuffled and a new round begins.

5. Describe the type of gaming table utilized for this game.

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

6. List other equipment used.

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

7. Provide a glossary of terms used in the controlled game.

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action	The player position where the settling of bets begins.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/Dealer position is/are also referred to as the Player/Dealer(s).

- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- House Way** A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
- Copy** When a players hand is ranked equally to the player/dealers hand.
- Push** When a player wins either the high or the low hand and the player/dealer wins the other.
- Joker** Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
- Wild** A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

Bicycle Casino
 Super Pai Gow Poker

Super Pai Gow Collection Fees:

Table Limits	Total Action on Table	P/D Fee	Player Fee
\$10 - \$100 \$25 - \$200 \$50 - \$300	\$10 - \$100	\$1.00	\$0.00
	\$101 - \$300	\$3.00	
	\$301+ - \$500	\$5.00	
	\$501 - \$700	\$7.00	
	\$701+	\$10.00	
\$100 - \$1,000	\$100 - \$400	\$3.00	\$0.00
	\$401 - \$700	\$7.00	
	\$701 - \$1,000	\$10.00	
	\$1,001 - \$1,200	\$12.00	
	\$1,201+	\$15.00	
\$100 - \$2,600 \$100 - \$20,000	\$100 - \$500	\$5.00	\$0.00
	\$501 - \$1,000	\$10.00	
	\$1,001 - \$1,500	\$15.00	
	\$1,501 - \$2,000	\$20.00	
	\$2,001+	\$25.00	

No Bust 21st Century Blackjack[©]

5.0 version



US Patent 6,845,981

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

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

*Additional pending patents

Trademark	Trademark Number
21 st Century Blackjack Trademark Registration	2,485,604
No Bust Blackjack Trademark Registration	2,404,922

OBJECT OF THE GAME

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

- Obtain the best possible hand of 22 or “Natural.” (This hand pays even money)
- A “Natural” beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

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

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - a) 12 on first two cards if the other card has a value of 10.
 - b) 1 or 11 when combined with cards valued at 2 - 9.
 - c) 1 or 11 in any hand with three or more cards.
- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

	Value
Ace	a) 12 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:
 - a) 12 on first two cards with all 10-value cards.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of her betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.

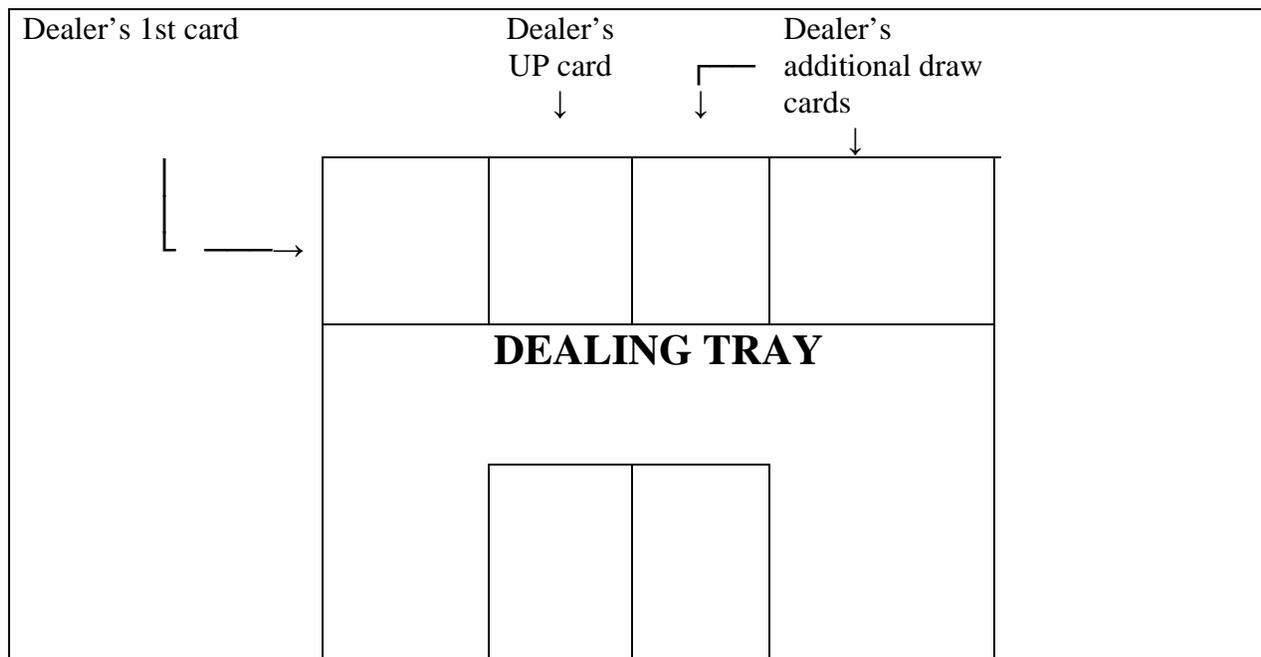
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.

11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.

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



13. The casino Dealer continues to draw cards for the Player-Dealer, if necessary until a Hard 17 or higher number is reached. The Player-Dealer must follow the following hit rules:

Rules For Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.
16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" is the best possible hand. If the player and the Player-Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player-Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player-Dealer's hand is less than a "Natural," the hand closest to a "Natural" wins.
4. If a Player and the Player-Dealer have the same total and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player-Dealer's totals are more than a "Natural", the following will apply:
 - a. If the Player-Dealer is closer to a "Natural," the Player-Dealer wins the hand.
 - b. If the Player is closer to a "Natural," the Player loses except when the Player has a 3-card hand totaling 22, 23, 24 or 25 and then they will "PUSH".

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No Bust 21st Century Blackjack 5.0

6. The Player-Dealer wins all ties or pushes over a “Natural.”
7. If a player has more than a “Natural” and the Player-Dealer has less than a “natural,” the Player-Dealer wins.
8. A two card 22 beat all other hands.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.
11. Backline betting is allowed.
12. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of all Blackjack hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SPLIT**

- Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split, and split up to three times.
- Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) once. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a third, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- **SURRENDER**

- Players can not surrender at anytime.

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- INSURANCE
 - There is no insurance offered on the game.

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

- NAME (CASINO OPTION): "Bust the Bank" Blackjack.
"Bust the Dealer" Blackjack.
- ODDS (CASINO OPTION):
 - Any Blackjack hand pays 6 to 5
- INSURANCE (CASINO OPTION) ;
 - When the Dealer has an Ace showing, Players can take insurance by betting half ($^{1/2}$) of their original wager. If the Player-Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

All pay-offs are limited to the amount of the Player-Dealer's wager. A Player-Dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Buster Blackjack Side Wager

Buster Blackjack is a side game that complements No Bust 21st Century Blackjack (hereafter **NB21**). It features a side wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no collection for the extra wager.

Rules of Play

1. The Buster Blackjack side wager is an optional bet offered to all players who placed an **NB21** wager. A player must participate in the base game in order to make the additional wager.
2. Buster Blackjack side wagers must be placed prior to the initial deal.
3. The Buster Blackjack side wager cannot exceed the **NB21** original wager.
4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NB21** wager is paid and the player's cards are put away. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.
5. Once all players have made the decisions concerning their hands according to the rules for **NB21**, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - a. If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.
 - b. If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack side wagers and will collect all losing Buster Blackjack side wagers.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack side wager.

Note: If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Blackjack side wagers, the Player-Dealer must complete his hand, if not 17 or greater.

Buster Blackjack Pay Tables and House Advantages
 (All payouts are “to 1”)

Number of Cards in Dealer's Busted Hand	Option A	Option B	Option C
3	2	2	2
4	2	2	2
5	4	4	4
6	18	16	15
7	50	50	50
8 or more	200	200	150
# Decks	% House Advantage		
2	5.08	5.57	5.85
4	4.79	5.31	5.62
6	4.69	5.22	5.54
8	4.64	5.17	5.50

The Bicycle Casino will provide ample notice to all patrons prior to the implementation of any changes to the Buster Blackjack side wager payout. The decision on which payout option is utilized, is set prior to the start of play and depends on market conditions such as how busy the table is.

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player-Dealer's position, the game will be “broke” or stopped, as required by the California Penal Code.

No Bust Blackjack Collection Rates

<i>Limit</i>	<i>Collection</i>	
	<i>Player/Dealer</i>	<i>Player</i>
\$2 - \$ 10	\$.50	\$.25
\$5 - \$ 50	\$1	\$.50
\$10 - \$ 100	\$2	\$1
\$25 - \$ 100	\$2	\$1
\$25 - \$ 200	\$3	\$2
\$50 - \$ 300	\$4	\$2
\$100 - \$ 500	\$5	\$3
\$100 - \$1,000	\$10	\$5

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A computer program was developed to calculate the probabilities of the dealer busting with 3 to 13 cards. A 13-card bust can occur only if (1) the dealer hits a soft 17, (2) at least three decks are used and (3) the dealer should draw the cards in exactly the following order:

A-A-A-A-A-A-5-A-A-A-A-A

The frequency distribution of the various dealer busting hands is given below for different number of decks:

Frequency Distribution

# Cards	# Decks			
	2	4	6	8
3	1/5.8	1/5.8	1/5.8	1/5.8
4	1/11	1/11	1/11	1/11
5	1/49	1/49	1/49	1/49
6	1/408	1/386	1/379	1/376
7	1/5668	1/4886	1/4663	1/4558
8 or more	1/125846	1/92207	1/83715	1/79863

The hit frequency varies with the number of decks used:

# Decks	Hit Frequency
2	28.64%
4	28.59%
6	28.58%
8	28.57%

The Bicycle Casino

THREE CARD POKER

The object of Three Card Poker is to beat the player/dealer in a three-card poker game. The ranking of hands are as follows:

RANK	HAND
1	Royal Flush
2	Straight Flush
3	Three of a kind
4	Straight
5	Flush
6	Pair
7	High Card

Rules for Three Card Poker:

1. Three Card Poker is played on either a blackjack-style or poker-style table.
2. The game is played with up to six standard 52-card decks.
3. Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
4. The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in.
6. Each player receives three cards face down. The player/dealer receives three cards, two face-down and one face-up.
7. Once players inspect their hand, they have two options:
 - a) Fold the hand and forfeit the Ante; or
 - b) Stay in the game by making a Play bet; this bet must equal the Ante.
8. The player/dealer must qualify to play with a minimum Queen-high.
 - a) If the player/dealer does NOT qualify, the play bet receives no action. The dealer shall immediately refund this bet to players.
 - b) The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each ante – the ones

The Bicycle Casino

THREE CARD POKER

not surrendered by folding (i.e. even money). If the player's hand does not beat the player/dealer's hand, the dealer does not pay.

- c) If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - 1) If the player's hand beats the player/dealer's, the player wins even money.
 - 2) If the player/dealer's hand beats the player's, the player loses.
9. All bets receive action to the extent that the player/dealer wager covers.
10. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action, whichever occurs first.
11. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Bonus Bet:

The Bonus Bet is an optional bet for players who placed an ante bet. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. Bonus Bets must equal the Ante to qualify for a Bonus Bet payoff.
3. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
6. Bonus Bets pay as follows:

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

The Bicycle Casino

THREE CARD POKER

Glossary of terms used in the controlled game:

Action Button	A token used to designate where the settling of bets will begin (the action).
Ante	The mandatory wager players make before seeing their hand.
Bonus Bet	An optional bet for players who place an ante bet. See bonus bet pay chart in rules.
Fold	The player option to surrender his/her ante, rather than continue the game.
Play Bet	An optional bet that players make after seeing their three-card hand. The play bet must equal the ante bet.
Play Wager	If players make the play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the play bet, they forfeit their ante wager, and are no longer in the game.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Qualifier	A specific set of card(s) that a player and/or the Player/dealer must have to play.
Seated-positions	The designated positions on the table (often designated with a number) where players and/or the player/dealer may place bets and receive a hand.

The Bicycle Casino

THREE CARD POKER

Table Limits & *Collection Fees*

			P/D Collection (taken per hand)
\$2 - \$50	\$0.50	\$1 - \$100	\$1.00
		\$101+	\$2.00
\$5 - \$50	\$0.50	\$5 - \$50	\$0.50
		\$51 - \$100	\$1.00
		\$101+	\$2.00
\$10 - \$100	\$0.50	\$5 - \$50	\$0.50
		\$51 - \$100	\$1.00
		\$101+	\$2.00
\$50 - \$300	\$2.00	\$1 - \$100	\$2.00
		\$101 - \$500	\$3.00
		\$501+	\$5.00

The Bicycle Casino

Triple Action Poker

Triple Action Poker is a new table game derived from Texas Hold'em Poker. The game is played with a special deck of 28 cards composed of only Eights, Nines, Tens, Jacks, Queens, Kings, and Aces. All players compete against the player/dealer.

Type of gaming table utilized:

Triple Action Poker is played on either a blackjack-style or poker-style table.

Other equipment used:

None

Number of players in the game:

The game is played with up to seven players and a player/dealer for a total of eight seated positions. The house dealer deals the game.

Betting scheme:

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

Description of how and when are house fees collected:

Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur after the cards have been dealt and prior to the player/dealer's hand being opened. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).

Type of deck used:

A special card deck containing only Eights, Nines, Tens, Jacks, Queens, Kings, and Aces is utilized for the game. As a flush is very hard to get, the hand ranking is slightly different from the conventional five-card poker rating:

Rank	Hand
1	Royal Flush
2	Strait Flush
3	Flush
4	4 of a Kind
5	Full House
6	Straight
7	3 of a Kind
8	Two Pair
9	One Pair

The Bicycle Casino

Triple Action Poker

Rules:

1. Players must make an Ante wager and pay a collection fee to be dealt in.
2. Each player and the player/dealer will receive two cards face down. Three community cards are then dealt face down in the center of the table. One of the player/dealer's cards is then revealed.
3. Once players inspect their hand, they have two options:
 - a. Fold the hand and forfeit the Ante; or
 - b. Stay in the game by making a Bet wager; this bet must equal the Ante.
4. After all players have made their decisions, the Casino dealer exposes the player/dealer's hole card and the three-card flop on the board. Using their two cards and three community cards, all the players and the player/dealer try to form their best five-card poker hand.
5. The player/dealer must qualify to play with a minimum of a pair of nines.
 - a. If the player/dealer does NOT qualify, the player automatically wins even money on their ante bet and the bet wager pushes.
 - b. If the player/dealer's hand qualifies:
 - i. If the player's hand beats the player/dealer's, the player wins even money on their ante and bet wager.
 - ii. If the player/dealer's hand beats the player's hand, the player loses.
 - iii. In the event of a tie, it is a push.
6. All bets receive action to the extent that the player/dealer's wager covers.
7. 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.

The Bicycle Casino

Triple Action Poker

Ante Bonus

The Ante Bonus will be paid regardless of whether or not the player/dealer qualifies and whether the player/dealer beats the player hand. Any player that has a Full House or better will automatically receive an Ante Bonus paid on the Ante as follows:

Ante Bonus Pay Table

HAND	PAYOUT
Royal Flush	50 to 1
Straight Flush	20 to 1
Flush	6 to 1
Four of a Kind	4 to 1
Full House	2 to 1

Side Bets

The two Side Bets are optional bets for players who placed an ante bet. The rules are as follows:

1. Side Bets must be placed prior to the initial deal.
2. Side Bets must equal the Ante to qualify for a Bonus Bet payoff.
3. The player/dealer will pay all winning side bets and will collect all losing side bets.
4. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Ante Bet, Bet Wager, Ante Bonus, Bonus Bet, Flop Bet.
5. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Bonus Bet Pay Table

The Bonus bet is based on the player's five-card poker hand.

Hand	Option A	Option B
Royal Flush	100 to 1	100 to 1
Straight Flush	50 to 1	50 to 1
Flush	25 to 1	25 to 1
Four of a Kind	15 to 1	15 to 1
Full House	9 to 1	8 to 1
Straight	6 to 1	6 to 1
Three of a Kind	3 to 1	3 to 1
Two Pair	1 to 1	1 to 1

The Bicycle Casino

Triple Action Poker

Flop Bet Pay Table

The Flop bet is based on the three-card flop (community cards) on the board.

Hand	Option A
Straight Flush	10 to 1
Three of a Kind	10 to 1
Flush	4 to 1
Straight	2 to 1
Pair of Jacks or better	1 to 1

Glossary:

- Ante Bet** Optional wager that can be placed by the players.
- Bonus Bet** Optional wager that can be placed by a player and determined by the player's five card poker hand.
- Copy** When a players hand is ranked equally to the Player/Dealers hand.
- Flop Bet** Optional wager that can be placed by a player and determined by the three community cards on the board.
- Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/Dealer position is/are also referred to as the Player/Dealer(s).
- Push** When a player wins either the high or the low hand and the Player/Dealer wins the other.

The Bicycle Casino
Triple Action Poker

Table Limits and Fees

Limit	Collection	
	Player/Dealer	Player
\$ 10 - \$100	\$2	\$1
\$ 25 - \$200	\$3	\$1

The Bicycle Casino's
Fast Action Poker

SUMMARY OF THE GAME

Based on customer demand and industry trends, The Bicycle Casino proposes to offer a copyrighted and patented game known as 'Fast Action Poker'. Fast Action Poker is basically a Texas Hold'em game with an addition of with an extra chance for players to win wagers based on their hand. Fast Action Poker is patented in the United States under number 5,722,661, issued on March 3, 1998.

The game utilizes a traditional 52 card deck and is dealt in the same manner and similar fashion as Texas Hold'em. The game is played on a traditional poker table and the traditional poker ranking is used to determine winners.

Third Party Provider of Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (Gambling Control Act) do not participate in the game within their capacity.

