

## GAMES RULE BOOK

### TEXASHOLD-EM

Texas Hold-Em is played using a standard 52-card deck. The object is to make the best **high hand among** competing players using the traditional ranking of poker hands.

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. On all subsequent rounds the action is begun by the first active player from the button.

Each player is dealt two down cards, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to contend and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A **fifth** and final card is turned *next to* the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hand. Using the best of their personal two cards **and** the five communal cards, the active player **with** the best five-carded high hand is awarded the pot.

Players may use two, one or none (playing the board) of their personal cards to form their hand.

A new player entering a Hold-Em game may either choose to wait for his/her big blind or post his/her big blind. If he/she posts the largest blind, it does act as his/her opening bet and may either call or make the prescribed raise in turn.

If the blinds pass a player's position while away from the table, the player may resume play by posting total amount of blind. The small blind goes to the center of the pot, while the big blind is live. The player may also just wait for his/her big blind.

Players who are dealt less cards than called for will receive a card from the top of the deck after the deal is completed. If a player is dealt an additional card, the Floorperson will retrieve a card at random and it will become the bum card. If it is discovered after substantial action, all moneys, antes and blinds are forfeited by the player.

If the flop has the incorrect number of cards (too many), it is taken back and re-shuffled except the bum card will remain burned. No new burn card will be used.

If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled. The burn card will remain and no additional one will be used for this flop.

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If a dealer turns up the fourth card on the board before the round of betting is completed, the card will not play. Betting for that round is completed, 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.

If the fifth card is turned up before betting is complete, it shall be reshuffled as in the previous rule.

**TEXAS HOLD-EM HI-LO SPLIT POKER**

Hold-Em Hi-Lo Split Poker is played with a standard 52-card deck, generally without the Joker. The method of play is just like Texas (two card) Hold-Em, except at showdown time, the best qualifying low hand will split the pot with the best high hand. Should there be no player holding a low qualifying hand, the entire pot is awarded to the best exposed **high** hand.

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### OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in **Omaha** vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot.

**Three** cards **are** turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot.

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### OMAHA HI - LO SPLIT POKER

Omaha Hi - Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52- card deck, generally without the Joker. As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand **high** and/or low. They may use a different set of two cards to form each hand. At the showdown time the best high hand and the best low hand will split the pot. **If** the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, facedown, one at a time, in rotation, in turn.

A round **of** betting ensues for players who wish to continue and contend for the pot.

Three cards **are** turned **face-up in the middle** of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial **three**.

-A round **of** betting ensues **for** players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

## GAMES RULE BOOK

### LOW BALL

Low Ball is a Draw Poker game where the lowest five card poker hand wins. It is played with the standard 52-card deck and one Joker added making 53. The Joker must be used as the lowest card not already present in the player's hand.

Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.

Players post their blinds **and** are dealt five cards face down, one at a time, in rotation, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot.

Active players **may** elect to discard any number of their original **cards** if they choose, and have a like number replaced, in an effort to improve their final hand.

There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw may or may not be twice the amount before the draw.

**In** Low Ball there is no check and raise.

When a player sits down he/she has two options:

1. Wait for the big blind
2. Kill the pot in any position.

A player may look at two cards and kill the pot (double the big blind). When a pot is killed, the betting limits before and after the draw are doubled. The kill is last to act.

**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.

Before the draw, exposed cards of five and under must be taken. **An** exposed card higher than five 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 card will be replaced.

You may not check a seven or less to win the total pot. 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 less after the draw, you cannot win any subsequent bets although you are still eligible to win whatever existed in the pot before the draw. However if you check a seven or less, and are beaten by a better hand, you will lose the entire pot including any additional calls you make.

A seven or less may call a short all in bet after the draw and win. If someone overcalls the short bet behind, they will receive their money back **If** the seven or less fulfills his/her obligation by making a full bet, all subsequent action will stand.

## GAMES RULE BOOK

### DRAW POKER

Draw Poker is played using a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player with their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

1. Five 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

Joker used only for Aces, **Straights**, and Flushes.

No double Ace Flush, which includes an Ace and a Joker. The Joker would represent the highest card not in the hand.

## GAMES RULE BOOK

### **DRAW POKER HI-LO**

Draw Poker Hi-Lo is played with a standard 52-card deck. A Joker may be added for Aces, Straights and Flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw 0-5 cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best high or low poker hand.

If one player makes the best high and low hand using their five cards, then they would be awarded the entire pot. If not, the pot would be split between the best high and low hands.

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### DRAW POKER-JACK'S BACK

Draw Poker, Jack's Back, is played using the rules for Draw Poker except that Jacks-Or-Better are required by the opener of the pot. If no player opens the pot the game then reverts to Low-Ball.

When playing Draw, all Draw rules apply.

When playing Low, all Low-Ball rules apply.

To qualify for High, you must have a pair of Jacks-or-Better to open the pot. If the pot is not opened for High, it must open for Low, **and** all Low-Ball rules apply.

If the pot is opened falsely and no one else calls, the opener will lose the opening bet, and the hand **will** be played over without **re-anteing**.

## GAMES RULE BOOK

### PINEAPPLE HI POKER

Pineapple-Hi Poker is played like Texas Hole-Em except:

1. Players receive three down cards each in Pineapple-Hi vs. Two down cards in **Texas** Hold-Em.
2. Players must discard one of the three down cards if they decide to continue the game and contend for the pot.

All general poker rules and Hold-Em rules apply to Pineapple-Hi Poker.

Blinds are posted as in many other poker games.

Each player is dealt three cards, one at a time, in **turn**.

A round of betting ensues for players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three down cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face-up in the middle of the table.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A **fifth** and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

**All** active players expose their hands. Using two, one or none of their two cards and the five communal cards, the active player with the best five card high hand is awarded the pot.

**GAMES RULE BOOK**

**CRAZY PINEAPPLE POKER**

Crazy Pineapple poker is played exactly like Pineapple Hi Poker with one exception, that is, players who wish to remain in contention for the pot discard one of their personal three cards after the three communal cards are exposed on the table vs. before as in Pineapple Hi Poker.

Pineapple Poker games can also be played Hi-Low.

## RULE INTERPRETATIONS FOR NO BUST BLACKJACK

**Any** decision rendered should be according to the guidelines and **the** rules of the **game**, however, 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 **the** rules.

1. No Bust Blackjack is played with 6 decks of cards and 6 jokers.
2. Jokers are wild.
3. Picture *cards* have the same value **as** 10s.
4. Other **cards** have their numerical **values**.
5. A "natural" is the best hand (Any two-card hand composed of **two** aces, two Jokers, or one ace and one Joker is a "natural").
6. Boxed cards do not play. Burn boxed card - Burn next card - Deal.
7. Bankers can not play a hand as a player.

### DRAWING RULES:

Players can hit or stand on any hands.

### MISDEALS

Definition of Misdeal: When a misdeal is declared, **all** of the dealt cards are taken **back** without **being** exchanged, and a new hand is dealt.

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#### General Concepts:

1. Except for a few exceptions, once the draw starts, a misdeal cannot be **declared**.
2. A misdeal cannot be declared after the player/dealer has finished drawing.

#### It is a misdeal when:

1. The entire **hand** must be dealt from the same shoe. If **cards** run out before every player has two **cards** and the player/dealer has one card, it is a misdeal and **all** hands are void.
2. One or more positions without wagers received cards and those cards are not retrievable.
3. Two boxed cards **appear** during the **initial** deal. (If two boxed cards appear during the draw, complete the hand and change the shoe).

If at the time of the draw it is discovered that a player received only **ONE** card during the initial deal, that player will receive the additional card when it is his/her **turn** to draw.

### 1st Situation

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When the dealer forgets to deal to wagering position, even if collection has been paid for the position.

Player will receive their bets and collections **back**.  
Dealer will continue to deal the cards in rotation.

### 2nd Situation

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Facts: It is before the **draw**.  
A player has only ONE *card*

Decision: 1.) Move the **second** card of the next player to its correct playing position  
2.) Continue backing the **cards** up in the same manner until everyone has two cards.  
3.) Do not forget the player/dealer's card.

### 4<sup>th</sup> Situation

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Facts: **Draw** has **started**.  
A player **has only** ONE **card**.

Decision: Give the **additional** card **when** it is that player's turn to act **because**:  
1.) A misdeal cannot be declared after the draw has started  
2.) Draw **cards** cannot be backed up.

## **DRAW CARD SITUATIONS**

Draw card discrepancies **occur** more often than any other situation simply because blackjack is all about **draw** cards and how they can make or break someone's hand. Frequently, unclear communication causes those situations. **That** is the reason for requiring clear hand indications to request or refuse a **draw card**.

When confronted with draw card discrepancies;

- 1.) Determine whether the discrepancy occurred before or **after** the player/dealer **has drawn**.
- 2.) Determine if it was the dealer's negligence or mistake.
- 3.) Render a decision by considering the following situations.

## A. Discrepancy occurred before the player/dealer has drawn

### 1st Situation

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**Facts:** Player caused the draw to be stopped.  
The number of the **draw** cards that are dealt is irrelevant.

**Decision:** Play **the hand as is**, because:  
1.) The dealer did not make an error  
2.) Players are responsible to indicate for the draw or stand.

### 2nd Situation

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**Facts:** The dealer made an error and the player was passed on the draw.

**Decision:** 1.) Draw **cards** cannot be backed up.  
2.) Draw **has** started and **misdeal** cannot be declared.  
3.) The missed hand will receive no action.

## B. Discrepancy : noticed by the player/dealer

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### 1st Situation

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**Facts:** The dealer made an error and the player **was** passed on the draw.  
The player/dealer **has** drawn

**Decision:** The **missed** hand will receive **no** action

## C. Discrepancy occurred during the draw

### 1st Situation

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**Facts:** The dealer **exposes** a draw **card** that **the** player did not clearly request.

**Decision:** The player cannot take the card - it is burned  
One additional card is burned.

(Any card that is delivered to **the** player/dealer's hand after reaching hard 17 is dead and will be taken out of play).

If two or more cards come out of the shoe, all cards will be **burned** and one additional card is burned.

## SURRENDER RULES

- 1.) Players must surrender prior to taking a draw card.
- 2.) If multiple bets **are** on one seat and one or more players wish not to surrender, those players can continue **with** that hand. Only the players who want to surrender will lose one-half of the wager. Remaining players would play **as** normal.

## SPLITTING RULES

- 1.) Players may split by **adding** an equal amount of money to their original wager.
- 2.) Players can split any pairs, except a natural.
- 3.) Any two picture cards or any picture card and a 10 can be split.
- 4.) Splitting and re-splitting **can** be done up to four (4) times.
- 5.) When splitting, player may receive multiple draw cards.
- 6.) All of the normal rules for draw cards would similarly apply to split hands.
- 7.) If the draw is inadvertently missed on a split hand, follow the normal decision-**making** process for missed **draw** cards.
- 8.) If multiple bets are on one seat and a) the player controlling the hand wants to split, and b) other players do not want to split, then the hand will be split, and the wagers of the players who do not want to split will be placed on the first split **hand**.

## DOUBLE DOWN RULES

- 1.) Players may double down by adding an equal amount of money to their original wager, or less if they so choose.
- 2.) Players who control the **playing** of the hand make the **final** decision. That player may be the seated or backline player. (Control requires 2X larger wager.)
- 3.) Any hand can be doubled.
- 4.) For each double down hand, only one draw card is given.
- 5.) If the draw is inadvertently missed on a double down hand, follow the normal decision-making process for missed draw cards.

## **CENTURY 21 BLACKJACK**

The game is played using eight (8) standard decks of cards with one (1) Joker added per deck dealt out of a shoe.

The first player to the dealer's left is given the first option to be the Designated Player/Dealer. Each player has the option: (1) to be the Designated Player/Dealer for two consecutive hands; (2) for only one hand, then pass that privilege, or; (3) refuse the option entirely, in which case it is offered to the next qualified player.

Each player receives two (2) cards and has the option of drawing more. The Designated Player/Dealer receives one (1) card up and one (1) card down.

The Joker is wild and any card with a Joker equals 22. All cards have a face value. Aces have a value of (1) or eleven (11). All face cards have a value of ten (10). The value of each hand is the sum of its cards.

All player's hands are compared with the Designated Player/Dealer's hand.

The Designated Player/Dealer must stand on 22, hard 19, 20, soft or hard 21 and 22.

The Designated Player/Dealer must hit any 16 or less and has the option of hitting 17, 19, soft 19, and 20. Players must stand on 22, hard 19, 20, soft or hard 21 and 22. Players must hit any 12 or less and have the option to hit 13 through 18, soft 19 and 20.

If a player's total is more **than** 22 and the Designated Player/Dealer's total is 22 or less, the Designated Player/Dealer wins. If a player's total is 22 or less and Designated Player/Dealer's total is more than 22, the player wins.

If the player's total and the Designated Player/Dealer's total is more than 22, the hand closest to 22 wins. The Designated Player/Dealer wins all ties over 22.

House rules may apply, but must have prior approval of the Chief of Police. Management reserves **the right** to make decisions in the best interest of the game. All management decisions are final.

### **Century 21 Blackjack (Proposed Options)**

Use four Jokers per deck.  
Jokers count as 2 or 12 and are not wild.

The Player may double down on 11 & 12 only and draw up to two cards.



# CLOVIS 500 CLUB

500 Clovis Avenue • Clovis, CA 93612  
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## PAI GOW TILES COLLECTION RATES

THE COLLECTION RATE FOR TILES IS AS FOLLOWS

WAGER	COLLECTION
\$10.00-\$100.00-----	\$1.00
\$101.00-200.00-----	\$2.00

PLAYER/BANKER COLLECTION-----\$2.00

# PAI GOW

## GAME DESCRIPTION:

1) Pai Gow, which translates to mean "make nine", is an ancient Chinese game and is the ancestor of modern dominoes. It is played with a set of 32 Pai Gow dominoes (tiles), each of which has from two to twelve, either red and/or white dots, on each tile face. The color of the dots have no real significance in the value of the tiles.

2) Object of the game: To make two hands, of two tiles each, by using the four dominoes dealt to each player. Of the two hands, one will be the higher ranking hand, the other will be the lower ranking. When comparing a players hands against the bankers hands, the higher ranking hands will be compared against each other and the lower ranking hands will be compared against each other.

To Win both players hands must rank higher than the bankers two hands, To Lose both players hands must rank lower than the bankers two hands, and To Push one of the players two hands must rank higher, with the second hand ranking lower than, the bankers two hands, respectively.

3) Rank of Hands The 32 Pai Gow tiles consist of 16 pairs, of which 11 pairs are matching (identical), and 5 pairs are non-matching. Each tile has an individual rank, but when paired with its mate, the pair will have a higher ranking. The rankings can basically be divided into six groups, as follows:

- Gee Joon, (the Supreme pair)
- Matched pairs (identical)
- Unmatched pairs (not identical)
- Wong (a ?12' or ?2' tile, with any 9)
- Gong (a ?12' or ?2' tile, with any 8)
- Combinations

4) Combinations are common and comprise much of the strategy in Pai Gow. When a hand does not include any of the higher ranking groups, combinations are formed by taking any two tiles,

totalling the spots of the two tiles, to produce a number, from 9 (highest) to 0 (lowest). When totalling, only the last digit is used, as in Super Pan 9, (i.e.  $8+7=15$ , but it is counted as 5).

5) It is not an uncommon strategy, to split a pair, to form two combinations, to improve the chance of winning, by making two hands of medium rank, rather than make one good hand and one bad hand. (See game brochure for tile illustration and ranking charts)

6) The Play: Pai Gow is dealt counter-clockwise to a maximum of 8 player positions. All wagers are placed against a player/banker. All participants have the opportunity to be the player/banker, in turn, for two consecutive rounds of play. Any player may decline, or accept, to be the player/banker. The dealer controls the game but does not participate. A dice cup, containing 3 dice, is shaken by the player/banker, to determine which position will receive the first hand. Each position will receive a hand consisting of 4 tiles. The player/banker hand will be capped with a button, and set, after all players have set their hands.

### Pai Gow General Rules

1) CLOVIS 500 CLUB provides dealers for all games, but 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, CLOVIS 500 CLUB.

2) 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 minimum limit. A wager, which is less than the minimum limit, may receive action, but will not be tolerated.

5) Any amount over the maximum table limit will not receive action.

6) There is no maximum on a bankers wager.