ROUND OF PLAY

1. A minimum of three and a maximum of nine players can participate in the game.
2. A licensed and professional dealer deals the cards on a traditional poker table.
3. A traditional 52 card deck is used.
4. The fifth or "river card" will be used to determine where the action button will be placed.
5. At the start of play, a player will place an ante bet and a wager. The ante and wager will be predetermined and posted at the table prior to the game starting. These two bets are similar to a small and big blind which each player must post.
6. After the ante and wager are placed, the chips are placed in the center of the table by the casino dealer. During this time the casino dealer will also take out the table collection fee which is also predetermined and posted at the table.
7. A dealer button, which is used in other poker games, will be used to determine where the start of the count begins for the placement of the action button. The dealer button, as in other poker games, will be rotated in a clockwise manner around the table each time a new hand is played.

8. Two cards are dealt face down to each player. The player will pick up their cards and look at them.
9. After all players have looked at their cards, the dealer will burn a card and then deal three cards face up (also known as the "flop"). These three cards are known as "community cards" and will be used by all players in making their best poker hand.
10. The players will look at their two cards and the community cards. The player will decide if they wish to place an "additional wager". This additional wager will be a matching wager of the original wager. (The most a person can wager is the ante, wager and additional wager. The least a player can wager is the ante and wager.) This wagering is based on three (3) chips used in a particular limit game. For example, in a \$3-\$6 game, \$2 chips are used. The ante and wager will each be a \$2 bet and if the player wished to place an additional wager, it will be one more \$2 chip for a maximum bet of \$6.
11. After additional wagers are made, the dealer will burn a card and deal a fourth community card. The dealer will then immediately burn another card and deal a fifth or "river" card.
12. After the fifth card is dealt, the dealer will look at this card and count all seated positions starting from the player with the dealer button in front of them. The count will be in a clockwise manner around the table and the action button will be placed where the count ends.
13. All players who placed an additional wager will turn over their hands. The highest ranking poker hand will be awarded the antes (minus the casino's collection fee) and all additional wagers which were made.
14. The second round of the game begins when the dealer instructs all remaining players to turn over their two cards. All players will then have their hands exposed and the original wagers remain on the table in front of each player.
15. The player with the action button in front of them will have their best poker hand compared to the player to their left. If the player with the action button has a higher ranking poker hand than of the player next to them, the player (with the action button) wins that player's wager.
16. If the player with the action button has a lower ranking hand than that of the player next to them, he (the player with the action button) will lose his wager to that player and the action button will be moved to the player with the winning hand. Then that player will have their hand compared to the next player in a clockwise location from them.

17. After all hands have been compared, and all wagers settled, the cards and action button will be collected by the dealer and a new hand will be dealt. The dealer button will be rotated to the next seated player in a clockwise manner.

RULES OF THE GAME

1. A minimum of three and a maximum of nine players can participate in the game.
2. All antes, wagers, and additional wagers will be fixed and posted at each Fast Action Poker table.
3. All players will place an ante and wager.
4. The ante will be collected by the dealer and placed in the center of the table or the "pot". The casino's collection fee will be taken from the pot.
5. The dealer button will rotate in a clockwise manner around the table to each seated player.
6. The first two cards will be dealt face down to each player starting at the player to the immediate left of the player with the dealer button.
7. The flop or first three community cards will be dealt. The last card of the flop will be used to calculate
8. The last card of the flop will be used to calculate where the action button will be placed. The dealer will look at the sum of the card (Aces count as 11 and face cards as 10) and count occupied seat locations starting at the player with the dealer button.
9. After the flop, each player has the option of placing an additional wager which must be the same amount as the original wager.
10. Two additional community cards are dealt one at a time by the dealer.
11. The first set of hands to be compared are those of the players who placed the additional wager. The player with the highest ranking poker hand will win all additional wagers along with the ante bets (minus the casino's collection fee).
12. Once the additional wager is awarded, the best ranking poker hand will be compared starting at the player with the action button. That hand will be compared to the player to the immediate left.
13. When comparing the action hand, the player can win multiple wagers but can only lose one.

14. All rules concerning hand rankings and ties are the same as the traditional Texas Hold'em poker game. If a tie occurs, the pot will be evenly divided and the second round will continue. If a tie occurs during the second round, it will result in a push and the player with the action button will then compare his hand to the next player.

GLOSSARY OF TERMS

ACTION BUTTON

A round plastic disc with the word "action" printed on both sides. The third or last card of the flop will have its numerical value counted. The count will begin clockwise starting from the dealer button and will begin counting to the immediate left until the number is reached.

ACTION HAND

During the second stage of comparing poker hands, the comparison starts with the player who has the action button in front. This poker hand will be compared to the hand to the left, or clockwise from the action button.

If the action hand is lower in rank than the hand to the left, then that player loses his original wager to the player to the left. The player to the left then becomes the action hand and their poker hand is compared to the player on their left until all hands have played. A player can win several original wagers but only lose one.

ADDITIONAL WAGER

This is a wager placed after the player is dealt their two cards and the dealer "flopped" three of five community cards. This wager will be won or lost on the second stage of comparing poker hands.

ANTE

An initial bet placed in front of the wager. The ante is placed in the center of the table or "pot" by the Casino dealer. The dealer will take the Casino table fee from the ante. The remainder of the ante will be awarded to the player, along with the additional wager, with the first highest ranking poker hand.

BURN CARD

This card is taken off the top of the deck before the flop, third and fourth cards. The burn card is discarded near the pot and are not turned over for the players to see.

COMMUNITY CARDS

Community cards are the five cards placed in the center of the table during the flop and other two cards. These cards can be used in part or whole by all players at the table to make their best or highest ranking poker hand.

DEALER BUTTON

A round plastic disc with the word "dealer" printed on both sides. The dealer button will be used in the traditional fashion and will be rotated in a clockwise manner after each round of play. The dealer button denotes where count will start in determining the placement of the action button.

FLOP

The flop is the first three cards turned over in the center of the table which will be used as community cards.

ORIGINAL WAGER

This wager is placed along with the ante. This wager will be won or lost during the second stage of comparing poker hands.

RIVER CARD

This card is dealt last on the community cards. The river card is also known as "fifth street".

SWEEPSTAKES POKER

Optional name that may be used for this game.

"Card Craps"™

The objective of "Card Craps" is to establish (make) a "point" and then remake it. To determine the point we have what is called a come out. There are two lines that run around the layout. One is the Pass Line (Line, Hit or Pass for short). The other is the Don't Pass Line (Don'ts or Miss for short).

A bet placed on the Pass Line wins on naturals, SEVEN and ELEVEN, (eleven is always called YO, this is because in a busy game, eleven sounds very similar to seven), and loses on Craps TWO, THREE and TWELVE. A point is one of these remaining numbers: 4, 5, 6, 8, 9 or 10

Once a point has been established, the game changes, the Players now have to remake that number before throwing a seven (seven out), to win. Only these two numbers matter (7 and the point) while trying to remake the point. All additional bets now placed on the table are side bets.

PLAY

"Card Craps" uses two decks, in conjunction with a shuffle machine, both decks are 24 cards each, Ace through 6, giving you 48 cards total. As with other shuffle machine games, "Card Craps" uses 48 red cards and 48 blue cards. While one color is being played the other color is being shuffled. Only the top TWO cards are used from the 48, then all cards are placed back into the machine and are reshuffled.

(OPTIONAL DEALING METHOD/ACTION DECK)

As in the industry standard game of Pai Gow Poker and Pan-9, the Card Craps game may utilize dice (2) in a brass dice cup, to determine which set of two (2) cards; one red and one blue, will be selected to determine that round of play. There will be a distinctive area marked on the table next to the iDeal shuffle machines where each set of two cards will be placed.

DETAILS

- The Card Craps table will be equipped with two (2) Shuffle machines. Each machine will deliver a set of two cards each. One will have a deck of red cards and the other blue cards.
- There will be two dice used to determine which set of cards is turned over. Both will be in an industry standard brass cup. Each die will be the standard size and have a number 1 – 6 on the side. One die will be red and the other die blue.
- After all bets are set, the Casino dealer will retrieve two blue cards from the shuffle machine and place them face up in the square marked "blue".
- The Casino dealer will then retrieve two red cards from a second shuffle machine and place them face up in the square marked "red".
- After the cards are set, the player (in clock wise order) will shake the dice cup. After it is shaken, the Casino dealer will move it to the center of the table where it will be opened.
- The highest number of the die will determine which colored cards are used for that round of play.
- In the event that both die are the same number, the player will shake the dice cup again with one exception; If both sets of cards are non-suited sevens, the dealer will deal another hand.

"NO CALL BETS"™

"Card Craps" has a special bet called the "No Call." This bet now makes "Card Craps" the exact same odds as craps. The "No Call" can be bet anytime and is a ONE roll only bet. The "No Call" means that the two cards are going to be the same suit. This bet pays 3-1. When two cards of the same suit appear, the "No Call" bet wins, however there is no action to be taken on the table. The "No Call" is the same as a No Roll. It does not matter if the cards total 7 and it is a 7 out, or a 7 winner. No wager on the table wins or loses. After a "No Call", players may pull their bets back or make fresh bets.

Pass Line

1. When you play the Pass Line and the dealer deals a 7 or 11 on the first hand, you Win.
2. If the dealer deals a 2, 3, or 12 (Craps) you lose.
3. If any other number is dealt (4, 5, 6, 8, 9, or 10), it becomes your Point. Your point must be dealt again before 7, for you to win.

Don't Pass

1. When you play the Don't Pass and the first hand is dealt, 3 or 12 (Craps), you Win. If the hand is dealt 2, you push.
2. If the hand is dealt 7 or 11, you lose.
3. If any other number is dealt (4, 5, 6, 8, 9, or 10), it becomes the point. Your bet will be moved behind that number. You are betting against the point. Therefore, the 7 must be dealt before the point for you to Win.

Come

After a Point is established, you may play the Come. The same rules apply to the Come as they do on the Pass Line, the only exception being your bet is moved aboard the number.

Don't Come

You may play the Don't Come at any time. The same rules apply to the Don't Come as they do to the Don't Pass.

Field

The field is a one time bet and may be played at any time. Winning Field numbers are (2 pays double), (3, 4, 9, 10, 11 pays even), and (12 pays triple).

"Seven"

"Seven" may be played at any time. When you play "Seven" and 7 shows, you Win 4 to 1.

Horn Bet

When you place a Horn Bet, you are wagering that a Craps (2, 3, or 12) or 11 will show on that hand. If 2 or 12 shows, your bet is paid 6.75 to 1. If 3 or 11 shows, your bet is paid 3 to 1.

Hard Ways

"One Time Bets" (or Hopping) may be played every hand. When you bet Hard Ways "One Time", you are betting the cards will pair in that hand as follows; 2&2, 3&3, 4&4, 5&5, before 7 or that number unpaired (easy).

Any Craps

When you play Any Craps, you're betting the call will be 2, 3, or 12 (Craps). The betting areas and payoffs are clearly marked on the "Card Craps" layout.

Place Bets

You may bet on the numbers (4, 5, 6, 8, 9, 10) in any combination or individually. Place Bets are made in increments of 5 on the (4, 5, 9, 10), 6 on the 6 and 8, and the 4 & 10 pay 9 to 5. Any of these numbers may be bought for a 5% commission. Ask your dealer for more information on Buy bets. Place Bets and Buy bets may be put up, turned off, or taken down any time.

The Bicycle Casino

PROPOSED POKER SECTION LOW LIMIT COLLECTION RATES -LIMIT HOLD'EM-

Limits and Number of Players	Buy-In	Blinds	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$1-2 7 players or more	\$10	\$0.50 & \$1.00	0.50	0.50	2.00 per hand
\$1-2 6 players	\$10	\$0.50 & \$1.00	0.50	0.50	1.50 per hand
\$1-2 5 players or less	\$10	\$0.50 & \$1.00	0.50	0.50	1.00 per hand
\$2-4 7 players or more	\$20	\$1.00 & \$2.00	0.50	0.50	2.50 per hand
\$2-4 6 players	\$20	\$1.00 & \$2.00	0.50	0.50	2.00 per hand
\$2-4 5 players or less	\$20	\$1.00 & \$2.00	0.50	0.50	1.50 per hand
\$3-6 7 players or more	\$30	\$1.00 & \$3.00	1.00	1.00	3.00 per hand
\$3-6 6 players	\$30	\$1.00 & \$3.00	1.00	1.00	2.00 per hand
\$3-6 5 players or less	\$30	\$1.00 & \$3.00	1.00	1.00	1.50 per hand
\$4-8 7 players or more	\$40	\$2.00 & \$4.00	1.00	1.00	3.00 per hand
\$4-8 6 players	\$40	\$2.00 & \$4.00	1.00	1.00	2.00 per hand
\$4-8 5 players or less	\$40	\$2.00 & \$4.00	1.00	1.00	1.50 per hand
\$6-12 7 players or more	\$60	\$2.00 & \$6.00	1.00	1.00	4.00 per hand
\$6-12 6 players	\$60	\$2.00 & \$6.00	1.00	1.00	3.00 per hand
\$6-12 5 players or less	\$60	\$2.00 & \$6.00	1.00	1.00	2.00 per hand
\$8-16 7 players or more	\$80	\$4.00 & \$8.00	1.00	1.00	4.00 per hand
\$8-16 6 players	\$80	\$4.00 & \$8.00	1.00	1.00	3.00 per hand
\$8-16 5 players or less	\$80	\$4.00 & \$8.00	1.00	1.00	2.00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION HIGH LIMIT COLLECTION RATES -LIMIT HOLD'EM-

Limits & Number of players		Blinds	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$9-18	7 players	\$3 & \$9	1.00	1.00	3.00 Per hand
\$9-18	6 players	\$3 & \$9	1.00	1.00	3.00 Per hand
\$9-18	5 players	\$3 & \$9	1.00	1.00	2.00 Per hand
\$9-18	4 or less players	\$3 & \$9		1.00	1.00 Per hand
\$10-20	7 or more players	\$5 & \$10	1.00	1.00	4.00 Per hand
\$10-20	6 players	\$5 & \$10	1.00	1.00	3.00 Per hand
\$10-20	5 players	\$5 & \$10	1.00	1.00	2.00 Per hand
\$10-20	4 or less players	\$5 & \$10		1.00	1.00 Per hand
\$15-30	7 or more players	\$5 & \$15	1.00	1.00	4.00 Per hand
\$15-30	6 players	\$5 & \$15	1.00	1.00	3.00 Per hand
\$15-30	5 players	\$5 & \$15	1.00	1.00	2.00 Per hand
\$15-30	4 or less players	\$5 & \$15		1.00	1.00 Per hand
\$20-40	7 or more players	\$10 & \$20	1.00	1.00	4.00 Per hand
\$20-40	6 players	\$10 & \$20	1.00	1.00	3.00 Per hand
\$20-40	5 players	\$10 & \$20	1.00	1.00	2.00 Per hand
\$20-40	4 or less players	\$10 & \$20		1.00	1.00 Per hand
\$30-60	7 or more players	\$20 & \$30	1.00	1.00	4.00 Per hand
\$30-60	6 players	\$20 & \$30	1.00	1.00	3.00 Per hand
\$30-60	5 players	\$20 & \$30	1.00	1.00	2.00 Per hand
\$30-60	4 or less players	\$20 & \$30		1.00	1.00 Per hand
\$40-80	7 or more players	\$20 & \$40	1.00	1.00	4.00 Per hand
\$40-80	6 players	\$20 & \$40	1.00	1.00	3.00 Per hand
\$40-80	5 players	\$20 & \$40	1.00	1.00	2.00 Per hand
\$40-80	4 or less players	\$20 & \$40		1.00	1.00 Per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION HIGH LIMIT COLLECTION RATES -LIMIT HOLD'EM TIMED COLLECTIONS-

Limits & Number of Players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$50-100 6 or more players	\$25 & \$50	\$ 1.00 per hand	5.00	11. 00
\$50-100 5 players or less	\$25 & \$50	\$ 1.00 per hand	5.00	5. 00
\$60-120 6 or more players	\$40 & \$60	\$ 1.00 per hand	6.00	12. 00
\$60-120 5 players or less	\$40 & \$60	\$ 1.00 per hand	6.00	6. 00
\$75-150 6 or more players	\$50 & \$75	\$ 1.00 per hand	6.00	12. 00
\$75-150 5 players or less	\$50 & \$75	\$ 1.00 per hand	6.00	6. 00
\$80-160 6 or more players	\$40 & \$80	\$ 1.00 per hand	6.00	13. 00
\$80-160 5 players or less	\$40 & \$80	\$ 1.00 per hand	6.00	6. 00
\$100-200 6 or more players	\$50 & \$100	\$ 1.00 per hand	6.00	13. 00
\$100-200 5 players or less	\$50 & \$100	\$ 1.00 per hand	6.00	6. 00
\$150-300 6 or more players	\$100 & \$150	\$ 1.00 per hand	7.00	14. 00
\$150-300 5 players or less	\$100 & \$150	\$ 1.00 per hand	7.00	7. 00
\$200-400 6 or more players	\$100 & \$200	\$ 1.00 per hand	7.00	15. 00
\$200-400 5 players or less	\$100 & \$200	\$ 1.00 per hand	7.00	7. 00
\$300-600 6 or more players	\$200 & \$300	\$ 1.00 per hand	8.00	16. 00
\$300-600 5 players or less	\$200 & \$300	\$ 1.00 per hand	8.00	8. 00
\$400-800 6 or more players	\$200 & \$400	\$ 1.00 per hand	8.00	17.00
\$400-800 5 players or less	\$200 & \$400	\$1.00 per hand	8.00	8.00
\$500-1,000 6 or more players	\$300 & \$500		8.00	17. 00
\$500-1,000 5 players or less	\$300 & \$500		8.00	8. 00

\$17.00 is the cap for all collection games. If a game is not listed, it will take the collection of the **next highest game**. Please inform the Shift Manager when a game is larger than listed. Half and Half game will pay the **lowest game rate**.

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION LOW LIMIT COLLECTION RATES -NO LIMIT HOLD'EM-

\$20 BUY-IN NO LIMIT HOLD'EM – (WITH RESTRICTED BUY-IN RULE)

Limit and Number of Players		Blinds	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$20 Buy-In No Limit	7 or more players	\$1 & \$1	0.50	0.50	2.50 per hand
\$20 Buy-In No Limit	6 players	\$1 & \$1	0.50	0.50	2.00 per hand
\$20 Buy-In No Limit	5 players	\$1 & \$1	0.50	0.50	1.50 per hand
\$20 Buy-In No Limit	4 or less players	\$1 & \$1	0.50	0.50	1.00 per hand

\$40 BUY-IN NO LIMIT HOLD'EM - (WITH RESTRICTED BUY-IN RULE)

Limits and Number of Players		Blinds	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$40 Buy-In No Limit	7 or more players	\$1 & \$2	1.00	1.00	3.00 per hand
\$40 Buy-In No Limit	6 players	\$1 & \$2	1.00	1.00	2.00 per hand
\$40 Buy-In No Limit	5 players	\$1 & \$2	1.00	1.00	1.50 per hand
\$40 Buy-In No Limit	4 or less players	\$1 & \$2	1.00	1.00	1.00 per hand

\$80 BUY-IN NO LIMIT HOLD'EM - (WITH RESTRICTED BUY-IN RULE)

Limits and Number of Players		Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$80 Buy-In No Limit	7 or more players	\$1 & \$2	1.00	1.00	3.00 per hand
\$80 Buy-In No Limit	6 players	\$1 & \$2	1.00	1.00	2.00 per hand
\$80 Buy-In No Limit	5 players	\$1 & \$2	1.00	1.00	1.50 per hand
\$80 Buy-In No Limit	4 or less players	\$1 & \$2	1.00	1.00	1.00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION HIGH LIMIT COLLECTION RATES -NO LIMIT HOLD'EM-

-\$100 BUY-IN NO LIMIT HOLD'EM WITH RESTRICTED BUY-IN RULE-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$100 Buy-In No Limit 7 or more players	\$2 & \$3		1. 00	3. 00 per hand
\$100 Buy-In No Limit 6 players	\$2 & \$3		1. 00	2. 00 per hand
\$100 Buy-In No Limit 5 players or less	\$2 & \$3		1. 00	2. 00 per hand

-\$200 BUY-IN NO LIMIT HOLD'EM WITH RESTRICTED BUY-IN RULE-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$200 Buy-In No Limit with 7 or more players	3, 5	1. 00	1. 00	4. 00 per hand
\$200 Buy-In No Limit with 6 players	3, 5	1. 00	1. 00	3. 00 per hand
\$200 Buy-In No Limit with 5 players	3, 5	1. 00	1. 00	2. 00 per hand
\$200 Buy-In No Limit with 4 or less players	3, 5	1.00	1. 00	1. 00 per hand

-\$300 BUY-IN NO LIMIT HOLD'EM WITH RESTRICTED BUY-IN RULE-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$300 Buy-In No Limit with 7 or more players	5, 5	1. 00	1. 00	4. 00 per hand
\$300 Buy-In No Limit with 6 players	5, 5	1. 00	1. 00	3. 00 per hand
\$300 Buy-In No Limit with 5 players	5, 5	1. 00	1. 00	2. 00 per hand
\$300 Buy-In No Limit with 4 or less players	5, 5	0. 00	0. 00	1. 00 per hand

-\$300 - \$500 BUY-IN NO LIMIT HOLD'EM WITH RESTRICTED BUY-IN RULE-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$300-\$500 Buy-In No Limit with 7 or more players	5, 5	1. 00	1. 00	4. 00 per hand
\$300-\$500 Buy-In No Limit with 6 players	5, 5	1. 00	1. 00	3. 00 per hand
\$300-\$500 Buy-In No Limit with 5 players	5, 5	1. 00	1. 00	2. 00 per hand
\$300-\$500 Buy-In No Limit with 4 or less players	5, 5	1. 00	1. 00	1. 00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

-\$500 BUY-IN NO LIMIT HOLD'EM-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$500 Buy-In No Limit with 7 or more players	5, 10		1.00	4.00 per hand
\$500 Buy-In No Limit with 6 players	5, 10		1.00	3.00 per hand
\$500 Buy-In No Limit with 5 players	5, 10		1.00	2.00 per hand
\$500 Buy-In No Limit with 4 or less players	5, 10		1.00	1.00 per hand

-\$1,000 BUY-IN NO LIMIT HOLD'EM-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$1,000 Buy-In No Limit with 7 or more	10, 20		1.00	4.00 per hand
\$1,000 Buy-In No Limit with 6 players	10, 20		1.00	3.00 per hand
\$1,000 Buy-In No Limit with 5 players	10, 20		1.00	2.00 per hand
\$1,000 Buy-In No Limit with 4 or less players	10, 20		1.00	1.00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

NO LIMIT HOLD'EM -TIME COLLECTION-

Limits & Number of players	Blind	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$2,000 Buy-in with 5 or more players			6.00	11.00
\$2,000 Buy-in with 4 or less players			6.00	6.00
\$3,000 Buy-in with 5 or more players			6.00	12.00
\$3,000 Buy-in with 4 or less players			6.00	6.00
\$5,000 Buy-in with 5 or more players			6.00	12.00
\$5,000 Buy-in with 4 or less players			6.00	6.00
\$10,000 Buy-in With 5 or more players			7.00	13.00
\$10,000 Buy-in With 4 or less players			7.00	7.00
\$20,000 Buy-in With 5 or more players			7.00	14.00
\$20,000 Buy-in With 4 or more players			7.00	7.00

\$17.00 is the cap for all collection games. Please inform the Shift Manager when a game is larger than listed. If a game is not listed, it will take the collection of the **next highest game**. Half and Half game will pay the **lowest game rate**.

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION LOW LIMIT COLLECTION RATES -SEVEN CARD STUD/STUD HI-LO-

Limits & Number of players	Ante	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$1-2 6 or more players		0.50	0.50	2.00 per hand
\$1-2 5 players		0.50	0.50	1.50 per hand
\$1-2 4 or less players		0.50	0.50	1.00 per hand
\$2-4 6 or more players		0.50	0.50	2.50 per hand
\$2-4 5 players		0.50	0.50	2.00 per hand
\$2-4 4 or less players		0.50	0.50	1.50 per hand
\$3-6 6 or more players		1.00	1.00	3.00 per hand
\$3-6 5 players		1.00	1.00	2.50 per hand
\$3-6 4 or less players		1.00	1.00	2.00 per hand
\$4-8 6 or more players		1.00	1.00	3.00 per hand
\$4-8 5 players		1.00	1.00	2.50 per hand
\$4-8 4 or less players		1.00	1.00	2.00 per hand
\$6-12 6 or more players		1.00	1.00	4.00 per hand
\$6-12 5 players		1.00	1.00	3.00 per hand
\$6-12 4 or less players		1.00	1.00	2.00 per hand
\$8-16 6 or more players		1.00	1.00	4.00 per hand
\$8-16 5 players		1.00	1.00	3.00 per hand
\$8-16 4 or less players		1.00	1.00	2.00 per hand

* A modified collection in Stud games will be taken/added to the regular table collection as follows:

- When the game never proceeds to the second (2nd) betting round
- On sixth (6th) street, when there is a BET and CALL or BET and RAISE (if there is no additional wager that can be counted toward the pot).

OR

- When seventh (7th) street has been dealt

No Jackpot Drop when an 8 or 7-handed game becomes 3-handed.

The Bicycle Casino

PROPOSED POKER SECTION HIGH LIMIT COLLECTION RATES -SEVEN CARD STUD/STUD HI-LO-

Limits & Number of players	Ante	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$9-18 with 6 or more players			1.00	3.00 Per hand
\$9-18 with 5 players			1.00	2.00 Per hand
\$9-18 with 4 or less players			1.00	1.00 Per hand
\$10-20 with 6 or more players			1.00	3.00 Per hand
\$10-20 with 5 players			1.00	2.00 Per hand
\$10-20 with 4 or less players			1.00	1.00 Per hand
\$15-30 with 6 or more players			1.00	3.00 Per hand
\$15-30 with 5 players			1.00	2.00 Per hand
\$15-30 with 4 or less players			1.00	1.00 Per hand
\$20-40 With 6 or more players			1.00	3.00 Per hand
\$20-40 With 5 players			1.00	2.00 Per hand
\$20-40 With 4 or less players			1.00	1.00 Per hand
\$30-60 With 6 or more players			1.00	4.00 Per hand
\$30-60 With 5 players			1.00	3.00 Per hand
\$30-60 With 4 or less players			1.00	1.00 Per hand
\$40-80 With 6 or more players			1.00	4.00 Per hand
\$40-80 With 5 players			1.00	3.00 Per hand
\$40-80 With 4 or less players			1.00	1.00 per hand

SEVEN CARD STUD/STUD HI-LO -TIME COLLECTION-

Limits & Number of Players	Ante	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$50-100 with 5 or more players			5.00	11.00
\$50-100 with 4 players or less			5.00	5.00
\$60-120 with 5 or more players			6.00	12.00
\$60-120 with 4 or less players			6.00	6.00
\$75-150 with 5 or more players			6.00	12.00
\$75-150 with 4 or less players			6.00	6.00
\$80-160 with 5 or more players			6.00	13.00
\$80-160 with 4 or less players			6.00	6.00

\$17.00 is the cap for all collection games. Please inform the Shift Manager when a game is larger than listed.
If a game is not listed, it will take the collection of the **next highest game**. Half and Half game will pay the **lowest game rate**.

- * A modified collection in Stud games will be taken/added to the regular table collection as follows:
- When the game never proceeds to the second (2nd) betting round
- OR**
- On sixth (6th) street, when there is a BET and CALL or BET and RAISE (if there is no additional wager that can be counted toward the pot).
 - When seventh (7th) street has been dealt.

No Jackpot Drop when an 8 or 7-handed game becomes 3-handed.

The Bicycle Casino

PROPOSED POKER SECTION LOW LIMIT COLLECTION RATES -OMAHA/OMAHA HI-LO-

Limits & Number of players	Blinds	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$1-2 7 or more players	\$0.50 & \$1.00		0.50	2.00 Per hand
\$1-2 6 players	\$0.50 & \$1.00		0.50	1.50 per hand
\$1-2 5 or less players	\$0.50 & \$1.00		0.50	1.00 per hand
\$2-4 7 or more players	\$1.00 & \$2.00		0.50	2.50 per hand
\$2-4 6 players	\$1.00 & \$2.00		0.50	2.00 per hand
\$2-4 5 players or less players	\$1.00 & \$2.00		0.50	1.50 per hand
\$3-6 7 or more players	\$1.00 & \$3.00		1.00	3.00 per hand
\$3-6 6 players	\$1.00 & \$3.00		1.00	2.00 per hand
\$3-6 5 or less players	\$1.00 & \$3.00		1.00	1.50 per hand
\$4-8 7 or more players	\$2.00 & \$4.00		1.00	3.00 per hand
\$4-8 6 players	\$2.00 & \$4.00		1.00	2.00 per hand
\$4-8 5 players or less players	\$2.00 & \$4.00		1.00	1.50 per hand
\$6-12 7 or more players	\$2.00 & \$6.00		1.00	4.00 per hand
\$6-12 6 players	\$2.00 & \$6.00		1.00	3.00 per hand
\$6-12 5 or less players	\$2.00 & \$6.00		1.00	2.00 per hand
\$8-16 7 or more players	\$4.00 & \$8.00		1.00	4.00 per hand
\$8-16 6 players	\$4.00 & \$8.00		1.00	3.00 per hand
\$8-16 5 or less players	\$4.00 & \$8.00		1.00	2.00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION HIGH LIMIT COLLECTION RATES -OMAHA/OMAHA HI LO-

Limits & Number of players	Blinds	Jackpot Drop	Modified Table Collection*	Table Collection
\$10-20 with 7 or more players			1.00	4.00 Per hand
\$10-20 with 6 players			1.00	3.00 Per hand
\$10-20 with 5 players			1.00	2.00 Per hand
\$10-20 with 4 or less players			1.00	1.00 Per hand
\$15-30 with 7 or more players			1.00	4.00 Per hand
\$15-30 with 6 players			1.00	3.00 Per hand
\$15-30 with 5 players			1.00	2.00 per hand
\$15-30 with 4 or less players			1.00	1.00 per hand
\$20-40 with 7 or more players			1.00	4.00 per hand
\$20-40 with 6 players			1.00	3.00 per hand
\$20-40 with 5 players			1.00	2.00 per hand
\$20-40 with 4 players or less			1.00	1.00 per hand
\$30-60 with 7 or more players			1.00	4.00 per hand
\$30-60 with 6 players			1.00	3.00 per hand
\$30-60 with 5 players			1.00	2.00 per hand
\$30-60 with 4 players or less			1.00	1.00 per hand
\$40-80 with 7 or more players			1.00	4.00 per hand
\$40-80 with 6 players			1.00	3.00 per hand
\$40-80 with 5 players			1.00	2.00 per hand
\$40-80 with 4 players or less			1.00	1.00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION LOW LIMIT COLLECTION RATES -CRAZY PINEAPPLE-

Limits & Number of players	Blinds	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$1-2 with 7 or more players	\$0.50 & \$1.00	0.50	0.50	2.00 per hand
\$1-2 with 6 players	\$0.50 & \$1.00	0.50	0.50	1.50 per hand
\$1-2 with 5 or less players	\$0.50 & \$1.00	0.50	0.50	1.00 per hand
\$2-4 with 7 or more players	\$1.00 & \$2.00	0.50	0.50	2.50 per hand
\$2-4 with 6 players	\$1.00 & \$2.00	0.50	0.50	2.00 per hand
\$2-4 with 5 or more players	\$1.00 & \$2.00	0.50	0.50	1.50 per hand
\$3-6 with 7 or more players	\$1.00 & \$3.00	1.00	1.00	3.00 per hand
\$3-6 with 6 players	\$1.00 & \$3.00	1.00	1.00	2.00 per hand
\$3-6 with 5 or less players	\$1.00 & \$3.00	1.00	1.00	1.50 per hand
\$4-8 with 7 or more players	\$2.00 & \$4.00	1.00	1.00	3.00 per hand
\$4-8 with 6 players	\$2.00 & \$4.00	1.00	1.00	2.00 per hand
\$4-8 with 5 or less players	\$2.00 & \$4.00	1.00	1.00	1.50 per hand
\$6-12 with 7 or more players	\$2.00 & \$6.00	1.00	1.00	4.00 per hand
\$6-12 with 6 players	\$2.00 & \$6.00	1.00	1.00	3.00 per hand
\$6-12 with 5 or less players	\$2.00 & \$6.00	1.00	1.00	2.00 per hand
\$8-16 with 7 or more players	\$4.00 & \$8.00	1.00	1.00	4.00 per hand
\$8-16 with 6 players	\$4.00 & \$8.00	1.00	1.00	3.00 per hand
\$8-16 with 5 or less players	\$4.00 & \$8.00	1.00	1.00	2.00 per hand

* A modified collection in Button Games will taken/added to the regular table collection as follows:

- When there is NO FLOP.

OR

- After the TURN card, when there is a BET and CALL or BET and RAISE (if there is an additional wager that can be counted toward the pot).
- When the RIVER card has been dealt.

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION HIGH LIMIT COLLECTION RATES - CHINESE POKER-

Limits	Ante	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$10.00				4.00 per hand
\$20.00				5.00 per hand
\$50.00				10.00 per hand

CHINESE POKER -TIME COLLECTION-

Limits	Ante	Jackpot Drop	Modified Table Collection*	Regular Table Collection
100				\$15.00 per player
\$200				\$20.00 per player

No Jackpot Drop when a 9-handed game becomes 4-handed or less.

The Bicycle Casino

PROPOSED POKER SECTION COLLECTION RATES MEXICAN POKER

Limits & Number of players	Ante	Jackpot Drop	Modified Table Collection*	Regular Table Collection
\$2-4 with 5 or more players	0.50	0.50	0.50	2.50 per hand
\$2-4 with 4 or less players	0.50	0.50	0.50	1.50 per hand
\$4-8 with 5 or more players	0.50	1.00	1.00	3.00 per hand
\$4-8 with 4 or less players	0.50	1.00	1.00	2.00 per hand
\$6-12 with 5 or more players	1.00	1.00	1.00	3.00 per hand
\$6-12 with 4 or less players	1.00	1.00	1.00	2.00 per hand
\$100 NL with 5 or more players	1.00	1.00	1.00	3.00 per hand
\$100 NL with 4 or less players	1.00	1.00	1.00	2.00 per hand
\$200 NL with 5 or more players	5.00	1.00	1.00	3.00 per hand
\$200 NL with 4 or less players	5.00	1.00	1.00	2.00 per hand
\$500 NL with 5 or more players	10.00	1.00	1.00	4.00 per hand
\$500 NL with 4 or less players	10.00	1.00	1.00	3.00 per hand
\$1,000NL with 5 or more players	25.00	1.00	1.00	4.00 per hand
\$1,000 NL with 4 or more players	25.00	1.00	1.00	4.00 per hand
\$5,000 NL with 5 or more players	50.00	1.00	1.00	5.00 per hand
\$5,000NL with 4 or less players	50.00	1.00	1.00	4.00 per hand

* A modified collection in Stud games will be taken/added to the regular table collection as follows:

- When the game never proceeds to the second (2nd) betting round

OR

- On fourth (4th) street, when there is a BET and CALL or BET and RAISE (if there is no additional wager that can be counted toward the pot).
- When fifth (5th) street has been dealt.