- 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 counter-clockwise, starting with the action button.
- 11) All cash must be changed to chips. Chips must be used for all wagers and/or payoffs.
- 12) The player who controls the seat is the only active player for that position, and the only one allowed to handle the tiles.
- 13) A seated player may not prohibit any other player, from wagering on any spot, that the seated player is not wagering.
- 14) All wagers must be made in designated wagering areas (spots) and each wager will pay time collection before each hand is played.
- 15) In the banker position, the largest wager, in action, makes the final decision in any disagreement, on the play of a hand.
- 16) The active banker may designate any person to shake the dice, except a CLOVIS 500 CLUB employee on duty.
- 17) Once the house dealer has released the dice and announced "No more bets, "no one may change their wager. Penalty: Possible forfeiture of wager to the extent that money covers. Violators may be barred from play and subject to prosecution.
- 18) The bankers? hand will not be opened, until all players hands have been set.
- 19) All players must put their bet(s) in designated wagering areas (spots) before the dice are released by the house dealer. Only a

bet placed within a spot will play. Stating "money covers," or other call bets, are neither allowed nor acceptable.

20) Any active player is entitled to ask the dealer the amount of the bankers' wager, to the extent that it affects the play of their hand.

21) No side bets and/or proposition bets are allowed.

22) If there was no wager, on a player's position, on the previous hand, no one may be the banker on that player's position, on the next hand.

23) A player may not surrender their hand.

24) Any attempt to switch, pass and/or hold out any tile(s) will cause that hand to be foul and forfeiture of that wager, to the extent that money covers. Penalty: Any such attempt, may subject the player to barrment and/or criminal prosecution.

25) Any player removing a losing wager may be barred and/or subject to prosecution.

26) Any player, who removes a winning wager from a designated wagering area, may be paid the minimum wager (to the extent that money covers), if the correct amount of the wager cannot be determined.

27) Any player having the wrong number of tiles may have a fouled hand. The fouled hand may be used to pay off winning wagers (to the extent that money covers).

28) All players are forbidden to show or discuss their hands with any other player, before the action is completed.

29) A player may see only one hand, regardless of the number of hands, on which the player has wagered.

30) Once the first player's hand (the action hand) has been opened by the dealer, the banker's hand may not be re-set.

31) A hand that has been mis-read by the dealer, will play at true value, if it can be retrieved intact.

32) During the stacking of the tiles, if either a Teen (?12'-the Heaven tile), Dey (?2'- the Earth tile), Low 3 or Low 6 tile is exposed, all the tiles must be reshuffled. If any other tile is exposed, the tile will be playable, unless the banker requests a re-shuffle. If two or more tiles are exposed, all the tiles must be reshuffled.

33) During the delivery of the bankers tiles, if one tile is exposed, the banker must accept as playable. If two or more tiles are exposed, the play is dead and all the tiles are reshuffled.

34) During delivery of a players hand, if one tile is exposed, the tile will be playable. If two or more tiles are exposed, that players hand is dead. All wagers and collections, for that player position, are returned.

35) Should a tile(s) leave the table and drop to the floor, the tile(s) must be retrieved by a floor supervisor, and the tile(s) will play. The tile(s) must be played face-up and the hand will be opened and read last. After that round of play, the entire set of 32 tiles will be checked, to insure their completeness.

36) When all playing areas are in play, and players are suspected of signaling, or otherwise communicating, the value of the tiles in play, the house may, at its discretion, eliminate a playing area, thereby removing four tiles from each round of play.

37) The bankers hand is not set, until the banker has signified his final decision, in an obvious manner to the dealer.

38) The dealer is not allowed to have any influence on the outcome of a hand. Selection of tile delivery, shaking the dice or giving an opinion on the setting of a hand are examples of influence. The dealer is allowed to set any hand the ?House Way,? when requested.

39) The banker chooses the style of tile delivery. The dealer, after shuffling, and stacking the tiles in eight stacks of four tiles each, will cut and arrange the style of delivery requested by the banker.

Only styles of delivery approved by CLOVIS 500 CLUB are acceptable. Only the house dealer may stack, cut or arrange the tiles.

40) If a player makes a claim, protest or disputes an action, or the dealer makes a mistake, the floor supervisor will always be called.

41) No player is allowed look at or set more than one hand. If a player needs assistance, they may ask for the "House way."

42) English is the primary language for Pai Gow at the CLOVIS 500 CLUB, however, since Pai Gow is a multi-ethnic game, various languages are often spoken at the table. In case of questions or disputes, house rulings and interpretations will always be given in English, as well as any other relevant language.

43) At no time will un-used tiles be exposed, until the round of play is over. They will, however, be exposed before beginning a new shuffle.

44) When opening a game, the tiles will be exposed, in ranking order, and the dice cup will be uncovered, until such a time that the first players can visually inspect them.

45) A players hand is dead if they allow any of their tiles to come into contact with another players tiles.

46) At the end of a round of play, any hand that was not opened, and/or, any tiles that were not exposed, will be opened/exposed, prior to beginning the next shuffle.

47) If the banker and a player, have an identical ranking hand, the banker wins that hand. If the banker and a player, have hands of the same numerical value, the hand with the highest ranking tile wins. If the banker and a player, each have a hand, with the numerical value of zero (0), the banker hand wins, regardless of which hand contains the higher ranking tile.

48) Any rule that is being violated, will be enforced, if the violation is brought to the attention of the floor supervisor.

49) The floor managers decision is final in all disputes. If a problem occurs during play, call time and request the floor supervisor immediately. Once a round of play has started, the floor supervisor may not be called to render a decision on a previous round of play.

50) For the customers protection, the house reserves the right to prohibit an intoxicated person from playing.

51) No player or banker, can win or lose, more chips than they wagered, on a round of play.

52) If, during a round of play, the tiles are found to be irregular (i.e., different back designs, extra tiles, missing tiles, duplicate tiles, etc.), all hands are dead. There will be no action and all wagers will be returned. All action on previous hands will stand.

53) All tiles, must always remain clearly visible, to the dealer, banker and players. All tiles must remain, either on or above, the table surface.

54) After all players hands have been set, the dealer will open the bankers hand. The dealer will set the bankers hand in a logical manner, and may suggest alternative strategies, but it is the bankers responsibility to make and announce the decision on the final setting of the bankers hand.

55) After setting the bankers hand, the dealer, starting with the action hand, will open and read all players hands. After the dealer compares a players hand to the bankers hand, any winning hand will remain face-up, until paid, or action completes. A losing hand will be killed, and the losing wager will be moved towards the center of the table layout. A hand that pushes will be killed, and the wager will be pushed back towards the player.

56) After all wagers have been placed, the banker, or their designee, will shake the dice cup, to determine which player position will receive the first hand (action hand). The three dice total will be read and announced by the dealer. Beginning with the banker position, as position # 1, 9 & 17, the dealer will count counter-clockwise around the table, until the total of the three dice has been reached. This position will receive the first hand.

大小比對表 RANKED PAIRS

BO 寶 (Precious)

1 至尊 Gee Joon (Supreme)		2 天 Teen (Heaven)		3 地 Dey (Earth)	
4 人 Yun (Man)		5 鵝 Gor (Goose)		6 梅 Mui (Flower)	
7 長 Cheung (Long)		8 板 Barn (Board)		9 斧 Poo (Hatchet)	
10 屏 Ping (Partition)		11 七 Chut (Long Leg 7)		12 六 Luk (Big Head 6)	
13 雜九 Jaap Gow (Mixed 9)		14 雜八 Jaap Bart (Mixed 8)		15 雜七 Jaap Chut (Mixed 7)	
16 雜五 Jaap Ng (Mixed 5)					

WONG 皇 (King)

17 天皇 Teen Gow Wong (King of Heaven)		18 地皇 Dey Gow Wong (King of Earth)	
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GONG 橫 (Treasure)

19 天橫 Teen Gong (Treasure of Heaven)		20 地橫 Dey Gong (Treasure of Earth)	
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大小比對表 RANKED SINGLES

1 天 Teen (Heaven)		2 地 Dey (Earth)	
3 人 Yun (Man)		4 鵝 Gor (Goose)	
5 梅 Mui (Flower)		6 長 Cheung (Long)	
7 板 Barn (Board)		8 斧 Poo (Hatchet)	
9 屏 Ping (Partition)		10 七 Chut (Long Leg 7)	
11 六 Luk (Big Head 6)		12 雜九 Jaap Gow (Mixed 9)	
13 雜八 Jaap Bart (Mixed 8)		14 雜七 Jaap Chut (Mixed 7)	
15 六 Luk (Low Six)		16 雜五 Jaap Ng (Mixed 5)	

\* Caribbean Stud Poker is played like Stud Poker, however, all five cards are dealt face down.

Each player antes.

Each player makes his/her opening bet as in poker.

If player feels he/she has a hand which will beat the player/dealer's hand, he/she will make his/her bet. This is exactly twice the amount of the original bet. (Bet to call dealer.)