No Jackpot Drop when an 8 or 7-handed game becomes 3-handed.

The Bicycle Casino

PROPOSED POKER SECTION COLLECTION RATES -PAN GAMES-

Limits & number of players		Table Collection
\$1Kondition	with 5 or more players	2.00 per hand
\$1Kondition	with 4 or less players	1.00 per hand
\$2 Kondition	with 5 or more players	2.50 per hand
\$2 Kondition	with 4 or less players	2.00 per hand
\$3 Kondition	with 5 or more players	3.00 per hand
\$3 Kondition	with 4 or less players	2.00 per hand
\$5 Kondition	with 5 or more players	4.00 per hand
\$5 Kondition	With 4 or less players	

PROPOSED POKER COLLECTION RATES PAN GAMES – TIME COLLECTION

Limits	Table Collection
\$10 Kondition	7.00 per player

21st
CENTURY

BACCARAT

5.0 Version

July 2008

21st CENTURY BACCARAT 5.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible. Aces count as one (1), picture cards as ten (10), all other cards have their face value. A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

The house dealer deals two (2) hands of two (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 house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down. 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 dealt face up. Players have the option to bet on the player's hand, the player/dealer's hand, or make an early or late tie bet.

BASIC CONCEPT & RULES

- 1) The object of the game is to form a hand that equals nine (9) or as close to it as possible
- 2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
- 3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.
- 4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.
- 5) Cards between 1 and 9 have face value.
- 6) Picture cards and 10's are counted as 0.
- 7) Table Fees: Fees will be charged for all wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates (see table).
- 8) Prior to the deal, all players must place a wager in accordance with table limits.
- 9) Players have the following options when placing their bet:
 - a) Player line which pays 1 to 1
 - b) Dealer line which pays 19 to 20 or 9 ½ to 10
 - c) Early tie bet which pays 8 to 1 (Optional 9 to 1)
 - d) Late tie bet which pays 7 to 1 (Optional 9 to 1)
- 10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.
- 11) 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 dealt face up.

21st CENTURY BACCARAT 5.0

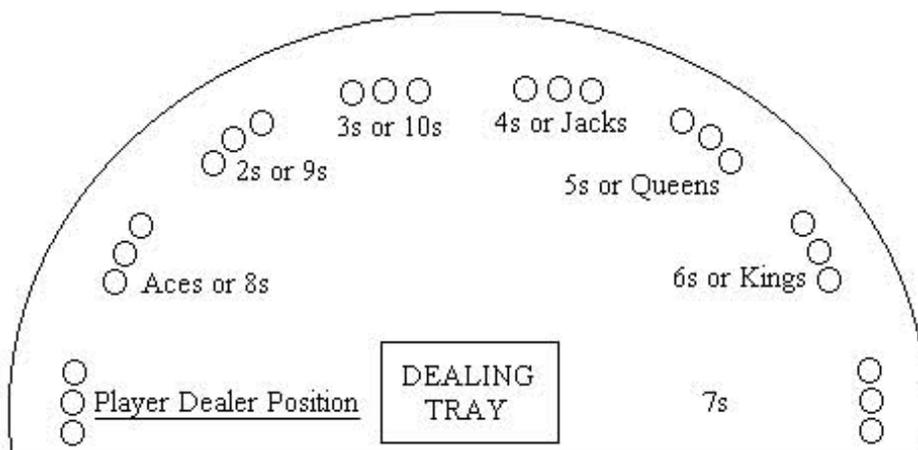
- 12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The dealer's first card is dealt face up and the second card is face down.
- 13) The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
- 14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
 - a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
- 16) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number

Player Dealer position
 Seat 2
 Seat 3
 Seat 4
 Seat 5
 Seat 6
 Seat 7
 Seat 8

Is Represented By

0
 Ace or 8
 2 or 9
 3 or 10
 4 or Jack
 5 or Queen
 6 or King
 7



21st CENTURY BACCARAT 5.0

- 17) 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.
- 18) The player hand must stand when the cards dealt are valued between 6 and 9.
- 19) The player hand must hit when the cards dealt are valued between 0 and 4.
- 20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:
 - a) Stand and keep their wager on the stand line;
 - b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.
- 21) The dealer hand must hit when the hand is valued at five (5) or below.
- 22) The dealer hand must stand when the hand is valued at six (6) or more.
- 23) Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.
- 24) Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9), the other hand will not be allowed to draw.
- 25) The dealer hand wins all ties on zero (0) and one (1) on the base game.
- 26) The player/dealer will lose all ties to any player that made a tie wager.
- 27) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.
- 28) House Way: Player hand hits on five (5) or below and stands on six (6) or more. The house dealer must use the house way when a player requests the house dealer to play an additional wager.
- 29) Backline betting is allowed. Each seat has betting circles for the player line, dealer line, and tie bets.
- 30) All bets for the base game and tie bet must be between the minim and maximum table limit.

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EARLY TIE BET

- 1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The tie wager must be within table limits and may not exceed the base game wager.
- 3) Players must place a wager for the base game to be able to wager on the tie bet.
- 4) There is no collection for the tie bet.
- 5) All winning early tie bets will be paid 8 to 1
- 6) Wagers are collected or paid, to the extent that player/dealer's wager covers in order from the action button seat by seat.

LATE TIE BET

- 1) Players may place a wager on the tie hand position after the player's cards have been dealt and before the dealer has checked his/her hold card.
- 2) The house dealer will determine if a tie bet may be wagered or not by following rules below.
 - a. There will be no tie bets allowed if the value of the player hand (total of two cards value 5,6,7,8, or 9) equals the value of the dealer's up card (single card value of 5,6,7,8, or 9).
- 3) There is no collection for the tie bet.
- 4) All winning late tie bets will be paid 7 to 1.
- 5) There will be no tie bets if the player hand has a two card 9.
- 6) All tie bets will be returned if the dealer has a two card 9.
- 7) Only those players with an early tie bet may place a late tie bet

BONUS PAIR BET

Each player has the option to place an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled "Player Bonus Pair" and the other will be "Dealer Bonus Pair."

- 1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
- 2) The bonus pair wager may be any amount between the minimum of \$10 and the maximum of \$300.
- 3) Players must place a wager for the base game to be able to wager on the bonus pair.
- 4) There is no collection for the bonus pair bet.
- 5) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
- 6) Bonus Pair Bets pay as follows:

1st Two Card Dealt	Payoff
No Pair	Lose
Pair	10:1
Pair of Same Color	20:1
Pair of Same Suit	40:1

21st CENTURY BACCARAT 5.0

PLAYER- DEALER & 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.

21st CENTURY BACCARAT 5.0

VALUE OF CARDS

- All cards have their face value.
- Picture cards have value of 0.

Ranking Chart

1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart		
		Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

21st CENTURY BACCARAT 5.0

DEALER

The following chart outlines the rules regarding the dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
		Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
		Have Option On
6 OR MORE	4 OR LESS	5

** Natural 8: When the first two cards of the player or dealer's hand has a value of eight (8), the other hand will not be allowed to draw.

21st CENTURY BACCARAT 5.0

Table Limits & Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
\$5- \$50	\$1	\$0.50
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2
\$100-\$500	\$ 5	\$ 3



Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

Fortune Pai Gow Poker is played with a standard fifty-two (52) card deck including a joker for a total of fifty-three (53) cards.

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



Fortune Pai Gow Poker

Dealing procedures:

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

Number of players in the game:

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

How and when are house fees collected:

House fees 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 \$5 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.

How winners determined and paid:

- ❖ Once the player/dealer's hands are set, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- ❖ Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- ❖ The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- ❖ If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
 - The 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.



Fortune Pai Gow Poker

- ❖ 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.

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 as well.
- ❖ The Casino 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 Casino 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.
- ❖ 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.



Fortune Pai Gow Poker

- ❖ 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.

Type of gaming table utilized for this game:

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



Fortune Pai Gow Poker

Glossary of terms used in the controlled game:

- Action Pile** The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
- Action Button** A token used to designate where the settling of bets will begin (the action).
- Action** The player position where the settling of bets begins.
- Copy** When a player's 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 to the payable.
- Player/Dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the player/dealer position is/are also referred to as the player/dealer(s).
- 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.



Fortune Pai Gow Poker

PAYTABLE OPTIONS

Option A Paytable			Option B Paytable		
Hand Dealt	Fortune Bet	Envy Bonus	Hand Dealt	Fortune Bet	Envy Bonus
7 Card Straight Flush	5,000 to 1	\$1,000	7 Card Straight Flush	8,000 to 1	\$5,000
Royal Flush + Royal Match	1,000 to 1	\$250	Royal Flush + Royal Match	2,000 to 1	\$1,000
7 Card Straight Flush with Joker	750 to 1	\$100	7 Card Straight Flush with Joker	1,000 to 1	\$500
5 Aces	250 to 1	\$50	5 Aces	400 to 1	\$250
Royal Flush	100 to 1	\$25	Royal Flush	150 to 1	\$50
Straight Flush	50 to 1	\$10	Straight Flush	50 to 1	\$20
4 of a Kind	20 to 1	\$5	4 of a Kind	25 to 1	\$5
Full House	5 to 1		Full House	5 to 1	
Flush	4 to 1		Flush	4 to 1	
3 of a Kind	3 to 1		3 of a Kind	3 to 1	
Straight	2 to 1		Straight	2 to 1	
All Other	Loss		All Other	Loss	

Collection Fees

Table Limit	Player Collection	Player/dealer Collection
\$10 - \$100	\$1.00	\$2.00
\$25 - \$100	\$1.00	\$2.00
\$50 - \$300	\$2.00	\$4.00

211 Poker

Standards of play:

211 Poker is a high/low split poker style game where players place wagers against one another to win the pot. The object of this game is for players to form a high and/or low five (5) card poker hand, in which case the highest hand will split the pot with a qualifying low poker hand. Players may accomplish this by using any two (2) or three (3) cards from their original four (4) card hand dealt to them in addition to using any two (2) or three (3) cards from the four (4) 'board' cards which have been dealt on the table. In addition, 211 Poker may be played as 'high' only, in which case the highest poker hand wins the pot. Furthermore, the game may be played as 'low' only, in which case the lowest poker hand wins the pot.

Type of card deck used:

The game is played using a standard 52-card deck with no jokers. Winning hands for the high hand are determined using standard poker rankings, as shown below.

1. Royal Flush
2. Straight Flush
3. Any Four of a kind
4. Full House
5. Flush
6. Straight, may use ace for high and low
7. Three of a kind
8. Two pair
9. One pair
10. High card

The rank of the cards used in 211 Poker, in order of highest to lowest rank, shall be: king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. An ace may be used as the highest or lowest card in a hand. The rank of the suits used to determine the hand class in 211 Poker, in order of highest to lowest rank, shall be: spade, heart, diamond and club. To qualify for a low poker hand, a player must have a seven (7) or better (lower) with any combination of five (5) cards lower than a seven (7). A hand containing a card higher than seven (7), a pair, three of a kind or four of a kind does not qualify for a low hand. An ace may be used as the lowest card in the hand and straights and flushes are is not considered when determining low hands.

Dealing procedures:

- After the appropriate shuffling and cut of the deck, the first round begins with the person to the immediate left of the established "dealer button". Each player receives four (4) cards dealt face down, one card to each player in succession until each player has four cards.
- The first established betting round begins.

- After the first established betting round is called final, the second round begins with the top card of the deck “burned” face down to a place on the table in front of the dealer.
- The next two (2) cards, “community cards”, (known as the ‘flop’), are dealt “face up” and fully exposed next to each other in the center of the table. These two cards are ‘shared’ (community) cards, used by all the players.
- The second betting round begins.
- After the second established betting round is called final, the third round begins with the top card of the deck “burned” face down and placed next to and slightly under the first “burned” card on the table in front of the dealer.
- The next card in the deck, a single (1) card, (known as the ‘turn’) is dealt “face up” and fully exposed to the center of the table and is placed to the dealer’s right, next to, but slightly away from the two prior community cards. This card is a shared (community) card, used by all the players.
- The third established betting round begins.
- After the third established betting round is called final, the fourth and final round begins with the top card of the deck “burned” face down and placed next to and slightly under the other two “burned” cards on the table in front of the dealer.
- The next card in the deck, a single (1) card, (known as the ‘river’) is dealt “face up” and fully exposed to the center of the table and placed to the right of the third community card. This card is the last shared “community” card and is used by all the players.
- The last and final betting round begins.
- After the last betting round is called final, the players reveal the cards in their hands and the dealer determines the winner(s).

Type of gaming table utilized for this game:

An industry standard Poker table will be used to play 211 Poker.

Number of players in the game:

The table accommodates a minimum of two (2) and a maximum of ten (10) players while seated at the table. Back-line betting is not permitted.

Betting scheme:

211 Poker has a total of four rounds of betting. The first round of betting occurs after the first four (4) cards are dealt. The second betting round occurs after the two (2) community (board) cards are turned up. The third round of betting occurs after the fourth board card is turned face up. The fourth and final round of betting occurs after the fifth card is turned face up on the board.

Round of Play

The house dealer determines the starting position for dealing the cards by designating a player with a ‘dealer’ button. Once the dealer position has been determined, each player will place their wager and collection fees prior to any cards being dealt. Each player will

then receive one (1) card dealt face down, in turn, until each player receives a total of four (4) cards as their initial hand. This is followed by the first round of betting. Players may call the big blind, raise or fold. After all players have acted in turn, the dealer removes the top card and places it face down on the table (burn card), then places the next two (2) cards from the top of the deck face up on the table (community cards) simultaneously in the middle of the table. These cards are available to all players. This is followed by a second round of betting in which players may check, bet, raise or fold. After all active players have acted in turn, the dealer ‘burns’ the top card from the deck by placing it face down on the table. The dealer then removes the next card from the top of the deck and places it face up in line with the previous two (2) cards from the last round of betting. The third round of betting occurs in the same fashion as used in round two. Each player to the left of the dealer button has the option of checking, betting, raising or folding in turn. After action is complete for this round, the dealer ‘burns’ and turns another card so that there are a total of four (4) cards face up on the table, which are referred to as the ‘board.’ This is followed by a final round of betting.

After the final round of betting has been completed, a player may use any two (2) or three (3) cards from their initial four (4) card hand in combination with any two (2) or three (3) cards from the four (4) ‘board’ cards to make the highest ranking five (5) card poker hand. In addition, each player may use the same combination of cards to make the lowest five (5) card poker hand. To qualify for a low poker hand, a player must have a seven (7) or better (lower) with any combination of five (5) cards. A hand containing a card higher than seven (7), a pair, three of a kind or four of a kind will not qualify for a low hand. An ace plays as the lowest card in the hand and straights and flushes is not considered when determining low hands. The lowest possible qualifying five (5) card poker hand is ace (A), two (2), three (3), four (4), five (5). The best five (5) card high poker hand and qualifying low poker hand split the pot. If no player has a qualifying low hand, the player with the highest ranking five (5) card poker hand wins the entire pot.

Glossary of Terms

1. **High-Low split poker game.** a poker game that results in potentially splitting the betting pot between the winner holding the highest five card hand and the lowest, ‘qualifying’ five card hand per the rules of the game. Players are playing with the understanding that there may not necessarily be a low hand and that both the high and low winning hands may potentially be tied and split proportionately.
2. **Dealer button.** A “marker” used by the individual actually dealing the cards, to determine which of the players will receive cards first and begin each round of betting. So as to even the odds of the game and to even out “favorable” position relating to the actual dealer of the cards, the person actually dealing the cards will move the button one player to his or her left after each game is completed.
3. **Called final.** This is a term used to describe the end of an individual betting round.
4. **A “burned” card.** A card placed face down on the table in front of the dealer prior to any community cards being dealt. This is a commonly used practice in some poker games enacted to avoid any potential “mixing” or improper dealing of cards out of the order of cards determined by the shuffle and cut. This action begins each of the “community card” rounds.

5. Cut of the deck. After the shuffling of the deck by the actual person dealing the cards, usual custom is to separate the deck into two approximately equal stacks, then making the two stacks back into one by placing the former bottom stack on top of the former top stack. This is done by the person actually dealing the cards.
6. Community cards (also known as 'shared cards'). These are cards placed fully exposed and face up in the center of the table, dealt from the deck, after each player receives their initially dealt cards and are used by each player equally to make their best five card hands.
7. The 'flop'. This is a term used to describe the first set of community cards dealt face up and fully exposed to the center of the table.
8. The turn. This is a term used to describe the third community card dealt face up and fully exposed to the center of the table.
9. The river. This is a term used to describe the fourth community card dealt face up and fully exposed to the center of the table.
10. "Cards Speak". This is a term used to describe how the winners of each game are determined. After the players reveal their cards, the person responsible for actually dealing the cards will "read", (look at and assess) each of the remaining player's hands left in the game. The rankings for high and low hands will be placed and the winning hands are called/announced to the players.
11. Condition. A word used to describe the rule relating to the "low" hand requirement. In this game, a '7 low' condition.
12. 7 low condition. In order for a low hand to 'qualify', no card higher than a 7 may be in the final 5 card hand combination. Also, no pair, three or four of a kind will be considered for the low to 'qualify'. The "ace" is considered the lowest card and straights and flushes that happen to exist in the low hand result do not count against the player. Therefore, the lowest possible winning or 'qualifying' low hand is comprised of an ace(A), a deuce(2), a three (3), a four (4) and a five (5).

Collection Fees

Collection fees are taken from the pot prior to cards being dealt. In addition, a modified collection fee is taken if one of the following occurs: a) there is no flop b) the river card has been dealt c) after the turn card and a bet and call or a bet and raise occurs.