If a player feels he/she cannot beat the player/dealer's hand, he/she may fold and surrender his/her original bet and ante.

The player/dealer must have an Ace/King or higher to continue. If the player/dealer cannot open with an Ace/King, the hand is over, and the player/dealer will collect the cards and pay ante only on players who stay in the hand. \*\*

The value of hands is the same a Draw Poker.

\* Played with standard 52 card deck.

\*\* If player/dealer does qualify with Ace/King the winner of the hand will be determined by standard ranking of poker hands. A players winning or losing bets will be paid or taken accordingly.

**PAN**

Pan is played with 320 cards; 8s, 9s, 10s, and Jokers are omitted. Chips are used for settlement. Additional cards (Spades) *may* be deleted.

The object of the game is to have eleven cards, face up in front of you, on the table in valid melds. The first player doing so is the winner and receives from each player with cards and chips (also those with hands that are fouled) the total value of his/her melds as they lay, two for winning the hand plus the tops (antes), which must be given to him/her last. he/she is the first player dealt to on the next hand.

**Rank of Cards**

Cards in each suit rank K (high), Q, J, 7, 6, 5, 4, 3, 2, a. The jack and seven are in sequence. There is no rank of suits, except that Spades pay double in some cases (see Conditions).

**The Draw**

Cards are always dealt to the right (counter clockwise) not to the left as in most games. They are dealt five cards at a time, in the beginning deal, four cards are turned down and the fifth card is turned up to each player. The lowest card up is the eldest hand. From then on, the winner of each hand is dealt to first, and is first to act.

**The Shuffle**

The Pan dealer (mucked) is responsible for shuffling the deck. After each hand, the discards are shuffled with a portion from the back of the deck, to which position these cards are then restored.

**The Deals**

The dealer (mucked) gives each player ten cards, in two rounds of five at a time, beginning with the winning player. For the deal he/she takes cards from the front of the deck, restoring any excess to the front of the deck.

**Going On Top**

Before play starts, each player beginning with the winning hand declares whether he/she will stay in the play or retire. If he/she retires, he/she discards his/her hand and forfeits his/her ante. Hands discarded by retiring player are not returned to the deck, but are set aside so that they may not be drawn in play. The forfeits go to the player who goes out.

**The Play**

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

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

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

## Melds

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

## Sequence

Any three card in sequence of the same unit, as Heart Q, J, 7.

## Set

Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4, or of the same suit, as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A.

## Conditions

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

All threes, five's, and sevens are vale (pronounced valley) cards, that is cards of value. Cards of other rank are non-vale.

The Conditions are:

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

## Increasing

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

One meld may be split into two by the addition of cards, provided that two valid melds results. For example: Diamond J, 7, 6, 5, may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, the player collects for this condition, 2 chips in Spades, 1 chip in any other suit. For example: the player had melded four 4s, one of the same suit he/she make two valid melds, one of them a condition.

## Borrowing

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

### Forcing Cards

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

### Going Out

When a player shows eleven cards in melds, he/she collects two chips from every player and also collects all over again for each condition in his/her cards.

When a player has all ten cards spread, the player at his/her left may not discard a card that puts his/her right-hand opponent, unless the Player at the left has no other possible choice.

### Irregularities

If, before he/she has made his/her first draw, a player finds he/she has nine cards, dealer will serve him/her the additional card. If a player has eleven cards, the dealer withdraws the excess card from a player's hand and puts the card among the discarded hands of retired players. If a player has been dealt less than eight cards or more than twelve cards, the hand is dead and the player's ante will be returned.

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

### Incorrect Meld

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

## INTRODUCTION

Fast Action Hold'Em is played on a 21 or double hand poker type table. It is played with six (6) complete fifty-two (52) card decks delivered from a shoe. Each player receives four (4) cards in a clockwise rotation starting from the first player after the Designated Player/Dealer position. Each player and the Designated Player/Dealer keeps two (2) of their four (4) cards, discarding the two (2) cards they do not wish to play. The house dealer will then turn up five (5) common cards in the center of the table. All players and the Designated Player/Dealer will use their two (2) cards to make their best five (5) card poker hand.

## THE PLAY

1. The Designated Player/Dealer button will be offered to the first player to approach the table. If multiple players approach at the same time, then it will be offered to the player seated in the #1 position.
2. All players must put their wager and per hand collections in the appropriate betting positions. Before the cards are dealt, all collections are dropped. Once the house dealer has announced "No More Bets", no player may change their wager. Only moneys in the betting position plays.
3. The house dealer will deliver four (4) cards, one (1) at a time, face down in a clockwise manner to each position where there is a bet, starting with the first wager after the Designated Player/Dealer position. The Designated Player/Dealer hand will be dealt in rotation with all other hands and will always be the last position to receive a card.
4. Once the house dealer completes the delivery of the four (4) cards, the Designated Player/Dealer hand will go into the center box of the flop position and cap it with the Banker Button.
5. If a player has four (4) of a kind in their original four (4) cards, this is a ("Natural Winner"), it is an automatic winner regardless of any other determinations past that point. Natural Winners are to remain face up, in front of that players wager and is to be paid to the extent that money covers.
6. After all players have discarded two (2) cards and tucked the two (2) cards they are playing under their bets the dealer will collect all discards and place them in the discard rack.

**FAST ACTION HOLD'EM Continued**

7. The dealer will now announce "Bank Open", place the bank button back in position in front of the Designated Player/Dealer bankroll and turn face up over the logo the Designated Player/Dealer's four (4) cards, and wait for instructions from the Designated Player/Dealer as to which two (2) cards they wish to play, The dealer will place the Designated Player/Dealer's discards into the discard rack.
8. If the Designated Player/Dealer has a natural winner then all play is stopped, a flop will be dealt face down and the first card turned face up to determine where action will start (see #14). All wagers will lose with the exceptions of player naturals to the extent that money covers.
9. In the case where both the Designated Player/Dealer and the player have a "Natural Winner" the player will win to the extent that money covers regardless of the "Natural Winner" card values.
10. The dealer will inform the players of the Designated Player/Dealer as to house way only upon request.
11. The house dealer will then burn one (1) card to the discard rack from the shoe and turn five (5) cards, one (1) at a time, face up in the designated "Flop" boxes on the layout. The first card will go in the box farthest to the right, the second card will go next to the first, etc., etc.
12. These five (5) cards are the community cards and will be incorporated with each players hand as well as the Designated Player/Dealer hand to determine the best five (5) card poker hand for both the Designated Player/Dealer and the players. The best five (5) cards may be the five (5) common community cards.
13. The first "Action" (The pay and take sequence) will be determined by the first common (flop) card dealt. The dealer will verbally announce "Action" when they turn that first card of the flop. Because there are only eight (8) betting positions, the nines (9's) and face cards will not apply. Therefore, the first flop card ace being one (1) through eight (8) that is dealt will designate where the action button will be placed. If all five (5) flop cards are nine (9) through king then the action button will be placed in the first active position clockwise from the Banker Button. All "action" moves clockwise, starting with the "Action" button..
14. After determining the Designated Player/Dealer hand value the dealer will then begin determining values and win/lose of the players hands in a clockwise fashion starting with the action button.

**FAST ACTION HOLD-EM (Continued)**

15. A hand that beats the Designated Player/Dealer hand will be placed face up in front of the betting position, and a hand that loses to the Designated Player/Dealer hand will be placed face down in front of that position with the wager stacked on top the cards. Pay and take sequence will not begin until all hand values have been determined.
16. If the Designated Player/Dealer and the player have the same value hands, this is a "Copy" and the Designated Player/Dealer wins all "Copy" hands to the extent that money covers.
17. All pay and take will be made clockwise from the "Action Button".
18. After all wagers in action are paid or taken and the non-action wagers returned to those respective players, the dealer will turn all player hands face down. Those hands will be stacked one hand on top of the next in a counterclockwise direction starting from third base (furthest player to the dealers right) and then put into the discard rack.
19. The house dealer will then pick up the Designated Player/Dealer two (2) card hand and scoop the flop cards with the (2) Designated Player/Dealer cards and place them into the discard rack. The procedures #19 and #20 will allow the supervisor to back the hand up if a dispute should occur. The next round of play may commence.

**FAST ACTION HOLD-EM (Continued)**

**RULES**

1. Players are not allowed to touch their cards once they have tucked their two (2) cards that they are playing under their bets.
2. Players are responsible for the final setting of their hands. When a player or the Designated Player/Dealer request assistance on the setting of their hand by the house dealer, the hand will be set "HOUSE WAY".
3. When an open spot is available and a player plays a second hand, that player may not look at or set that hand. That second player hand will be set "HOUSE WAY" by the dealer.
4. There will be no split or surrender options available as there is in the House Banked version of Fast Action Hold'Em.
5. On a new game, or on a game that has gone dead and is starting up again, the Designated Player/Dealer ("Dealer") button will always begin with the first player clockwise from the house dealer.
6. The Designated Player/Dealer will be allowed two (2) rounds of play as Designated Player/Dealer.
7. Any player wagering on a position and having played the previous hand has the option of being the Designated Player/Dealer on the next hand (in turn as position allows). If they did not wager on the previous betting round, they may not be the Designated Player/Dealer.
8. In both the player and Designated Player/Dealer positions, the seated player makes the final decision on the play of the hand if a disagreement should take place between multiple players/Designated Player/Dealers.
9. If the Designated Player/Dealer hand is accidentally exposed before all hands are set, the remaining hands will be set "HOUSE WAY."
10. The house dealer from time to time may deal a fifth card to one or more of the players. When this occurs, call the supervisor. If the dealer knows which of the five (5) cards is the extra card, that card(s) will be moved back to the shoe and the true order of the cards maintained. If the dealer does not know which is the extra card, the supervisor will pick one at random, and offer the player(s) the option of calling their hand dead as long as the player has not yet looked at their cards.
11. If the dealer exposes a flop card(s) before all players have discarded, the supervisor will instruct the dealer to burn the exposed card(s) and continue as normal.

## GAMES RULE BOOK

12. This is a five (5) card game. Some players attempt to take the hand value to a sixth card. Please explain to them that the sixth card does not play.
13. Management and/or the house dealer will accept no responsibility for the outcome of any hand when the instruction of "HOUSE WAYS" is used by a player to set their hand.

## HAND RANKINGS

1. Flush with five of a kind
2. Royal flush
3. Flush with four of a kind
4. Straight flush
5. Flush with full house
6. Five of a kind
7. Flush with three of a kind
8. Flush with two pair
9. Flush with one pair
10. Four of a kind
11. Full house
12. Flush
13. Straight
14. Three of a kind
15. Two pair
16. One pair
17. No pair (High card)

## HOUSE WAYS

1. Suited pair
2. Highest pair
3. Ace with highest suited card 10 or better
4. Highest suited running cards 10, Jack or better
5. Ace with highest card 10 or better
6. Highest non-suited running cards jack, queen or better
7. Ace with highest suited card
8. Highest suited cards 10 or better
9. Two highest cards jack or better
10. Ace with highest card
11. Any suited running cards
12. Two highest suited cards not running
13. Any two running cards
14. Two highest cards

**FAST ACTION HOLD-EM (Continued)**

If the hand has tree of a kind in the original four cards:

1. If two of the cards are suited, these will be played as indicated by House Way number on e.
2. If none of the like cards are suited, discard the one that is suited with the off value card.

Example: 7 diamond, 7 spade, 7 heart, 2 heart: Discard 7 heart & the 2 heart

3. If all four cards are unsuited, keep the two cards that are the same color.

Aces are very strong cards in Fast Action Hold'Em and there are only two occasions in which the house will discard them;

1. When there is a pair.
2. When there is a K-Q, Q-J, or J-10 suited.

## GAMES RULE BOOK

### SEVEN CARD STUD LOW

Razz is played with a standard 52-card deck, generally without a Joker. Razz is simply Seven Card Stud played for low, that is the traditional ranking of poker hands is reversed. The lowest ranked hand is now the best hand. Best possible hand is 5 - 4 - 3 - 2 - Ace. In Razz, the high card has the forced opening bet and the low hand is first to act thereafter. Contrary to Low-Ball, check and raise is permitted.

## SEVEN CARD STUD

Seven-Card Stud used a standard 52-card deck, generally without the Joker. Traditional rankings of hands apply.

Players ante, the size of which is relative to the stake of the game.

Players are dealt three cards in-turn, in rotation, two face-down, one face-up.

Round of betting.

Active players are dealt one card, face-up. (Fourth).

Round of betting.

Active players are dealt one card, face-up. (Fifth)

Round of betting.

Active players are dealt one card, face-up. (Sixth)

Round of betting.

Active players are dealt one card, face-down. (Seventh)

Final round of betting.

Showdown. Active players expose all of their cards. Best five-card poker hand in traditional order wins.

Most seven-card stud games have structured betting. In a structured betting game such as \$2, \$4, the smaller bet is made on the first two betting rounds, and the larger bet is made after the fifth, sixth and seventh cards. If there is an open pair on the fourth card, the players have the option of making the smaller or larger bet. Spread limit games may be offered.

In Seven-Card Stud, the low card initiates the action and the high hand is first in each subsequent round. The ranking of suits is used only to determine the lowest or highest card for a forced bet. Suits are ranked Spades (highest), Hearts, Diamonds, Clubs.

If a player antes and/or asks to be dealt in, but is unable to make it back to the table, he/she forfeits his/her ante and forced entry bet if applicable.

If a player folds his/her hand after making a forced bet or on a round of checking, his/her seat will continue to receive a card until there is a wager.

If a player has the incorrect number of cards on the deal, the player will receive his/her ante back and will be out of the hand. If it is not discovered immediately and the player takes action on his/her hand, the hand is foul and all rights to the pot and moneys involved are forfeited.

## GAMES RULE BOOK

If a player's first or second hole card is accidentally turned up, the third card is dealt face down. If both hole cards are dealt face up, the player has a dead hand and receives his/her ante back.

If a dealer burns two cards or fails to burn a card, move the cards to the right position to rectify the error. If it happens on a down card and you cannot tell which card it was, then the player must accept the card.

If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting is finished, play resumes in normal fashion.

If any player other than first position, receives his/her last card face up, all other players will receive their last card face down. The player or players whose card was exposed has two options.

Declaring "all-in" for the portion of the pot already played. All other betting will be on the side. May continue to be active in any further action in the pot on the final round.

If the player's final card is exposed, all the rest of the player's cards will be exposed. The player who was high on sixth street remains first to act and all action stands.

If there are not enough cards left in the deck for each player the following will happen:

1. The dealer will deal all cards except the last card. He/she then scrambles the last card and the burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary.
2. If there are five players remaining without a card, the dealer will not burn and deliver the cards. If the dealer finds that there are still not enough cards using the previous procedure, he/she will announce the use of a community card. The dealer will then burn a card and turn up a card in the center of the table. (Community card). The card plays in everyone's hand. The player who falls high on board -using the community card- initiates the action.

Players who pick up or turn over any of their up cards after a bet is made, risk losing all rights to the pot.

Players who call when they are beat by their opponent's up cards are not entitled to a refund.

**SEVEN CARD STUD HI-LO**

Seven Card Stud Hi-Lo is played the same as Seven Card Stud with some variation. Seven Card Stud Hi-Lo uses a standard 52-card deck, generally without the Joker. Players try to make the best high hand and the best low hand using any combination of five cards out of the seven in their hand. 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. In a structured limit game, an open pair has no option of making the smaller or larger bet as in Seven Card Stud. If the game is played with a qualifier for low, and there should be no low, the entire pot is awarded to the best exposed high hand. A player may make the best hi and best low to win the entire pot.

**Crazy Pineapple W/ Joker (8 or better qualifier)**

**Played the same as crazy pineapple Hi – Low, however the joker is wild with Aces, straights, & Flushes for hi. The Joker is wild & can be used as any card for low.**

**Lazy Pineapple Hi-Low Split**  
**(8 or better qualifer)**

Played the same as Pineapple Hi – Low split however you do not discard any cards. You cannot play all 3 cards A player has the option to play 1,2, or 0 cards.