Collection rates are not calculated as a portion of wagers made or winnings earned.

Table Limit	Number of Players	Collection Fee	Modified Fee	Jackpot Fee
\$1 - \$2	7 or more	\$2.00	\$0.50	N/A
	6	\$1.50		
	5 or less	\$1.00		
\$2 - \$4	7 or more	\$2.50	\$0.50	\$1.00
	6	\$2.00		
	5 or less	\$1.50		
\$3 - \$6	7 or more	\$3.00	\$1.00	\$1.00
	6	\$2.00		
	5 or less	\$1.50		
\$4 - \$8	7 or more	\$3.00	\$1.00	\$1.00
	6	\$2.00		
	5 or less	\$1.50		
\$6 - \$12	7 or more	\$4.00	\$1.00	\$1.00
	6	\$3.00		
	5 or less	\$2.00		
\$8 - \$16	7 or more	\$4.00	\$1.00	\$1.00
	6	\$3.00		
	5 or less	\$2.00		

TRIPLE DRAW POKER

Background

“Triple Draw Poker” is a game based on U.S. Patent No. 5,823,873 held by Inventor Ernest W. Moody. The inventor licensed the right to play games under this patent to International Gaming Technology Inc. who thereafter licensed the right to Kelson Enterprises Inc. to play games under this patent on felt tables in California card rooms and elsewhere. An agreement between Kelson Enterprises Inc. and the Cardroom must be submitted with the Application for Controlled Game Review in order to be reviewed and approved by the Bureau of Gambling Control. Each Cardroom is liable to the inventor, International Gaming Technology Inc. and Kelson Enterprises Inc. for the use of the patented game and is therefore responsible for such an agreement.

Standards of Play

Triple Draw Poker (TDP) is a five-card draw poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player who collects all winning bets and pays all losing bets to the extent that 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 for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table. All standard poker rankings will be used from the minimum winning hand of a pair of Jacks to the best hand, a Royal Flush. All hands that contain a pair of 10's and below are losing hands.

Type of Gaming Table Utilized for this Game

Triple Draw Poker shall be played on a table having on one side seven (7) places for the players and one (1) place for the player/dealer for a total of eight seated positions, and a place for the Casino dealer on the opposite side of the table, similar to a Blackjack style table.

The felt covering a Triple Draw Poker table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting circles labeled ‘1’, ‘2’, and ‘3’ for the placement of a bet for each hand wagered. In front of the dealer tray there shall be three Replacement Rows of 5 card outlines labeled “Draw Card 1 to Draw Card 5”. Each row of 5 Draw Cards will be labeled 1, 2, or 3 on the left and right of each row starting with the row closest to the player. Below Replacement Row 1 the Draw Card numbers starting from right to left (from the player’s point of view) will be re-printed so that when cards are placed in the card outlines, the Draw Card numbers will still be visible to the players.

Please refer to the attached layout artwork.

Number of Players in the Game

A maximum of seven players and the player/dealer position for a total of eight seated positions.

Type of Card Deck Used

1. **Shuffling Machine:** Cards used to play Triple Draw Poker shall be dealt from an automatic card shuffling device (“shuffler”) leased from Shuffle Master and having GLI certification. The cards may be hand-dealt also.

2. **Physical Characteristics:** Cards used to play Triple Draw Poker shall be a standard deck of fifty-two (52) cards.

3. **Number of Decks:** Triple Draw Poker shall be played with one (1) deck, consisting of fifty-two (52) cards with backs of the same design. The cards will be shuffled by the automated card shuffling device before being dealt or used to play the game. All cards used in the game will be re-inserted and shuffled by the automated card shuffling device before being dealt or used to play the next round.

Betting Scheme

1. All wagers at Triple Draw Poker shall be made by placing gaming chips in the appropriate betting circles on the table layout, keeping in mind the table minimum and maximum wagering limits.

2. At the beginning of each round of play, each player shall be required to place from one to three separate wagers in the designated betting circles in front of each player identified as “1”, “2”, and “3”. One wager is mandatory. The second and third bets are optional.

3. All wagers shall be made prior to the dealer announcing “No more bets.” No bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets.”

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager starting with all players’ wagers in Replacement Row 1, followed by Replacement Row 2 and then Replacement Row 3. Once the player/dealer’s wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing Procedures

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed.

2. The dealer shall wait for each player to place up to three equal bets in the betting circles in front of each player. The dealer will announce “No more bets.”

3. The dealer button shall rotate clockwise around the table starting with the player to the left of the dealer.

4. The dealer shall deal one stack of five cards face down to each spot in which a player has wagered, regardless of the number of wagers by each player. Empty positions will not receive cards. The dealer shall deliver the first stack of five cards to the player to the left of the dealer button and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's betting circles. The dealer will not deliver any cards to the player/dealer.

5. After the stacks have been dealt and delivered to each player, an additional stack of five cards will be placed face-down next to Replacement Row #1. Thereafter, an additional stack of five cards will be placed face-down next to Replacement Row #2. Thereafter, another stack of five cards will be placed face-down next to Replacement Row #3. All remaining cards shall be placed unexposed in the discard rack.

6. After the players have examined their cards, each player shall return all discards to the dealer. Each player may discard from zero to five cards. The remaining cards held in the player's hand shall be placed in front of each player. The "held cards" shall be duplicated and used for all bets.

7. The dealer will then turn face-up each stack of five cards previously placed face-down next to each Replacement Row starting with Replacement Row #1. The dealer will then resolve each bet by combining the players held cards with the appropriate replacement cards from each Replacement Row needed to make a 5 card hand for each wager by the player.

The following table demonstrates all possible combinations of held cards and draw cards that can be used by each player to form a 5 card hand for each wager.

1. For each player that holds zero cards and discards all five cards, the dealer will use the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, Draw Card 4 and Draw Card 5 to form a five card hand for each Replacement Row for each wager by the player.
2. For each player that holds 1 card and discards 4 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, and Draw Card 4 with the held card to form a five card hand for each Replacement Row for each wager by the player.
3. For each player that holds 2 cards and discards 3 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, and Draw Card 3 with the held cards to form a five card hand for each Replacement Row for each wager by the player.
4. For each player that holds 3 cards and discards 2 cards, the dealer will combine the cards placed in spaces Draw Card 1, and Draw Card 2 with the held cards to form a five card hand for each Replacement Row for each wager by the player.

5. For each player that holds 4 cards and discards 1 card, the dealer will combine the card placed in space Draw Card 1 with the held cards to form a five card hand for each Replacement Row for each wager by the player.
6. For each player that holds all five cards and discards zero cards, the dealer will only use the held cards to form a five card hand for each wager by the player.

Round of Play

1. Each player who places a wager shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/her cards in full view of the dealer at all times.
2. The dealer shall deal one stack of five cards face down to each spot in which a player has wagered, regardless of the number of wagers by each player. Empty positions will not receive cards. The dealer shall deliver the first stack of five cards to the player to the left of the dealer button and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's betting circles. The dealer will not deliver any cards to the player/dealer.
3. After each player has examined his/her cards, the dealer shall ask all players to deliver the cards that they wish to replace to the dealer. After each player has returned their discards in turn to the dealer, each player shall place the remaining held cards in front of each player. The dealer shall place the discards in the discard rack. Held cards shall be duplicated for all wagers.
4. Once all discards and have been returned to the dealer and all held cards have been placed in front of each player, the dealer shall expose each stack of 5 Replacement cards beginning with the stack previously placed next to Replacement Row #1, and shall place cards in consecutive order in the designated Draw Card spaces beginning with Draw Card 1 and ending with Draw Card 5.
5. After the dealing procedures above have been completed, the dealer shall turn the player's held cards face up.
6. The dealer shall then resolve each hand by examining each player's held cards and replacement cards to determine if each player's hand(s) is a winning or losing hand.
7. The dealer shall immediately collect the bets from all losing hands. If a player loses all wagers, the dealer shall immediately collect the held cards from the player and place them in the discard rack.
8. Base game payouts are made to winning hands for each bet. In order to qualify for a base game payout, a player's hand must contain a pair of Jacks or better. All losing bets shall be collected by the player/dealer to the extent that their wager covers. Each winning bet shall be paid in accordance with the payout odds listed on the attached payout tables.

9. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

10. After all wagers are paid, the dealer shall immediately collect the cards of all players and place them in the discard rack.

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

Paytable

Royal Flush	400 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	6 to 1
Flush	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Two Pairs	1 to 1
Jacks or Better	1 to 1

Betting Limits

A minimum of \$5 to a maximum of \$50 may be wagered per betting circle. A minimum of 1 betting circle to a maximum of 3 betting circles may be wagered.

Collection Schedules

Schedule 1

Player: \$0.50 for up to two per hand; or \$1.00 for three wagers each hand
Player/Dealer: \$2.00 Each Round

Schedule 2

Player: \$0.50 Each Hand (all wagers included)
Player/Dealer: \$3.00 Each Round

Schedule 3

Player: \$0.50 for up to two per hand; or \$1.00 for three wagers each hand
Player/Dealer: \$2.50 Each Round

Betting Limits

A minimum of \$10 to a maximum of \$100 may be wagered per betting circle. A minimum of 1 betting circle to a maximum of 3 betting circles may be wagered.

Collection Schedules

Schedule 1

Player: \$1.00 for up to two per hand; or \$2.00 for three wagers each hand
Player/Dealer: \$3.00 Each Round

Glossary of Terms Used in the Controlled Game

Action	The player position where the settling of bets begins.
Hand	A five card poker hand formed for each player by combining the cards held by the player and not discarded with the appropriate draw cards in each replacement row.
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 is referred to as the player/dealer.
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 eight designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Draw Card	The individual cards place in each Replacement Row which are combined with the player's held cards to form a five card poker hand.
Replacement Row	A row of five draw cards, some or all of which when combined with the player's held cards form a five card poker hand.
House	The licensed gambling establishment.



Let It Ride Bonus 1.0

Standards of play:

Let It Ride (LIR) is a five-card 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 winning bets and pay all losing bets to the extent that money covers.

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

All standard poker rankings will be used from the minimum winning hand of a pair of 10s to the best hand; a Royal Flush. All hands that are a pair of 9s and below are losing hands.

Type of gaming table utilized for this game:

Let It Ride shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table.

The cloth covering a Let It Ride table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled ‘1’, ‘2’, and ‘\$’ for the placement of bets. In addition, there will be a separate circle for the placement of a bonus bet.

Number of players in the game:

A maximum of seven players including the player/dealer position for a total of eight seated positions.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Let It Ride shall be dealt from an automatic card shuffling device (“shuffler”).
2. ***Physical Characteristics:*** Cards used to play Let It Ride shall be in standard decks of fifty-two (52) cards.
3. ***Number of Decks:*** Cards used to play Let Let It Ride shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.



Let It Ride Bonus 1.0

Betting scheme:

1. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.
4. Each player at a Let It Ride table, who has placed the three wagers required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the Bonus Bet *Payout Table*.
5. The player/dealer will collect all losing wagers and will pay all losing wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the 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 in a single stack.
2. The dealer shall wait for each player to place three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce "No more bets."
3. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in-turn, to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face down and shall place each stack behind the bets in the player's betting area. The stack dealt to the player/dealer shall be delivered as follows:
 - a. The stack shall be placed to the right of the area designated for placement of community cards.
 - b. The dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face down over to the right rectangle.
 - c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player/dealers cards have become the community cards which will be available to all players.



Let It Ride Bonus 1.0

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

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards.
2. Each player who wagers at Let It Ride poker shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.
3. After each player has examined his/her cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.
 - a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.
4. After each player has made a decision regarding Bet #1, the dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.
5. After the first community card is exposed, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.
 - a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
 - b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
 - c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.
6. The dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.
7. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.



Let It Ride Bonus 1.0

8. After the second community card is turned face up, the dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.
9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards, to determine if the player's hand is a winning or losing hand.
10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player/dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and one of the attached payout tables.
11. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
12. After all winning wagers are paid, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.
13. 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.

LET IT RIDE PAYTABLE

Basic Game Paytable

Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three of a Kind	3 to 1
Two Pair	2 to 1
10s or Better	1 to 1

3 Card Bonus Bet:

3 Card Bonus is an optional side bet for Let It Ride and Let It Ride Bonus. The rules are as follows:

1. Bonus Bets must be placed prior to the initial deal.
2. An additional collection fee will be taken for placing a 3 Card Bonus Bets.



Let It Ride Bonus 1.0

3. The Bonus Bet only considers the three cards each player received on the initial deal.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
5. If the player's hand does not qualify for payouts, the player/dealer collects the 3 Card Bonus Bet wager.
6. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.
7. The player plays the base game as usual. The bonus bet is resolved before the base game is resolved.
8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players

3 CARD BONUS PAYTABLE

Mini Royal	50 to 1
Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
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 is also referred to as the player/dealer.



Let It Ride Bonus 1.0

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



Let It Ride Bonus 1.0

Collection Rates:

Table Limit	Player Table Fee (per spot)	Bonus Bet Fee (per spot)	Player/dealer Table Fee (per hand)
\$5 - \$50	\$0.50	\$0.50	\$2.00
\$10 - \$100	\$1.00	\$1.00	\$2.00
\$25 - \$100	\$1.00	\$1.00	\$3.00

21st
CENTURY

BACCARAT

8.0 Version

04/13/09

21st CENTURY BACCARAT Version 8.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

The following details are provided per BGC-APP. 026:

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game 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 Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat 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 any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):

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- a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Tie bet which pays 8 to 1
4. Each player at a 21st Century Baccarat 8.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.
 5. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two 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 house dealer is a community hand that belongs to those that placed a bet on the dealer 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. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
 - Stand and keep their wager on the stand line;
 - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's hand.
- The casino dealer will then expose the dealer's hand.

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Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager is won or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager (minimum of \$5.00, maximum of \$500.00). There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards

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An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

The optional bonus bet is called the “Dragon Bonus” (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager (minimum of \$5.00, maximum of \$500.00) on the designated DB spot located next to each player’s position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled “Player Dragon Bonus” and the other will be “Dealer Dragon Bonus.”

Players have two ways to win:

1. If the hand the wager on (Player or Dealer) 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 Dealer Dragon Bonus Bet circle, or both.
4. There is no collection for the DB bet.
5. 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 PAYTABLE

<u>Hand (Points Won By)</u>	<u>Payout</u>
Natural	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)

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Natural 9: When the first two cards of the player or dealer's hand has a value of nine (9)

Table Limits & Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
\$5- \$50	\$1	\$0.50
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2
\$100-\$500	\$ 5	\$ 3

TRIPLE DRAW POKER 1.0

Background

“Triple Draw Poker” is a game based on U.S. Patent No. 5,823,873 held by Inventor Ernest W. Moody. The inventor licensed the right to play games under this patent to International Gaming Technology Inc. who thereafter licensed the right to Kelson Enterprises Inc. to play games under this patent in licensed gambling establishments in California and elsewhere. An agreement between Kelson Enterprises Inc. and the Cardroom must be submitted with the Application for Controlled Game Review in order to be reviewed and approved by the Bureau of Gambling Control. Each Cardroom is liable to the inventor, International Gaming Technology Inc. and Kelson Enterprises Inc. for the use of the patented game and is therefore responsible for such an agreement.

Standards of Play

Triple Draw Poker (TDP) is a traditional five-card draw poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player who collects all winning bets and pays all losing bets to the extent that 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 for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table. All standard poker rankings will be used from the minimum winning hand of a pair of Jacks to the best hand, a Royal Flush. All hands that contain a pair of 10's and below are losing hands.

Type of Gaming Table Utilized for this Game

Triple Draw Poker shall be played on a table having eight seated positions, and a place for the Casino dealer on the opposite side of the table, similar to a Blackjack style table.

The felt covering a Triple Draw Poker table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting circles labeled ‘1’, ‘2’, and ‘3’ for the placement of a bet for each hand wagered. There shall also be one (1) separate designated betting circle labeled “Bonus Bet” for the placement of a bonus bet. In front of the dealer tray there shall be three Draw Card Rows with 5 card outlines labeled “Draw Card 1 to Draw Card 5”. Each Draw Card Row of 5 Draw Cards will be labeled 1, 2, or 3 on the left and right of each row starting with the row closest to the player. Below Row 1, the Draw Card numbers starting from right to left (from the player’s point of view) will be re-printed so that when cards are placed in the card outlines, the Draw Card numbers will remain visible to the players.

Please refer to the attached layout artwork.

Number of Players in the Game

The game may be played with a maximum of seven players and a player/dealer position for a total of eight seated positions. However, the player/dealer position is not dealt a hand.

Type of Card Deck Used

1. **Shuffling Machine:** Cards used to play Triple Draw Poker shall be dealt from an automatic card shuffling device ("shuffler") leased from Shuffle Master and having GLI certification. The cards may be hand-dealt also.
2. **Physical Characteristics:** Cards used to play Triple Draw Poker shall be a standard deck of fifty-two (52) cards.
3. **Number of Decks:** Triple Draw Poker shall be played with one (1) deck, consisting of fifty-two (52) cards with backs of the same design. The cards will be shuffled by the automated card shuffling device before being dealt or used to play the game. All cards used in the game will be re-inserted and shuffled by the automated card shuffling device before being dealt or used to play the next round.