***Crazy Pineapple Hi-Low Split (8 or better)***

**Played the same as Crazy Pineapple Hi however you can also play for low with an 8 or better qualifer.**

**Clovis 500 Club**  
**Collection Schedule**  
**Poker Collection Rates**

**Current games approved: Crazy Pineapple Hi-Low, Crazy Pineapple Hi, Crazy Pineapple w/Joker, Draw Poker, Draw Poker Hi-Lo, Draw Poker – Jack’s Back, Lazy Pineapple Hi-Low, Low Ball Poker, Omaha Hi-Lo Split, Omaha Poker, Pineapple Hi-Low Split, Pineapple Hi Poker, Seven Card Stud, Seven Card Stud Hi-Lo, Texas Hold’em, Texas Hold’em Hi-Lo Split**

**All poker games except Texas Hold’em & Omaha**

# of Players	Drop	Jackpot Collection
4 or less	\$2	\$1
5 – 6	\$3	
7 – 9	\$4	

**Omaha Only**

# of Players	Drop	Jackpot Collection
4 or less	\$3	\$1
5 – 6	\$4	
7 – 9	\$5	

**Texas Hold’em Only**

# of Players	Drop	Jackpot Collection
4 or less	\$2	\$1
5	\$4	
6 – 9	\$4	

**\*Drop Collection as follows:**

**\$2 after the Flop plus \$1 Jackpot Collection**

**\$1 after the Turn Card**

**\$1 after the River Card**

# Clovis 500 Club

## Collection Schedule

### California Games Collection Rates

Current games approved: 21st Century Blackjack, No Bust 21st Century Blackjack, Double Hand Poker (Pai Gow), Pai Gow Tiles, Pan, Razz Poker, Fast Action Hold'em, Caribbean Stud Poker

#### 21st Century Blackjack

Bet Amount	Collection Fee
\$5 - \$50	\$.50
\$55 - \$100	\$1
\$105 - \$200	\$2
\$205 - \$500	\$5
\$505 - \$3500	\$8

#### Double Hand Poker (Pai Gow)

Bet Amount	Player Collection	Player/Dealer Collection
\$5 - \$50	\$.50	\$1
\$55 - \$100	\$1	
\$105 - \$200	\$2	
\$205 - \$300	\$3	
\$305 - \$400	\$4	

**NO BUST**

**21<sup>st</sup>**  
CENTURY

**BLACKJACK**

**With Buster Blackjack Bonus Bet**

# No Bust 21<sup>st</sup> Century Blackjack

## OBJECT OF THE GAME

The object of the 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 20 ½. A natural beats all other hands.

Winning natural hands are paid even money.

## VALUE OF CARDS

A plural standard deck of cards (52 cards) with one Joker per standard deck 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 an Ace with any 10 or face card or a Joker and any other card(s), is a Natural and beats all other hands.
- An Ace has 3 values of :
  - 10 ½ on the first two cards when the other card has a value of 10.
  - 1 or 11 when combined with cards valued at 2-9.
  - 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.
- A Joker is Wild and makes any hand a natural

## RANKING CHART

Card	
Ace	a) 10 ½ . When paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	In conjunction with any card(s), makes the hand a natural

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## 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 one Joker per deck of which holds a wild value. The aces hold a value of:
  - a. 10 ½ 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. Players do not pay a collection fee.
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:

<b>Rules For Player</b>		
<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

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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. Furthermore, wagers shall be settled in the following order: all game wagers on the table from player to player and then all Buster Blackjack Side Bet wagers on the table from player to player.
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 an initial two card hand containing an Ace and any card with a value of 10, or a Joker in conjunction with any number of cards, and are the best possible hands.
  - a. If the Player and the Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.

Winning" natural hands will be paid even money.
2. If the value of a Player's hand is less than a natural and the value of the Dealer's hand is more than a natural the Player wins the hand.
3. If the value of a Player's hand is less than a natural and the value of the Player/Dealer's hand is less than a "Natural," the hand closest to a natural wins.
4. If a Player and the Dealer hands have the same value and it is less than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Dealer's hands both have a value of more than a natural, the following rules apply:
  - a. If the value of the Dealer's hand is closer to a "Natural," the Dealer wins the hand.
  - b. If the value of the Player's hand is closer to a natural, the hand is a push, and no action is taken on the wager.
6. The Player/Dealer wins all ties over a "Natural."
7. If the value of a player's hand is greater than a natural and the Player/Dealer hand has a value of less than a "natural," the Dealer wins.
8. A natural beats all other hands.

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## 9. 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.
- c. Players may double down for less than their original wager only if the amount of chips the player has on the table is less than the original wager.

## 10. 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.

## 11. 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.
  - 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.
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 five 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.

## **Buster Blackjack**

Buster Blackjack features an optional wager (Buster Bet) attached to No Bust 21<sup>st</sup> Century Blackjack (hereafter **NB21**). It features a wager that allows the player to bet that the Player-Dealer will bust. The greater the number of cards in the Player-Dealer's busted hand, the higher the payoff.

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

## **Rules of Play**

1. The Buster Bet is an optional bet offered to all players who placed an **NB21** wager.

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2. A player must participate in the base game in order to make the additional wager.
3. Buster Bets must be placed prior to the initial deal.
4. Backline bettors are eligible for the Buster Bet.
5. The Buster Bet shall not exceed the base game wager.
6. 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 Bet remains in action whether or not the player busts or is dealt a Natural.
7. 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 Bets will be paid according to the posted Buster Blackjack pay table.
  - b. If the Player-Dealer does not bust, all Buster Bets will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Bets and will collect all losing Buster Bets.
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 Bet.

**Note:** If there are no **NB21** wagers remaining simply because all players have received a Natural, as long as there are Buster Bets, 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	Payout (to 1)
8 or more	150
7	50
6	15
5	4
4	2
3	2

#### 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.4<sup>th</sup> 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.

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## TABLE LIMITS & COLLECTION RATES

For **schedule options 1 through 3**, a collection fee shall be collected by the house dealer per hand from the player-dealer position based on the total amount of action on the table, including base game, and Buster Blackjack Bonus Bet wagers. Players shall not be required to pay a collection fee for their wager. There is no additional collection fee for placing bonus bet wagers. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore, the collection rates may not be calculated as a portion of wagers made or winnings earned. The collection fees and schedules for the game of No Bust 21<sup>st</sup> Century Blackjack are as shown below:

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$800	\$5 - \$99	\$.50	\$0
		\$100 - \$199	\$1	
		\$200 - \$399	\$2	
		\$400 - \$599	\$5	
		\$600 +	\$8	
2	\$5 - \$800	\$5 - \$49	\$.50	\$0
		\$50 - \$100	\$1	
		\$101 - \$300	\$2	
		\$301 - \$500	\$5	
		\$501 +	\$8	
3	\$5 - \$1000	\$5 - \$49	\$.50	\$0
		\$50 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$800	\$5	
		\$801 +	\$8	

# 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 Banker 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 House 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 not 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. Banker 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 banker 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 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. 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 Banker 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 banker line wager prior to the initial deal. 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 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. 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 house 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 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 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 Rules:**

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 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 players third card was a 6 or 7.

The following chart, where "S"= Banker 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 house 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 banker 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:**

<b>Card Dealt</b>	<b>Card Value</b>
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 house dealer must use the house way when a player requests the house dealer to play an additional wager.

***Round of Play***

- The Player-dealer makes their wager.
- All players place their wagers on the player or banker 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 banker 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 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.

## 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.4<sup>th</sup> 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.**

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

### Key Features

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

## Wagering Limits and Collection Fees

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total amount that all players have wagered on the player line, banker line, Tie Bet and Dragon 7 at the table, prior to cards being dealt or any round of play being conducted. There shall be no additional collection fee for players when placing a wager on the player line, dealer line, the Tie Bet, or the Dragon 7. Fees 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.

Schedule Option	Table Limit	Total Bet	Player-Dealer Collection Rate	Player Collection Rate
1	\$5 - \$200	\$5 - \$100	\$.50	\$0
		\$101 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$600	\$5	
		\$601 +	\$8	
2	\$5 - \$200	\$5 - \$50	\$.50	\$0
		\$51 - \$100	\$1	
		\$101 - \$200	\$2	
		\$201 - \$400	\$5	
		\$401 +	\$8	
3	\$10 - \$200	\$10 - \$49	\$.50	\$0
		\$50 - \$200	\$1	
		\$201 - \$400	\$2	
		\$401 - \$800	\$5	
		\$801 +	\$8	



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

**Standards of play:**

Ultimate Texas Hold'em Bad Beat Bonus features head-to-head play against the player/dealer and optional bonus bets.

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 offered in a clockwise fashion around the gaming table.

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em Bad Beat Bonus lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features optional bonus bets, the Trips bonus and Bad Beat bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher and bad beat bonus if either the player or player/dealer is beaten by three of a kind or better. Odds will be printed on layout. Backline betting is not permitted on any wagers.

**Type of gaming table utilized for this game:**

Ultimate Texas Hold'em Bad Beat Bonus 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. Each Ultimate Texas Hold'em Bad Beat Bonus table shall have a drop box attached to it.