Betting Scheme

1. All wagers at Triple Draw Poker shall be made by placing gaming chips in the appropriate betting circles on the table layout, keeping in mind the table minimum and maximum wagering limits.
2. At the beginning of each round of play, each player has the option to place from one to three equal but separate wagers in the designated betting circles in front of each player identified as "1", "2", and "3". One wager is mandatory. The second and third wagers are optional. Each player may also place a separate wager in the designated Bonus Bet circle; however, no player may wager on the Bonus Bet unless the player makes the mandatory minimum one (1) bet in the numbered betting circles.
3. All wagers shall be made prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Payouts will begin with bonus bet wagers, followed by all players' wagers in Row 1, followed by Row 2, and then Row 3. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing Procedures

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed.
2. The dealer shall wait for each player to place up to three equal bets in the betting circles, and a separate optional bet in the "Bonus Bet" circle in front of each player. The dealer will announce "No more bets."
3. The dealer shall deal one stack of five cards face down to each player regardless of the number of wagers by each player. The dealer shall deliver the first stack of five cards to the player to the left of the player/dealer position and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's betting circles. The dealer will not deliver any cards to the player/dealer. Furthermore, empty positions that have not been wagered on will not receive cards.
4. After the players have examined their cards, each player shall place all discards in the designated space in front of the betting circles marked "discard." The cards in the "discard" pile will remain there until the end of the game. Each player may discard from zero to five cards. The remaining cards held in the player's hand shall be placed behind the betting circles in the designated space marked "held." The "held" cards shall be duplicated and used for all bets. Furthermore, the cards in the "held" pile will remain there until the end of the game and the resolution of all base game wager bets.
5. The dealer does not collect any discards.
6. Starting with Row #1, the dealer will then place five cards face up in each Draw Card Row in consecutive order starting with Draw Card 1 and ending with Draw Card 5. All remaining cards will be placed in the discard rack.
7. The dealer then resolves each player's wagers starting with the first hand clockwise from the Player/Dealer position, in the following order: bonus bet wagers, base game wagers.
8. The dealer resolves the Bonus Bet by opening the Discards and the Held cards. The Discards are kept in the Discard space and the Held cards are kept in the Held card space. They are not to be mixed. The dealer uses all 5 cards that were initially dealt to the player to determine the outcome of the Bonus Bet. Once the Bonus Bet is settled, the Discards are collected and placed in the discard rack. The Held cards are left face up in the Held cards space.
9. The dealer will then resolve each base game wager by combining the players held cards with the appropriate designated draw cards from each Draw Card Row needed to make a 5 card hand for each wager by the player.

10. Each numbered Draw Card Row refers to the matching numbered Betting Circle. As such, each player will use their held cards in combination with the designated draw cards in Row 1 for all bets in Betting Circle 1. Similarly, each player will use their held cards in combination with the designated draw cards in Row 2 for all bets in Betting Circle 2. Finally, each player will use their held cards in combination with the designated draw cards in Row 3 for all bets in Betting Circle 3.

The following table demonstrates all possible combinations of held cards and designated draw cards that can be used by each player to form a 5 card hand in each row for each wager.

1. For each player that holds zero cards and discards all five cards, the dealer will use the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, Draw Card 4 and Draw Card 5 to form a five card hand for each wager and matching Draw Card Row.
2. For each player that holds 1 card and discards 4 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, Draw Card 3, and Draw Card 4 with the held card to form a five card hand for each wager and matching Draw Card Row.
3. For each player that holds 2 cards and discards 3 cards, the dealer will combine the cards placed in spaces Draw Card 1, Draw Card 2, and Draw Card 3 with the held cards to form a five card hand for each wager and matching Draw Card Row.
4. For each player that holds 3 cards and discards 2 cards, the dealer will combine the cards placed in spaces Draw Card 1, and Draw Card 2 with the held cards to form a five card hand for each wager and matching Draw Card Row.
5. For each player that holds 4 cards and discards 1 card, the dealer will combine the card placed in space Draw Card 1 with the held cards to form a five card hand for each wager and matching Draw Card Row.
6. For each player that holds all five cards and discards zero cards, the dealer will only use the held cards to form a five card hand for each wager by the player.

Round of Play

1. Each player who places a wager shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/her cards in full view of the dealer at all times.
2. The dealer shall deal one stack of five cards face down to each player regardless of the number of wagers by the player. The dealer shall deliver the first stack of cards to the player to the left of the dealer button and in turn to each of the other players moving clockwise around the table. The dealer shall place each stack behind each player's

betting circles. The dealer will not deliver any cards to the player/dealer. Furthermore, empty positions that have not been wagered on will not receive cards.

3. After the players have examined their cards, each player shall place all discards in the designated space in front of the betting circles marked "discard." The cards in the "discard" pile will remain there until the end of the game. Each player may discard from zero to five cards. The remaining cards held in the player's hand shall be placed behind the betting circles in the designated space marked "held." The "held" cards shall be duplicated and used for all bets. Furthermore, the cards in the "held" pile will remain there until the end of the game and the resolution of all base game wager bets.

4. Once all discards and all held cards have been placed in the marked spaces for each player, the dealer shall place five cards in the designated Draw spaces beginning with Draw Card 1 and ending with Draw Card 5 in all Draw Card Rows starting with Row #1. All remaining cards shall be placed in the discard rack.

5. After the dealing procedures above have been completed, the dealer shall then resolve each player's Bonus Bet by opening the cards in the "Discard" and the "Held" pile. The dealer uses all 5 cards that were initially dealt to the player to determine the outcome of the Bonus Bet. In order to qualify for a bonus bet payout, a player's hand must contain a pair of 2s or better. All losing bets shall be collected by the player/dealer to the extent that their wager covers. Each winning bet shall be paid in accordance with the payout odds listed on the attached Bonus Bet payout tables. Once all Bonus Bets are settled, the Discards are collected and placed in the discard rack.

6. After all bonus bet wagers are resolved, the dealer shall then resolve each base game wager by examining each player's held cards and the designated draw cards to determine if each player's hand is a winning or losing hand. In order to qualify for a base game payout, a player's hand must contain a pair of Jacks or better. All losing bets shall be collected by the player/dealer to the extent that their wager covers. Each winning bet shall be paid in accordance with the payout odds listed on the attached payout tables. Once all wagers are settled, the "Held" cards are collected and placed in the discard rack.

7. After all wagers are paid, the dealer shall immediately collect the cards of all players and place them in the discard rack.

8. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager. Furthermore, 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.

Glossary of Terms Used in the Controlled Game

Action	The player position where the settling of bets begins.
Hand	A five card poker hand formed for each player by combining the cards held by the player and not discarded with the appropriate draw cards in each replacement row.
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 is referred to as the player/dealer.
Discard Space	The designated rectangular space marked "Discard" in front of the players' betting circles where players place their discards.
Held Space	The designated rectangular space marked "Held" behind the players' betting circles where players place their held cards.
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 eight designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Draw Card	The individual cards placed in each Replacement Row which are combined with the player's held cards to form a five card poker hand.
Draw Card Row	A row of five draw cards, some or all of which when combined with the player's held cards form a five card poker hand.
Bonus Bet	This is an optional bet by the player the outcome of which is determined by the outcome of the 5 original cards dealt to the player. Winning hands are paid pursuant to the Bonus Bet Paytable.
House	The licensed gambling establishment.

PAYTABLES

Base Game Paytable

Royal Flush	400 to 1
Straight Flush	50 to 1
Four of a Kind	20 to 1
Full House	6 to 1
Flush	5 to 1
Straight	3 to 1
Three of a Kind	2 to 1
Two Pair	1 to 1
Jacks or Better	Push

Bonus Bet Paytable

Royal Flush	1,200 to 1
Straight Flush	150 to 1
Four of a Kind	60 to 1
Full House	18 to 1
Flush	15 to 1
Straight	9 to 1
Three of a Kind	6 to 1
Two Pair	2 to 1
Jacks or Better	1 to 1
Pair of 2s to 10s	Push

BETTING LIMITS & COLLECTION SCHEDULE

\$2 to \$25 Base Game Betting Limits

A minimum of \$2 to a maximum of \$25 may be wagered per betting circle.

\$2 to \$25 Bonus Bet Betting Limits

A minimum of \$2 to a maximum of \$25 may be wagered on the Bonus Bet.

Collection Schedule

Schedule 1

Player: \$0.25 Each Hand (each base game wager); \$0.25 Bonus Bet
Player/Dealer: \$1.00 Each Round

Schedule 2

Player: \$0.25 Each Hand (each base game wager); \$0.25 Bonus Bet
Player/Dealer: \$1.50 Each Round

Schedule 3

Player: \$0.25 Each Hand (each base game wager); \$0.25 Bonus Bet
Player/Dealer: \$2.00 Each Round

No Bust 21st Century Blackjack[©]

6.0 version

May,30,2009

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

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

*Additional pending patent

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

OBJECT OF THE GAME

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

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

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked “Bonus” or “No Bust ” aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
 - 12 on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace Has 3 value	a) 12 on first two cards when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

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

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

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

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

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

13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

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

GAME RULES

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

8. Double-Down:

- a. Players can double-down on the first two-cards only, with the exception of all "Natural" hands and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

9. Splits:

- a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" can not be had off of any hand from the split of a ten-value card.
- c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and can not qualify for a "Natural" hand after it is split.

10. Players can not surrender.

11. Insurance:

- a. Players may make an optional insurance wager.
- b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has a "Natural" (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

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

13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

14. All table fees are collected by the casino Dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage of the amount wagered or won.

15. Backline betting is allowed.

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

COLLECTION RATES

<i>Limit</i>	<i>Player/Dealer Collection</i>	<i>Player Collection</i>
\$2 - \$ 10	\$0.50	\$0.25
\$5 - \$ 50	\$1	\$.50
\$10 - \$ 100	\$2	\$1
\$25 - \$ 100	\$2	\$1
\$25 - \$ 200	\$3	\$2
\$50 - \$ 300	\$4	\$2

LEGAL

The Player-Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. If there is not an intervening person occupying the Player/Dealer's position, the game will be "broke" or stopped, as required by the California Penal Code.

21st
CENTURY

BACCARAT
ROYALE

9.0 Version

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21st CENTURY BACCARAT Version 9.0

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the player/dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack or batwing table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat 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. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

21st CENTURY BACCARAT Version 9.0

4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 19 to 20 or 9 ½ to 10
 - c. Tie bet which pays 8 to 1
5. Each player at a 21st Century Baccarat 9.0 table, who has placed a base game wager as required above, shall also have the option to make an additional "bonus wager" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the Royale Bonus *Bet*.
6. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two 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 house dealer is a community hand that belongs to those that placed a bet on the dealer 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. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
 - Stand and keep their wager on the stand line;
 - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's second card.

21st CENTURY BACCARAT Version 9.0

- The casino dealer will then expose the dealer's hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
 - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
 - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
 - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
 - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

21st CENTURY BACCARAT Version 9.0

A card shoe will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

RoyaleBonus Bet

The optional bonus bet is called the “Royale Bonus” (RB). Each player wagering in the base game has the option of placing a wager within table limits on the designated RB spot located next to each player’s position on the gaming felt layout.

Rules are as follows:

1. All hands except a pair can be made using a combination of the first four cards (two from the player and two from the dealer).
2. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
3. Only the highest hand will be paid out.
4. The ace can be used to complete a low or a high straight.
5. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
6. There is no collection for the RB bet.
7. The player/dealer will pay all Royale Bonus Bet wagers and will collect all losing Royale 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.

Royale Bonus Bet Paytable

Hand	Pays
Royal Flush	250 to 1
Straight Flush	100 to 1
Four of a Kind	50 to 1
Two Pair	8 to 1
One Pair Suited	12 to 1
One Pair Same Color	6 to 1
One Pair	3 to 1

21st CENTURY BACCARAT Version 9.0

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Royale Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

21st Century Baccarat

Limit Maximum 36 betting circles per seat*	Tie Bets Max.	Collection	
		Player/Dealer	Player
\$10 - \$100 (max. 10 betting circles)	\$100	\$ 2	\$1 per betting circle
\$25 - \$100 (max. 10 betting circles)	\$100	\$ 2	\$1 per betting circle
\$100 per betting circle (max. 15 betting circles)	\$300	\$ 3	\$1 per betting circle
\$100 per betting circle (min. 2 betting circles) (max. 20 betting circles)	\$300	\$ 5	\$1 per betting circle

Limit Maximum 36 betting circles per seat*	Collection		
	\$1	\$2	\$3
\$10 - \$100	Per Betting Circle		
		Player/Dealer	
Tie/Bonus Bet - \$100 Maximum per betting circle	Total \$50 or less	Total \$51 to \$200	Total \$201 or more
\$25 - \$100	Per Betting Circle		
		Player/Dealer	
Tie/Bonus Bet - \$100 Maximum per betting circle	Total \$50 or less	Total \$51 to \$200	Total \$201 or more

Limit Maximum 36 betting circles per seat*	Collection		
	\$1	\$3	\$5
\$100 per betting circle	Per Betting Circle		
			Player/Dealer
Tie/Bonus Bet - \$300 Maximum per betting circle	Total \$100 or less	Total \$101 to \$500	Total \$501 or more

The Bicycle Casino

NO COMMISSION

BACCARAT

No Commission Baccarat Rules

DETAILED DESCRIPTION

Standards of play:

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player hand is compared with the player/dealer hand and the hand closest to "9" wins. No Commission Baccarat plays the same as conventional Baccarat except that (a) there is no commission charged on any winning player/dealer hand, and (b) If both the player hand and the dealer hand have a total of 7, all wagers on the dealer hand automatically lose and all wagers on the player hand push. However, a tie bet wager will still win in this instance.

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

Type of gaming table utilized for this game:

An industry standard Baccarat table may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.

Alternately, a bat wing or expanded table for more players may be used which seats a maximum of 14 players.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard prominently displayed indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized.

Type of card deck used:

1. **Shuffling Machine or Shoe:** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between three (3) and eight (8) decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.
2. **Physical Characteristics:** Cards used to play this game shall be in standard decks of 52 cards with no jokers.

Value of Cards: All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

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Betting scheme:

1. All wagers in this game 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. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.”
4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 1 to 1
 - c. Tie bet which pays 8 to 1
 - d. Pair Bet which pays 11 to 1
 - e. Lucky 7 Baccarat Bet which pays 45 to 1

TIE BET

The Tie Bet is an optional wager that both the Player and Banker hands will have the same total. The completed player and banker hand, which includes any draw cards, will be compared when settling this wager. This wager must be placed prior to any cards being dealt and must have a base wager to qualify. A maximum of \$300 may be placed on this bet, and only a seated player may place this wager. All winning Tie Bets will be paid eight times (8 to 1) the amount wagered in the “tie” box designated on the layout. This wager wins or loses independent of the base game bet. No additional collection will be taken for the Tie Bet. The player/dealer will pay all winning Tie Bets and collect all losing Tie Bets. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers, then all Lucky 7 Baccarat Bet wagers.

PAIR BET

The Pair Bet is an optional wager to bet that the first two cards of either the Player or Banker hand will be a pair. The Pair Bet must be placed prior to the deal and must have a base wager to qualify. A maximum of \$300 may be placed on this bet, and only a seated player may place this wager. Players may bet the Player Pair or Banker Pair or both. No additional collection will be taken for the Pair Bet. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Pair Bets and collect all losing Pair Bet. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers, then all Lucky 7 Baccarat Bet wagers.

LUCKY 7 BACCARAT BET

The Lucky 7 Baccarat Bet is an optional wager to bet that the first two cards dealt to the Player and Dealer hand equal seven. The Lucky 7 Baccarat Bet must be placed prior to the deal and must have a Player and/or a Dealer wager to qualify. Furthermore, this wager may only be in an amount ranging between a minimum of \$5 and a maximum of \$300 and only a seated player can place this wager. No additional collection will be taken for placing this wager. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Lucky 7 Baccarat Bets and collect all losing Lucky 7 Baccarat Bet. The action on each player's wager(s) rotates clockwise. The player to the left

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of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers, then all Lucky 7 Baccarat Bet wagers.

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, the player/dealer position is offered to players in a continuous and systematic fashion. After the player/dealer is determined, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. Each player is offered the opportunity to make a Tie Bet at this time.

The house dealer will then deal two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The 1st and 2nd cards will be dealt face down to the designated "Player" box on the table. The 3rd and 4th cards will be dealt face down to the designated "Banker" box on the table. The Player's hand will be opened first. The player and banker hands will hit or stand according to traditional guidelines.

HIT/STAND GUIDELINES

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card. Otherwise, a third card may be dealt to either position based on the following rules:

- The Player hand hits on a total of 5 or less and stands on a total of 6 or more.
- If the Player stands, then the Banker hand hits on a total of 5 or less and stands on a total of 6 or more.
- If the Player hand draws a card, the Banker hand hits according to the following rules:
 - If the Banker's hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.
 - If the Banker's hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
 - If the Banker's hand total is 5, then the Banker hand is dealt a third card if the Player's third card was 4, 5, 6, or 7.
 - If the Banker's hand total is 6, then the Banker hand is dealt a third card if the Player's third card was a 6 or 7.

The following chart, where "S"= Banker hand "stands" and "H"= Bankers hand "hits" demonstrates how each hand combination is resolved:

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		PLAYER'S THIRD CARD									
		0	1	2	3	4	5	6	7	8	9
BANKER'S HAND	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

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to 9 wins. If both banker and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the banker hand wins, all players that wagered on the banker hand will be paid 1 to 1, and the player and tie hands will lose.
- If the player hand wins, all players that wagered on the player hand will be paid 1 to 1, and the banker and tie hands will lose.
- If the banker and player hands have the same value, both the banker and player hand wagers will push. However, if both hands have a total of 7, then the banker hand automatically loses and the player hand still pushes.

The player/dealer pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s).

Round of play:

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.
2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.
3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.
4. After the fees have been collected, the house dealer will deal the cards using the method described in “Dealing Procedures” above.
5. Following the rules above, the dealer will determine if the player hand hits or stands. The banker hand will hit or stand accordingly. Then all wagers are settled as described above in “Determining and Paying Winners”.