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

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips";



4. For Bad Beat Bonus wagers on the words "Bad Beat" and

5. For play wagers on the word "Play."

**Number of players in the game:**

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

**Type of card deck used:**

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em Bad Beat Bonus 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.

**Ranking of Hands:**

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
  - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
  - a. 1 Pair                      2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
  - b. 2 Pairs                      2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.



- c. 3 of a Kind      3 cards of the same value.
- d. Straight      5 cards of any suit in sequence. An ace may be counted as high or low.
- e. Flush      5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
- f. Full House      3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind      4 cards of the same value.
- h. Straight Flush      5 cards of the same suit in sequence.
- i. Royal Flush      Ace, king, queen, jack, and 10 of the same suit.

**Betting scheme:**

1. All wagers at Ultimate Texas Hold'em Bad Beat Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. 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. Before the first card is dealt in a round, each player shall make either:
  - a. An equal wager in the "Ante" and "Blind" circles; or
  - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."
  - c. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager" and a "Bad Beat Bonus Wager."

**An ante wager and a blind wager are required to play the round.**

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

**Dealing procedures:**

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips or bad beat bonus wagers have been made, the casino dealer shall:
  - a. Call "No more bets"; and then



- b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:
  - a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by
  - b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by
  - c. 5 community cards in the center of the table.
4. When an automatic shuffler is used the cards shall be dealt as follows:
  - a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by
  - b. 2 cards to the player/dealer; followed by
  - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

### **Round of Play**

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check or to make a play wager three or four times the value of their ante wager.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards.
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:



- a. Collect the ante wager, blind wager, any trips bonus wager on behalf of the player/dealer, and the player's cards;
  - b. Individually spread out the cards, face down, and count them; and
  - c. Place the cards in the discard rack.
7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

**When the player/dealer does not qualify:**

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the player/dealer's left, the casino dealer shall:
- a. Expose each player's cards, signal a push for the ante and return the ante wager to the player;
  - b. Pay the play, blind, and trips bonus wagers in accordance with the appropriate payouts; and
  - c. Collect, count and place the player's cards in the discard holder.

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

**When the player/dealer qualifies:**

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:
- a. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;
  - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
  - c. Compare the player's hand with that of the player/dealer; and
  - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:



- a. Win if it has a higher poker value than that of the player/dealer's hand;
  - b. Lose if it has a lower poker value than that of the player/dealer's hand;
  - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.
12. If a player's hand loses, the casino dealer shall:
- a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;
  - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
  - c. Collect, count and place the player's cards in the discard holder.
13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
- a. Pay the ante wager and play wager on the hand;
  - b. Pay the blind wager;
  - c. Pay any trips bonus wager; and
  - d. Collect, count and place the payer's cards in the discard holder.
14. If a player's hand constitutes a push, the casino dealer shall:
- a. Pay any trips bonus wager;
  - b. Collect, count and place the player's cards in the discard holder.
15. Winning ante wagers and play wagers shall be paid 1 to 1.
16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
- NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.
19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer.



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

20. 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.



**\*\*Cardrooms must select only one table from the pay table options. Please designate on your cover letter which pay table you would like to utilize.\*\***

### Ultimate Texas Hold'em Paytables

UTH-02		
Hand	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	30 to 1	10 to 1
Full House	8 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	



## BAD BEAT BONUS - RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em Bad Beat Bonus.
2. Players win if they and the player/dealer are involved in a bad beat. There are two ways to win:
  - ✓ The player has three of a kind or better and loses to the player/dealer.
  - ✓ The player beats the player/dealer's hand of three of a kind or better.

3. Payouts below:

Hand Beaten	Pays
Straight Flush	10,000 to 1
Quads	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Trips	9 to 1

4. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
5. If the player's hand qualifies for payouts, the player/dealer pays him according to the posted payable. If the player's hand does not qualify, the player/dealer takes his wager and moves on to the next player.
6. If the player/dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.



**Glossary of terms used in the controlled game:**

<b>Ante Wager</b>	The initial wager placed by a player in the ante circle.
<b>Blind Wager</b>	The initial wager equal to the ante wager placed by a player in the blind circle. Unlike a blind bet made in a standard Poker game, this bet is based on the value of the hand made by the player.
<b>Check</b>	To pass on placing a play wager.
<b>Community Cards</b>	Cards dealt face upward which can be used by all players to complete their best possible hand.
<b>Fold</b>	In relation to a hand of cards, means to no longer continue with the hand.
<b>Play Wager</b>	An additional wager made by a player on his/her hand.
<b>Player/Dealer</b>	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.
<b>Poker Value</b>	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
<b>Round of Play</b>	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.
<b>Trips Bonus Wager</b>	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.



# 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 an Envy Bonus prize.

**Type of card deck used:**

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

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

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

<i><b>Hand Dealt</b></i>	<i><b>Hand Requirements</b></i>
7 Card Straight Flush	A hand that consists of seven cards of the same suit in consecutive ranking that does not utilize a Joker. An Ace, King, Queen, Jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush hand and a 7, 6, 5, 4, 3, 2 and Ace is the lowest ranked 7 Card Straight Flush hand.
Royal Flush + Royal Match	A hand that consists of five cards of the same suit in consecutive ranking and a Queen and King card that are the same suit. Only a hand that consists of an Ace, King, Queen, Jack and 10 of the same suit is considered a Royal Flush. Only a hand that consists of a Queen and a King of the same suit is considered a Royal Match.
7 Card Straight Flush w/ Joker	A hand that consists of seven cards of the same suit in consecutive ranking that utilizes a Joker. An Ace, King, Queen, Jack, 10, 9, and 8 is the highest ranked 7 Card Straight Flush w/ Joker hand, with



## Fortune Pai Gow Poker

	one of those cards being substituted with a Joker, and a 7, 6, 5, 4, 3, 2 and Ace is the lowest ranked 7 Card Straight Flush w/ Joker hand, with one of those cards being substituted with a Joker.
Five Aces	A hand that consists of five cards of the same rank. A Five of a Kind is only possible with four Aces and a Joker.
Royal Flush	A hand that consists of five cards of the same suit in consecutive ranking. Only a hand that consists of an Ace, King, Queen, Jack and 10 of the same suit is considered a Royal Flush.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A King, Queen, Jack, 10 and 9 is the highest ranked Straight Flush and a 5, 4, 3, 2 and Ace is the lowest ranked Straight Flush.
Four-of-a-kind	A hand that consists of four cards of the same rank. Four Aces is the highest ranked Four of a Kind and four 2's is the lowest ranked Four of a Kind.
Full House	A hand that consists of a Three of a Kind and a Pair. Three Aces and two Kings is the highest ranked Full House and three 2's and two 3's is the lowest ranked Full House.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An Ace, King, Queen, Jack and 9 is the highest ranked Flush and a 7, 6, 5, 4, 2 is the lowest ranked Flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An Ace, King, Queen, Jack and 10 or a is the highest ranked Straight and a 5, 4, 3, 2 and Ace is the lowest ranked Straight.
Three-of-a-kind	A hand that consists of three cards of the same rank. Three Aces is the highest ranked Three of a Kind and three 2's is the lowest ranked Three of a Kind.
Two Pair	A hand that consists of two pairs. Two Aces and two Kings is the highest ranked Two Pairs and two 3's and two 2's is the lowest ranked Two Pairs.



## Fortune Pai Gow Poker

One Pair	A hand that consists of two cards of the same rank. Two Aces is the highest ranked Pair and two 2's is the lowest ranked Pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An Ace, King, Queen, Jack and 9 is the highest ranked High Card hand and a 7, 6, 5, 4, 2 is the lowest ranked High Card hand.

### **Dealing procedures:**

- ❖ The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.
- ❖ Once cards have been stacked, the Player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.
- ❖ To determine the placement of the "Action" button, the Player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The Player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the Player-dealer shall receive the first set of cards and the player to the left of the Player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Fortune Pai Gow Poker game wager, then the Fortune Bonus Bet wager, and then the Envy Bonus. Once the Player-dealer's wager has been exhausted, the wagers not covered by the Player-dealer shall be returned to the respective players.
- ❖ Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action"



# Fortune Pai Gow Poker

button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

**Type of gaming table utilized for this game:**

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

**Number of players in the game:**

Fortune Pai Gow Poker is played on a standard Pai Gow Poker table which seats up to six players and the Player-dealer position for a total of seven seated positions.

**How and when are house fees collected:**

- a) All collection fees will be collected by the casino dealer, prior to the dice cup being opened.
- b) All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.