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6. After all wagers are settled, the cards are collected and discarded.
7. The house dealer records whether the hand was won by the player, banker, or was a tie on the affixed electronic display board.
8. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.
9. The next round of play begins.

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. An "Action" button will be used as described above. There will also be an electronic display board to track the outcome of the last several hands.

PLAYER-DEALER & 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 the Player/Dealer position may not act as the Player/Dealer more than two consecutive hands or rounds of play. The opportunity to act as the Player/Dealer must be offered to all seated players after two hands or rounds of play 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.

A Player/Dealer is never required to cover all opposing players' wagers. Payoffs for all wagers are limited to the amount of the Player/Dealer's 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.

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Table Limits & Collection Rates

How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino. All collection rates and wagering limits for the game will be posted at each gaming table.

Table Limits	Player/Dealer	Player
\$5- \$50	\$1	\$0.50
\$10-\$100	\$2	\$1
\$50-\$300	\$3	\$2
\$100-\$500	\$5	\$3



(A) Standards of play:

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

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

(B) Gaming Table & Number of Players:

- (1) Caribbean Stud Poker shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.
- (2) A maximum of eight players including the player/dealer position shall play in the game.
- (3) A maximum of 6 betting circles will be used for each seated position.
- (4) Backline betting is not allowed.
- (5) The cloth covering a Caribbean Stud Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be three separate designated betting spaces labeled 'Ante,' 'Bet,' and Insurance Bonus Bet for the placement of bets.

(C) Type of card deck used:

- (1) **Shuffling Machine:** An automated card shuffling device shall be used, provided that:
 - (a) Two decks are used.
 - (b) Each deck of cards shall be a standard 52-card deck with backs of the same color and design; No joker is used.
 - (c) The backs of the cards in the two decks are of different color;
 - (d) One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - (e) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and



(f) The cards from only one deck shall be placed in the discard rack at any given time.

(D) Ranking of Hands:

- (1) The rank of the cards used in Caribbean Stud Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four and five.
- (2) The permissible Poker hands at the game of Caribbean Stud Poker, in order of highest to lowest rank, shall be:
 - (a) "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
 - (b) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - (c) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - (d) "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - (e) "Flush" is a hand consisting of five cards of the same suit;
 - (f) "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);
 - (g) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;



- (h) "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 - (i) "One pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.
- (3) When comparing two hands which are of identical Poker hand rank pursuant to the provisions of this Section, or which contain none of the hands authorized in this Section, the hand which contains the highest ranking card as provided in (D)(1) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this Section, the hands shall be considered a push.

(E) Shuffle and Cut of the Cards

- (1) Immediately prior to the commencement of play and after each round of play has been completed, the casino dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.
- (2) After the cards have been shuffled and stacked, the casino dealer shall deal or deliver the cards in accordance with the procedures set forth in (G) below;
- (3) If a cut of the cards is required, the dealer shall:
 - (a) Cut the deck, using one hand, by:
 - (j) Placing the cover card on the table in front of the deck of cards;
 - (ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - (iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (E)(3)(a)(ii) above; and
 - (iv) Removing the cover card and placing it in the discard rack; and
 - (v) Deal the cards in accordance with the procedures set forth in (G) below.



(F) Dealing procedures:

- (1) A casino shall have the cards used to play Caribbean Stud Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards.
- (2) The casino dealer shall announce "No more bets."
- (3) The casino dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager. As the remaining stacks are dispensed to the casino dealer by the automated dealing shoe, the casino dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager. The dealer shall then deliver a stack of five cards face down to the area designated for the player/dealer's hand.
- (4) After each stack of five cards has been dispensed and delivered, the casino dealer shall remove the stub from the automated dealing shoe and, place the cards in the discard rack without exposing the cards.
- (5) The stack of five cards comprising the player/dealer's hand shall then be spread in a row directly in front of the table inventory container with the top card to the casino dealer's right and the bottom card to the casino dealer's left. The casino dealer shall then expose the bottom card of the player/dealer's hand, or that card farthest to the dealer's left, and the round of play shall proceed.

(G) Betting scheme/Wagers:

- (1) All wagers in Caribbean Stud Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
- (2) All ante wagers shall be placed prior to the dealer announcing "No more bets." Except as provided in (H) below, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."
- (3) At the beginning of each round of play, each player shall be required to place an ante wager.
- (4) Each player will have the option to place a 'bet' wager in accordance with (H) below.

(H) Procedure for Completion of Each Round of Play

- (1) After the dealing procedures required by (F) above, have been completed but before the casino dealer exposes the hole cards, each player shall, after examining his or her cards, either place a bet wager, which must be equal to double the amount of the ante, in the designated betting area



or fold and forfeit the ante wager. If a player folds, the entire ante wager shall be collected by the casino dealer and given to the player/dealer. A folded hand shall then be immediately collected by the casino dealer and placed in the discard rack.

- (2) Each player who makes a bet wager shall be responsible for his or her own hand and no other person other than the casino dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the casino dealer at all times. Once each player has examined his or her cards and placed the five cards face down on the appropriate area of the layout, the player shall not touch the cards again.
- (3) No player may exchange or communicate information regarding his or her hand prior to the casino dealer revealing the player/dealer's hole cards. Any violation shall result in a forfeiture of all wagers on that round by the players communicating.
- (4) After all players have either placed a bet wager or folded, the casino dealer shall turn over and reveal the player/dealer's hole cards and set the highest ranking Poker hand.
- (5) Except as otherwise provided in (H)(7) below after the hole cards are revealed, the dealer shall, starting with the player farthest to his or her right, turn over the player's cards and if the dealer has a qualifying hand of an Ace-King or higher:
 - (a) All losing wagers shall immediately be collected by the dealer and pushed to the player/dealer. All losing hands shall then be immediately collected by the casino dealer and placed in the discard rack. Ante and bet wagers made by a player shall lose if the qualifying hand of the dealer has a hand rank, which is higher than the hand of that player.
 - (b) If the hand of the player ties with that of the player/dealer's qualifying hand, the hand of the player shall be a push. The casino dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.
 - (c) After all losing wagers and pushes have been settled, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning ante and bet wagers are paid. Winning wagers shall be paid in accordance with the payout odds listed in (I) below. The dealer shall pay, on behalf of the player/dealer, all winning wagers beginning with the player farthest to the right of the casino dealer and continuing counterclockwise around the table. Any wager made by a player shall win if the hand of the player has a hand rank higher than that of the player/dealer's qualifying hand. After paying all winning ante and bet wagers, the casino dealer shall immediately collect the cards of all winning players and place them in the discard rack, together with the remaining cards in the deck used for that round of play provided.



- (6) After the hole cards are revealed, if the dealer does not have a qualifying hand of Ace-King or higher:
 - (a) The casino dealer shall immediately announce "No hand" and shall pay all ante wagers, on behalf of the player/dealer, at payouts odds of 1 to 1. The casino dealer shall pay all ante wagers, on behalf of the player/dealer, beginning with the player farthest to the right of the casino dealer and continuing counterclockwise around the table;
 - (iii) All bet wagers shall be considered void and the dealer shall neither collect nor pay said wagers; and
 - (iv) After paying all ante wagers, the casino dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play.
- (7) All cards collected by the casino 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) 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.
- (9) 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.

(I) Payout Odds

- (1) A casino shall pay out winning ante wagers at payout odds of 1 to 1.
- (2) A casino shall pay off each winning 'bet' wager at the game of Caribbean Stud Poker as listed below:

<u>Hand</u>	<u>Payout Odds</u>
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1



Two Pair	2 to 1
One Pair or less	1 to 1

(J) Irregularities

- (1) If a hole card is exposed prior to the casino dealer announcing "No more bets", all hands shall be void.
- (2) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
- (3) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
- (4) If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.
- (5) If the automated card shuffling device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(K) Definitions:

- (1) The following words and terms, as used in the rules above, shall have the following meanings unless the context clearly indicates otherwise:
 - (a) "Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.
 - (b) "Bet wager" means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.
 - (c) "Fold" means the withdrawal of a player from a round of play by discarding his or her hand of cards after all cards have been dealt and prior to placing a bet wager.
 - (d) "Hand" means the five card hand dealt to each player and the dealer.
 - (e) "Hole card" means any of the four cards which are dealt face down to the dealer.
 - (f) "Push" means a tie.



- (g) "Qualifying hand" means the player/dealer's hand has at least a rank of ace, king, four, three and two or better.
- (h) "Rank" or "ranking" means the relative position of a card or group of cards.
- (i) "Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the rules of this game.
- (j) "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.
- (k) "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

Caribbean Stud Poker Bonus Insurance

No more whining about not being paid for your premium hands! The bet equates to buying insurance against the dealer not qualifying. When the dealer can't qualify and you have a flush or better, this bet will be paid odds even though the Call bet isn't paid. Therefore, you are guaranteed to be paid odds one way or the other.

Each player wagering in the base game of Caribbean Stud has the option of placing a wager within table limits on the designated Bonus Insurance Bet spot located next to each player's position on the gaming felt layout. The Bonus Insurance Bet awards a bonus payout, as described below, to the player(s) who make this wager. There will be a designated circle in front of each player position in which a player may wager.

The following rules apply:

1. The bonus bet wager takes into account all cards dealt to the player or the player/dealer's hand. The bet wins only if the player/dealer doesn't qualify with Ace-King.



2. If the player/dealer's up card is 2 through 5, the player who has made the Bonus Insurance bet has the option to double up by matching his original Bonus Insurance bet. After all players have made their decisions concerning their Ante, Call bet and the Bonus Insurance bet, the dealer will reveal his entire hand. The pay table is shown below:
3. Doubling up when the player/dealer's up card is 2 through 5 is allowed only before the player/dealer reveals his hand. Both the original bet and the double up bet are paid the odds according to the pay table.
4. Only the highest winning combination is paid. For example, if the player/dealer hand is 9-high and the player hand is 4 of a kind, the player is paid 20 to 1 instead of 2 to 1 for the player/dealer's 9-high.
5. Players may make one bonus bet wager for each base game wager placed.
6. The Bonus Insurance bet will win or lose independent of the outcome of the base game wager.
7. The Bonus Insurance Bet may be less than, equal to, or may exceed the base game wager. However, the bonus bet may not exceed the table limit.
8. There is no additional collection fee for placing a Bonus Insurance Bet.
9. The player/dealer will pay all winning Baccarat Insurance Bet wagers and will collect all losing Baccarat Insurance 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.



Bonus Insurance Bet Payout Table

Player Hand (when the player/dealer hand is less than Ace-King)	Pay
Royal Flush	100
Straight Flush	50
4 of a Kind	20
Full House	10
Flush	7
Player/Dealer Hand	
7-HIGH	6
8-HIGH	3
9- or 10-HIGH	2
Less than Ace-King	1



Collection Fees

Limit	Collection	
	Player/Dealer	Player
\$ 5 - \$ 20 6 betting circles max.	\$ 2	\$.50 per bet
\$10 - \$100 6 betting circles max.	\$ 2	\$1.00 per bet
\$25 - \$100 6 betting circles max.	\$ 3	\$1.00 per bet

NO COMMISSION

BACCARAT

No Commission Baccarat Rules

DETAILED DESCRIPTION

Standards of play:

The player/dealer position will be offered in a systematic fashion after every two hands. There are no minimum bet requirements to act as player/dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player/dealer's wager covers the action on the table. A player/dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player/dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player hand is compared with the banker hand and the hand closest to "9" wins. No Commission Baccarat plays the same as conventional Baccarat except that (a) there is no commission charged on any winning Banker hand, and (b) the Banker hand will lose on a tie of 7.

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

Type of gaming table utilized for this game:

An industry standard Baccarat table may be used. The table seats seven or eight places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.

Alternately, a bat wing or expanded table for more players may be used which seats a maximum of 14 players.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard prominently displayed indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player/dealer position may occupy a seated position in the game depending on the type of table utilized.

Type of card deck used:

1. **Shuffling Machine or Shoe:** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device ('shuffler'). Cards used to play this game may also be dealt from a shoe containing between three (3) and eight (8) decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.
2. **Physical Characteristics:** Cards used to play this game shall be in standard decks of 52 cards with no jokers.

Value of Cards: All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

No Commission Baccarat Rules

Betting scheme:

1. All wagers in this game 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. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.”
4. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 1 to 1
 - c. Tie bet which pays according to the table below
 - d. Pair Bet which pays 11 to 1

TIE BET

The Tie Bet is an optional wager that both the Player and Banker hands will have the same total. The completed player and banker hand, which includes any draw cards, will be compared when settling this wager. However, if the player hand or the Banker hand is not required to draw an additional card, according to the rules below, then that tie bet will only qualify for the ‘other tie’ payout. A tie bet will only qualify for one of the 6-card payouts if the player hand and the banker hand is required to draw an additional card, according to the rules below, so that each hand has three cards, for a total of six cards. This wager must be placed prior to any cards being dealt and must have a base wager to qualify. Any amount may be placed on this bet within table limits, and only a seated player may place this wager. All winning Tie Bets will be paid according to the pay table below dependent on the amount wagered in the “tie” box designated on the layout. This wager wins or loses independent of the base game bet. No additional collection will be taken for the Tie Bet. The player/dealer will pay all winning Tie Bets and collect all losing Tie Bets. The action on each player’s wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers.

The tie bet traditionally offered within a Baccarat game will be replaced with the following bonus table:

6-card tie at 6 through 9 and same color	50 to 1
6-card tie at 9	30 to 1
6-card tie at 8	30to1
6-card tie at 7	30to1
6-card tie at 6	30to1
Any other tie	7 to 1

PAIR BET

The Pair Bet is an optional wager to bet that the first two cards of either the Player or Banker hand will be a pair. The Pair Bet must be placed prior to the deal and must have a base wager to qualify. Any amount may be placed on this bet within table limits, and only a seated player may place this wager. Players may bet the Player Pair or Banker Pair or both. No additional collection will be taken for the Pair Bet. This wager wins or loses independent of the base game bet. The player/dealer will pay all winning Pair Bets and collect all losing Pair Bet. The action on each player’s wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s) and

No Commission Baccarat Rules

will be settled in the following order: all Player line wagers, then all Dealer line wagers, then all Tie Bet wagers, then all Pair Bet wagers.

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, the player/dealer position is offered to players in a continuous and systematic fashion. After the player/dealer is determined, all players and the player/dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid. Each player is offered the opportunity to make a Tie Bet at this time.

The house dealer will then deal two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The 1st and 2nd cards will be dealt face down to the designated "Player" box on the table. The 3rd and 4th cards will be dealt face down to the designated "Banker" box on the table. The Player's hand will be opened first. The player and banker hands will hit or stand according to traditional guidelines.

HIT/STAND GUIDELINES

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card. Otherwise, a third card may be dealt to either position based on the following rules:

- If the Player stands, then the Banker hand hits on a total of 5 or less.
- If the Player hand draws a card, the Banker hand hits according to the following rules:
 - If the Banker's hand total is 3, then the Banker hand is dealt a third card unless the Player's third card was an 8.
 - If the Banker's hand total is 4, then the Banker hand is dealt a third card unless the Player's third card was a 0, 1, 8, or 9.
 - If the Banker's hand total is 5, then the Banker hand is dealt a third card if the Player's third card was 4, 5, 6, or 7.
 - If the Banker's hand total is 6, then the Banker hand is dealt a third card if the Player's third card was a 6 or 7.

The following chart, where "S"= Banker hand "stands" and "H"= Bankers hand "hits" demonstrates how each hand combination is resolved:

		PLAYER'S HAND									
		0	1	2	3	4	5	6	7	8	9
BANKER'S HAND	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

No Commission Baccarat Rules

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to 9 wins. If both banker and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the banker hand wins, all players that wagered on the banker hand will be paid 1 to 1, and the player and tie hands will lose.
- If the player hand wins, all players that wagered on the player hand will be paid 1 to 1, and the banker and tie hands will lose.
- If the banker and player hands have the same value, both the banker and player hand wagers will push. However, if both hands have a total of 7, then the banker hand automatically loses and the player hand still pushes.

The player/dealer pays all winning bets and collects from all losing bets to the extent that money covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players. The action on each player's wager(s) rotates clockwise. The player to the left of the player/dealer receives the first action on his/her wager(s).

Round of play:

1. A round of play begins when a player/dealer is designated. After one player has been player/dealer for two consecutive hands, the option to be player/dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players on the left until a player accepts the option.
2. The player/dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player/dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player/dealer will place his/her collection fee(s) in front of his/her betting area.
3. Once the player/dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.
4. After the fees have been collected, the house dealer will deal the cards using the method described in “Dealing Procedures” above.
5. Following the rules above, the dealer will determine if the player hand hits or stands. The banker hand will hit or stand accordingly. Then all wagers are settled as described above in “Determining and Paying Winners”.
6. After all wagers are settled, the cards are collected and discarded.
7. The house dealer records whether the hand was won by the player, banker, or was a tie on the affixed electronic display board.
8. At this point if the current player/dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player/dealer rotates as described above. The player/dealer indicator will be turned over or moved to indicate the current player/dealer and if this is the first or second hand for the player/dealer.
9. The next round of play begins.

No Commission Baccarat Rules

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player/dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. An "Action" button will be used as described above. There will also be an electronic display board to track the outcome of the last several hands.

PLAYER-DEALER & 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 the Player/Dealer position may not act as the Player/Dealer more than two consecutive hands or rounds of play. The opportunity to act as the Player/Dealer must be offered to all seated players after two hands or rounds of play 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.

A Player/Dealer is never required to cover all opposing players' wagers. Payoffs for all wagers are limited to the amount of the Player/Dealer's 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.

No Commission Baccarat Rules

Table Limits & Collection Rates

How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino. All collection rates and wagering limits for the game will be posted at each gaming table.

Table Limits	Player/Dealer	Player
\$5- \$50	\$1	\$0.50
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2
\$100-\$500	\$ 5	\$ 3

EZ BACCARAT™



SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs.



To begin the game, players make a wager(s) on Player, or Dealer, or Tie ("Base Game Wager") or a combination of the above. Players that have placed a Base Game Wager may also place a "Dragon 7" bet (three card winning Bank hand totaling 7 points). All wagers must be between the minimum and maximum table limit.

Wagers are resolved as follows:

In the case of a Bank win, Bank wagers are paid 1 to 1. Player, Tie and Dragon 7 wagers lose.

In the case of a Player win, Player wagers are paid 1 to 1. Bank, Tie and Dragon 7 wagers lose.

In the case of a Tie, Tie wagers are paid 8 to 1. Bank and Player wagers push and Dragon 7 wagers lose.

In the case of a Dragon 7, Dragon 7 wagers are paid 40 to 1. Bank wagers push, Player and Tie wagers lose.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game 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 Casino dealer on the opposite side.

The game may also be played on a batwing table that accommodates up to fourteen (14) seated positions.



Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in EZ Baccarat 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 any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
3. At the beginning of each round of play, players have the following options when placing their wager(s):
 - a. Player line which pays 1 to 1
 - b. Dealer line which pays 1 to 1

Tie Wager

The Tie bet pays 8 to 1 if the player/dealer and Player hands tie. A player may only place a tie bet wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a tie bet wager. The tie wager may be less than, equal to, or greater than the base game wager. However, the tie bet wager cannot exceed the table limit. In the event that the player's hand and the player-dealer's hand are not of the same value, the player-dealer will win the tie bet wager. There will be no extra fee for placing a tie bet wager.

The player-dealer will pay all winning tie bet wagers and will collect all losing tie bet wager. 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dragon 7 Bonus Bet

EZ Baccarat™ plays the same way as regular baccarat except that it eliminates the odds differential between Player Line and Dealer Line wagers and replaces it by "barring" one specific winning Bank hand (the winning Bank hand consisting of three cards and totaling seven points). The appearance of this hand is the "Dragon 7™". Customers can make an insurance bet - the Dragon 7 bet, which pays 40 to 1 when the three card winning Bank hand totaling 7 points occurs. A player may only place a Dragon 7 wager if they have also placed either a player line wager or a dealer line wager prior to the initial deal. Seated players as well as back-line bettors may place a Dragon 7 wager. The Dragon 7 wager may be less than, equal to, or greater than the base game wager. There will be no extra fee for placing a Dragon 7 wager.

The player-dealer will pay all winning Dragon 7 wagers and will collect all losing Dragon 7 wager. 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. In the event that the player-dealer's wager does not cover the amount wagered by all players, an action button shall be used to designate where the action will begin.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on base game as well as any bonus bets. 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 dealer 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 decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer.

Game Rule:

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

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

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	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

Once all cards have been dealt, the hand with the highest total point count is declared the winner. In the case where both hands have an equal point count, the hand is a Tie. Wagers will then be settled in one of the following two ways:

If the player-dealer's wager covers all action on the table, wagers will be settled starting with the player to the left of the casino dealer and continuing in a clockwise manner around the table until all wagers have received action.

If the player-dealer's wager does not cover all action on the table, an action button will be used, which determines which player receives first action on their wager(s). The second card dealt to the player-dealer's hand determines the position of the action button. The player-dealer position is always zero (0). The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing in a clockwise manner around the table, respectively represent the other numbers. Wagers will be settled in the following order: each player line and dealer line wager placed, then all tie bet wagers, then all Dragon 7 wagers. When determining where the action button will be placed, cards will hold the following values:

Action Button Card Chart:

Card Dealt	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- All ties between the player line and the dealer line on zero through nine (0-9) are considered a "push," and the original wagers are called off.
- The dealer places the action button. The action button determines which player receives first action on their wager. The second card dealt to the dealer's hand determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

PLAYER-DEALER & 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. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play 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.

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.



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.

Table Limits & Collection Rates

The collection is taken from each player for every player or dealer line wager prior to start of the game. Players including the player-dealer must post required collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limit	Player-dealer fee	Player Fee
\$5 - \$50	\$0.50	\$1.00
\$10 - \$100	\$1.00	\$2.00
\$50 - \$300	\$2.00	\$3.00
\$100 - \$500	\$3.00	\$5.00

SUMMARY OF THE GAME

Pan 9 with Dragon 9 Bonus Bet is the same as the traditional Pan 9 with the addition of a bonus bet. The bonus bet is covered by the action from the player-dealer position and the amount of money wagered for the “bank” hand.

DETAILED DESCRIPTION

Standards of play:

The player-dealer position will be offered or rotated in a systematic fashion after every two hands. There are no minimum bet requirements to act as player-dealer other than to have at least the table minimum bet. All pay-offs are to the extent that the player-dealer’s wager covers the action on the table. A player-dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

The player-dealer position must be offered in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands.

The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player’s hand is compared with the player-dealer’s hand and the hand closest to “9” wins.

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

Type of gaming table utilized for this game:

An industry standard Blackjack table or a “bat-wing” may be used. The table seats seven or eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Alternately, a bat wing or expanded table seats a maximum of 14 players.

The table will have a secured box for collections and a slot for dropping collections into the box.

Each player position has markings on the table indicating where wagers are to be placed. On or near the table will be a sign or placard indicating the name of the game, table limits, and collection rates.

Number of players in the game:

A minimum of two and a maximum of 14 players including the player-dealer position may occupy a seated position in the game depending on the type of table utilized. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine or Shoe:*** Cards used to play this game may be dealt from a GLI approved automatic card shuffling device (‘shuffler’). Cards used to play this game may also be dealt from a shoe containing between four and twelve decks. The cut card signifies the end of the shoe and will be placed approximately one standard deck length (52 cards) from the back.

2. **Physical Characteristics:** Cards used to play this game shall be in standard decks of 52 cards with no jokers and the 7's, 8's, 9's and 10's removed.
3. **Value of Cards:** All cards 2 through 6 hold their face value. J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting scheme:

1. All wagers in this game 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. Backline betting is allowed.
3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.
4. A bonus bet may be placed by a player only if a base game wager is made. The minimum bonus bet wager is \$1.00 is no more than a player's base game wager. Only the seated player may place a bonus bet.

Dealing procedures:

The house dealer who is an employee of the casino deals all cards. Neither the house nor the house dealer has any financial interest in the outcome of the game.

After the shoe has been shuffled by the house dealer, or with the assistance of an automatic shuffling machine, all players and the player-dealer will place their wagers. Before any cards are distributed to the players, all wagers must be placed and all collections must be paid.

The house dealer will then deal three cards to each player one at a time in a clockwise fashion. The player/dealer's cards are kept in front of the casino dealer and a "dealer" button is placed on top of those cards.

After all players have checked their 3 cards, they have the option to hit or stand.

HIT/STAND GUIDELINES

Player-dealer must hit on hands with 3 card values of 0 to 4 and stand on 3 card values of 7 to 9. On 3 card values of 5 and 6, the player-dealer has the option to either hit or stand. Players may play their hands however they wish.

Once a player has made their decision to hit or stand they will place their cards in a marked area in front of their seat position that has a "stand" or "hit" marked on it. If they stand, no action will be taken. If their card is in a hit area, the casino dealer will deal a 4th card in front of their three cards. The player may not look at this card.

Once all hit cards are dealt to players, the casino dealer will reveal the player-dealer's three cards. The same hit/stand guidelines as listed above will be applied to the player-dealer's hand.

The casino dealer will then reveal each of the player's cards and determine winners and losers.

Determining and Paying Winners:

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the three or four card hand total is used. The hand with the higher value wins and if both banker and player hands have the same total, the result is a tie. All ties between a player’s hand and the player-dealer’s hand are considered a “push,” and the wagers are called off.

The player-dealer position pays all winning bets and collects from all losing bets to the extent that money covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players. Wagers shall be settled in the following order: all base wagers, then all Dragon 9 Bonus Bets wagers placed.

Round of play:

1. A round of play begins when a player-dealer is designated. After one player has been player-dealer for two consecutive hands, the option to be player-dealer is offered in a clockwise direction to the next player in a manner that both an observer and surveillance can clearly verify. If that player declines, the option is offered consecutively to players clockwise on the table until a player accepts the option.
2. The player-dealer will place an amount of chips in front of his/her seat in a betting circle that designates the player-dealer wager to settle bets; to pay winners and set the amount that he/she can collect from any losers. The player-dealer will place his/her collection fee(s) in front of his/her betting area.
3. Once the player-dealer and player(s) have posted the amount of money they will wager, the house dealer will collect all of the fees.
4. After the fees have been collected, the house dealer will deal the cards using the method described in “Dealing Procedures” above.
5. The player-dealer will shake the dice cup (which contains 3 die). The point total of the three (3) dice determines the placement of the action button. The player-dealer’s position is always zero (0). Other seats, in clockwise rotation, respectively represent the other numbers.
6. Players will set their hands and decide whether to hit or stand.
7. After all wagers will be settled based on the value of the cards and winners, losers and tie hands are determined.
8. The bonus bets are then settled based on the pay chart provided below:

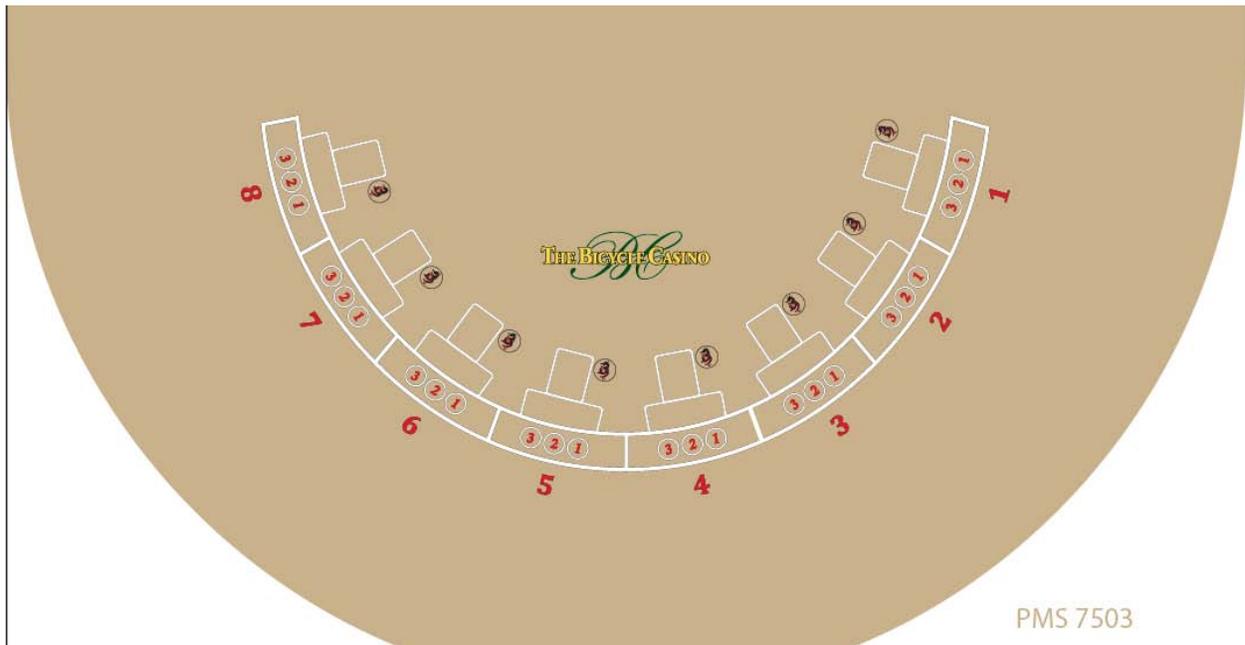
HAND	PAYS (___ to 1)
4 card 9 suited	100 to 1
4 card 9 same color	60 to 1

3 card 9 suited	30 to 1
3 card 9 same color	10 to 1
Any 4 card 9	4 to 1

9. The cards are collected and discarded. At this point if the current player-dealer has only played this role for one hand, he/she is offered the option for a second hand. Otherwise the role of player-dealer rotates as described above. The player-dealer indicator will be turned over or moved to indicate the current player-dealer and if this is the first or second hand for the player/dealer.
10. The next round of play begins.

Other Equipment:

In addition to the table, cards and chips will be used. There will also be a player-dealer button or other indicator. This indicator will have two marked sides, which will show if this is the first or second hand in which the party has acted as player/dealer. There will also be an "Action" button, used as described above.



How and when house fees are collected:

There will be a fixed collection for each wager that will not be a percentage of the wager. The Casino has no financial interest in the outcome of any wager. The Casino's only interest is the collections taken for each bet. The house dealer collects all fees prior to the start of play and places them next to the slot for the drop box. When the hand is complete, the collections are dropped into the slot. Collection fees are pre-determined by the casino and can be up to five separate rates per table. All collection rates and wagering limits for the game will be posted at each gaming table.

GLOSSARY OF TERMS

Action: The amount of money wagered by a player and the player-dealer or where the round of play begins.

Action button: The language used to determine where the first hand will be used to compare to the player-dealer hand.

Dragon 9 Bonus Bet: An optional wager placed when a minimum base wager is made and is paid by the player-dealer regardless of the outcome of the base game hand.

Push: A push is any hand in which money is not exchanged.

Collection Rates

Schedule Number	Table Limit	Player Collection (per circle)	Player-Dealer Table Fee (per hand)
1	\$10 - \$100	\$1.00	\$2.00
			\$3.00

EZ BACCARAT™



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Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and

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the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all 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 respective players.

Dealing Procedures and Round of Play

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

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

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

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

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

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- 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

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.

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- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.

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- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

LIMIT			Player-Dealer Table Fee	Player Table Fee
\$5	to	\$99	\$ 2.00 per hand	\$ 1.00 per bet
\$10	to	\$100	\$ 2.00 per hand	\$ 1.00 per bet
\$25	to	\$100	\$ 2.00 per hand	\$ 1.00 per bet
\$25	to	\$200	\$ 3.00 per hand	\$ 2.00 per bet
\$50	to	\$300	\$ 4.00 per hand	\$ 2.00 per bet
\$100	to	\$500	\$ 5.00 per hand	\$ 3.00 per bet
\$200	to	\$500	\$ 5.00 per hand	\$ 3.00 per bet
\$300	to	\$1,000	\$ 6.00 per hand	\$ 4.00 per bet
\$500	to	\$1,000	\$ 6.00 per hand	\$ 4.00 per bet

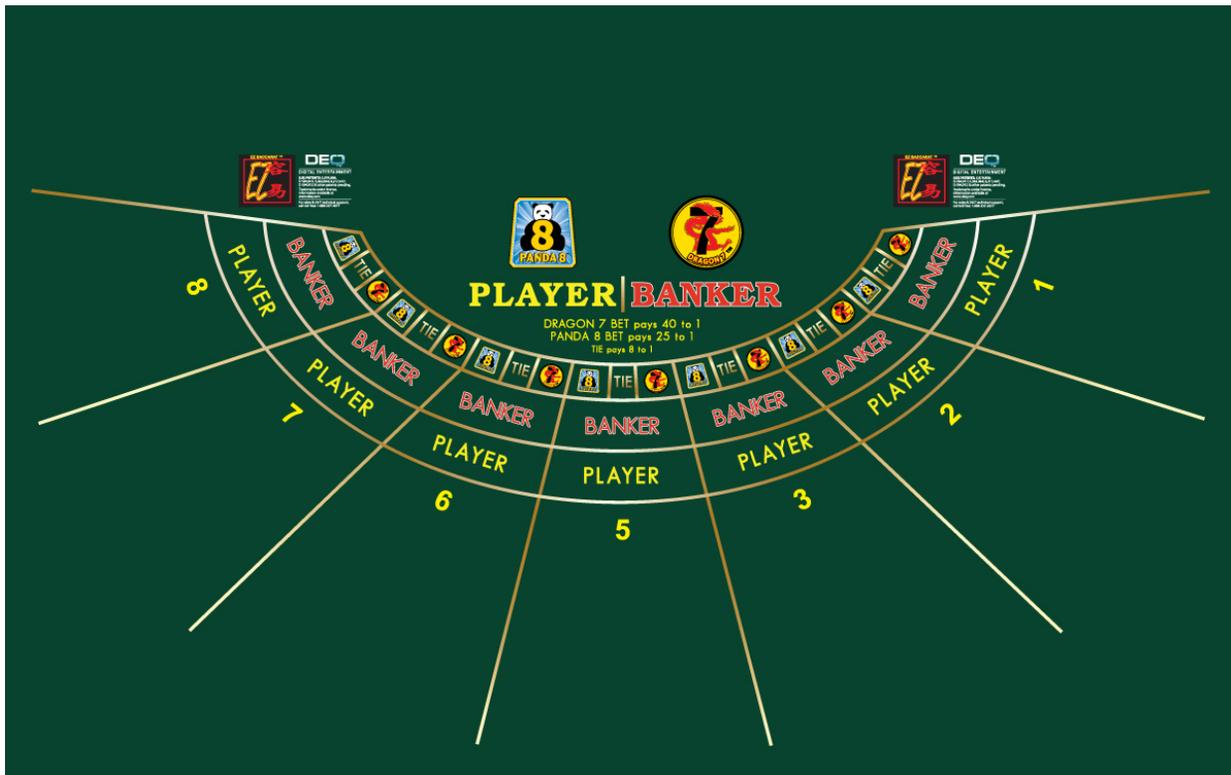
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PLAYER-DEALER & DEAL

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 two hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play 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.

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.

Table Layout



EZ BACCARAT

Equipment Used



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

Key Features

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