Table Limit	Player Wager	Player Fee	Player-dealer Fee	Jackpot Fee
\$10 - \$200	\$10 - \$50	\$0.50	\$1.00	N/A
	\$51 - \$100	\$1.00		
	\$101 - \$200	\$2.00		
\$10 - \$200	\$10 - \$50	\$0.50	\$2.00	N/A
	\$51 - \$100	\$1.00		
	\$101 - \$200	\$2.00		

- The player is charged the Fee for the total of their cumulative wagers of both "bet and bonus bet". Ie: Player places regular bet of \$50 and also a bonus bet of \$10, the appropriate fee charged would be \$1.00.

Table Limit	Player Fee	Total Table Action	Player-dealer Fee	Jackpot Fee
\$10 - \$200	\$0.00	\$10 - \$50	\$1.00	N/A
		\$51 - \$200	\$2.00	
		\$201 - \$400	\$5.00	
		\$401 - \$600	\$8.00	



# Fortune Pai Gow Poker

		\$601+	\$10.00	
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- Total Table Action includes ALL wagers, cumulative of all regular bets and bonus bets.
- ❖ Back-line betting is not permitted, per the local ordinance.
- ❖ The game of Fortune Pai Gow Poker utilizes a player-dealer position and is a California game. The position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

## **Betting scheme:**

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

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

## **Round of Play**

- ❖ Each player and the Player-dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus Bet wager at this time as well.
- ❖ The casino dealer will then follow dealing procedures and standards of play, as described above.
- ❖ Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two card hand which is placed in front of the five card hand, and a five card hand which is placed behind the two card hand. The five card hand must rank higher than the two card hand, according to the ranking of hands, as shown above.



# Fortune Pai Gow Poker

- ❖ When all Players' hands have been set, the casino dealer exposes the Player-dealer's hand, and sets it according to the "House Way" chart, as shown below.

<b>HOUSE WAY CHART</b>	
<b>Hand Dealt</b>	<b>Set Hand Accordingly</b>
<b>No Pair</b>	<b>2<sup>nd</sup> &amp; 3<sup>rd</sup> highest cards in front</b>
<b>One Pair</b>	<b>Pair in back &amp; highest other cards in front.</b>
<b>High Pairs: A's, K's, Q's</b>	<b>Small pair in front.</b>
<b>High Pairs: J's, 10's, 9's</b>	<b>Two pairs in back with at least an Ace in front: otherwise split.</b>
<b>High Pairs: 8's, 7's, 6's</b>	<b>Two pairs behind if King or Higher in front: otherwise split.</b>
<b>Three Pair</b>	<b>Highest pair in front.</b>
<b>Three of a Kind—Aces</b>	<b>Ace + Highest card and pair Aces behind.</b>
<b>Three of a Kind—Kings and Below</b>	<b>Never split. Highest card in front. Trips in the back.</b>
<b>Two Sets</b>	<b>Highest Pair of the two sets in front. Lowest set behind.</b>
<b>Straight, Flush, Straight Flush/ No Pair</b>	<b>Two highest cards in front that will leave any complete hand in back.</b>
<b>Straight, Flush, Straight Flush/ One Pair</b>	<b>Highest possible two cards (pair or no pair) in front that will leave any complete hand in back.</b>
<b>Straight, Flush, Straight Flush/ Two Pair</b>	<b>Use Two Pair Strategies.</b>



## Fortune Pai Gow Poker

<b>Straight, Flush, Straight Flush/ Three of a Kind</b>	<b>Complete hand in back and pair in front.</b>
<b>Full House</b>	<b>Highest Allowable pair in front.</b>
<b>Four of a Kind: A's, K's, Q's</b>	<b>Always Split.</b>
<b>Four of a Kind: J's, 10's, 9's</b>	<b>Four of a Kind in back if you can put at least a King up front: otherwise split.</b>
<b>Four of a Kind: 8's, 7's, 6's</b>	<b>Four of a Kind in back if you can put at least a Queen up front: otherwise split.</b>
<b>Four of a Kind: 5's and Below</b>	<b>Never Split.</b>
<b>Five Aces</b>	<b>Put a pair of Aces in front.</b>

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



# Fortune Pai Gow Poker

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



# Fortune Pai Gow Poker

## Fortune Bonus Bet

### RULES OF PLAY

- ❖ For each seated position, there shall be one separate and specifically designated area for the placement of a Fortune Bonus Bet wager. A player may only place a Fortune Bonus Bet wager if they have also placed a Fortune Pai Gow Poker game wager prior to the initial deal.
- ❖ Only seated players are eligible to place a Fortune Bonus Bet wager. Backline betting is not permitted per the local ordinance.
- ❖ The Fortune Bonus Bet wager may be less than, equal to, or greater than the Fortune Pai Gow Poker game wager. However, the Fortune Bonus Bet wager must be within the minimum and maximum table limits.
- ❖ The Fortune Bonus Bet takes into account the first seven (7) cards dealt as a player's hand. In the event that the first seven (7) cards dealt to a player that placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, the Fortune Bonus Bet wager shall win. The player shall then receive a monetary payout based on the bonus hand that the player has received and the payable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose. There is no opportunity for the Fortune Bonus Bet wager to tie as it is dependent on the cards dealt as the player's hand, not a comparison of cards or hands.
- ❖ The Joker may be used as an Ace or complete a straight, flush, or straight flush, when trying to complete a qualifying hand below.
- ❖ The Fortune Bonus Bet wager remains in action regardless of whether the player's Fortune Pai Gow Poker game wager wins, loses, or pushes.
- ❖ **The player-dealer shall pay all qualifying Fortune Bonus Bet wagers and shall collect all Fortune Bonus Bet wagers that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Fortune Bonus Bet wagers shall be paid according to the table, as shown below.



# Fortune Pai Gow Poker

## Envy Bonus

- ❖ A player that places a wager of at least \$5 on the Fortune Bonus Bet shall receive an “Envy” button and may qualify for the Envy Bonus payout if another player who placed a Fortune Bonus Bet wager receives a pre-determined and designated qualifying hand, as shown below. Players shall receive one (1) “Envy” button for each Fortune Bonus Bet wager in an amount equal to or greater than \$5.
- ❖ Only seated players are eligible to receive an “Envy” button. Backline betting is not permitted, per the local ordinance.
- ❖ The Envy Bonus takes into account the first seven (7) cards dealt as a player’s hand. In the event that the first seven (7) cards dealt to a player that has placed a Fortune Bonus Bet wager is a pre-determined and designated qualifying hand, as shown below, all players with an “Envy” button shall win. However, a player is not eligible to win an Envy Bonus for their own hand if it qualifies for an Envy Bonus payout. However, if multiple players have made a seven (7) card qualifying Fortune Bonus Bet and Envy Bonus hand, then all players with an “Envy” button shall win, other than for their own hand. Players shall receive a fixed monetary payout based on the qualifying hand that another player has received and the paytable, as shown below. Any other combination of the first seven (7) cards dealt, other than the hands shown below, shall lose.
- ❖ The Envy Bonus may win regardless of the outcome of the Fortune Pai Gow Poker game wager.
- ❖ **The player-dealer shall pay all qualifying Envy Bonuses and shall collect all “Envy” buttons that did not qualify.** Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
- ❖ Qualifying Envy Bonus buttons shall be paid according to the table, as shown below.



# Fortune Pai Gow Poker

## Fortune Bonus Bet and Envy Bonus Paytable

Hand Dealt	Fortune Bonus Bet	Envy Bonus
7 Card Straight Flush	2,500 to 1	\$1,000
Royal Flush + Royal Match	1,000 to 1	\$750
7 Card Straight Flush with Joker	750 to 1	\$250
Five Aces	250 to 1	\$100
Royal Flush	125 to 1	\$50
Straight Flush	50 to 1	\$20
Four of a Kind	25 to 1	\$5
Full House	5 to 1	N/A
Flush	4 to 1	N/A
Three of a Kind	3 to 1	N/A
Straight	2 to 1	N/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 Copy** The player position where the settling of bets begins. When a players hand is ranked equally to the Player-dealers hand.
- Envy Bonus** A payout that is made if a player wagers at least \$5 on the Fortune Bonus bet and at least one player has a four of a kind or higher, all players with Envy buttons win.
- Fortune Bonus** An optional wager that can be placed by a player and paid according the paytable.
- Player-dealer** Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the Player-dealer position is also referred to as the Player-dealer.
- Seated-positions** The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
- Push** When a player wins either the high or the low hand and the Player-dealer wins the other.