California Commerce Casino

CALIFORNIA SECTION GAMES
COLLECTION RATES

PAI GOW POKER

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 200	$ 1.00 per hand	$ 3.00 per hand	$ 2.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100 to $ 400	$ 1.00 per hand	$ 4.00 per hand	$ 3.00 per bet
$ 100 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet
$ 300 to $ 1,000	$ 1.00 per hand	$ 10.00 per hand	$ 5.00 per bet
$ 500 to $ 1,500	$ 1.00 per hand	$ 10.00 per hand	$ 10.00 per bet
$ 1,000 to $ 5,000	$ 1.00 per hand	$ 15.00 per hand	$ 15.00 per bet

PAN – 9

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 200	$ 1.00 per hand	$ 3.00 per hand	$ 2.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet
$ 200 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet
$ 300 to $ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet
$ 500 to $ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet

SUPER 9

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 200	$ 1.00 per hand	$ 3.00 per hand	$ 2.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet
$ 200 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet
$ 300 to $ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet
$ 500 to $ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet

California Commerce Casino

THREE CARD POKER

LIMIT			PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 2	to	$ 20	$ 1.00 per hand	$ 0.50 per bet
$ 5	to	$ 50	$ 1.00 per hand	$ 0.50 per bet
$ 5	to	$ 100	$ 1.00 per hand	$ 1.00 per bet
$ 10	to	$ 100	$ 2.00 per hand	$ 1.00 per bet
$ 25	to	$ 100	$ 2.00 per hand	$ 1.00 per bet
$ 50	to	$ 300	$ 4.00 per hand	$ 2.00 per bet
$ 100	to	$ 500	$ 5.00 per hand	$ 3.00 per bet

NO BUST BLACKJACK

LIMIT			JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 2	to	$ 10	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 5	to	$ 20	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 10	to	$ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25	to	$ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 50	to	$ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100	to	$ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet

For No Bust Blackjack, if player request a Limit that is not listed, please apply the collection rates of the Super 9.

PAI GOW (TILES)

LIMIT			JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 10	to	$ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25	to	$ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25	to	$ 200	$ 1.00 per hand	$ 2.00 per hand	$ 2.00 per bet
$ 50	to	$ 300	$ 1.00 per hand	$ 2.00 per hand	$ 3.00 per bet
$ 100	to	$ 500	$ 1.00 per hand	$ 2.00 per hand	$ 5.00 per bet
$ 300	to	$ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 10.00 per bet
$ 500	to	$ 2,000	$ 1.00 per hand	$ 5.00 per hand	$ 20.00 per bet
$ 1,000	to	$ 5,000	$ 1.00 per hand	$ 10.00 per hand	$ 50.00 per bet

California Commerce Casino

CALIFORNIA SECTION GAMES
COLLECTION RATES

21st CENTURY BACCARAT
Face Up & Face Down Version

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 200	$ 1.00 per hand	$ 3.00 per hand	$ 2.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet
$ 200 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet
$ 300 to $ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet
$ 500 to $ 1,000	$ 1.00 per hand	$ 5.00 per hand	$ 4.00 per bet

CARIBBEAN STUD POKER

LIMIT	JACKPOT COLLECTION	PLAYER-DEALER TABLE FEE	PLAYER TABLE FEE
$ 5 to $ 50	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 3.00 per hand	$ 2.00 per bet

13 CARDS POKER

LIMIT	JACKPOT COLLECTION	ANTE	TABLE FEE
$2	$ 1.00 per hand	$0.50	$2 per hand
$3	$ 1.00 per hand	$0.50	$2 per hand
$5	$ 1.00 per hand	$1.00	$2 per hand
$10	$ 1.00 per hand	$2.00	$4 per hand
$20	$ 1.00 per hand	$5.00	$5 per hand
$25	$ 1.00 per hand	$5.00	$5 per hand
$50	$ 1.00 per hand	$10.00	$10 per hand
$100	$ 1.00 per hand	N / A	$15 per player per half hour
Above $100	$ 1.00 per hand	N / A	$20 per player per half hour

If a game's limit is not listed, it will take the collection of the **next table limit game**. (Players may choose to play a limit that is not listed on the collection rate sheets, if this is the case then the game will be charged the next highest listed collection rate)

California Commerce Casino

PAN COLLECTION RATES

All tops must be taken (collections separated) prior to the hand being dealt.

Limit	Collection Rate		
1 K	$ 2.50	per hand	$ 1.00 with 4 or less players
2 K	$ 3.00	per hand	$ 1.50 with 4 or less players
3 K	$ 4.00	per hand	$ 2.00 with 4 or less players
5 K	$ 5.00	per hand	$ 2.00 with 4 or less players
10 K	$ 8.00	per player per half hour	
20 K	$ 10.00	per player per half hour	
50 K	$ 14.00	per player per half hour	
100 K	$ 17.00	per player per half hour	

California Commerce Casino

POKER COLLECTION RATES
HOLD'EM

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
1 ~ 2 with 7 or more players	0. 50 , 1	0. 50	0. 50	2. 00 per hand
1 ~ 2 with 6 players	0. 50 , 1	0. 50	0. 50	1. 50 per hand
1 ~ 2 with 5 or less players	0. 50 , 1	0. 50	0. 50	1. 00 per hand
1 ~ 2 Kill with 7 or more players	0. 50 , 1	0. 50	0. 50	2. 00 per hand
1 ~ 2 Kill with 6 players	0. 50 , 1	0. 50	0. 50	1. 50 per hand
1 ~ 2 Kill with 5 or less players	0. 50 , 1	0. 50	0. 50	1. 00 per hand
2 ~ 4 with 7 or more players	1 , 2	0. 50	0. 50	2. 50 per hand
2 ~ 4 with 6 players	1 , 2	0. 50	0. 50	2. 00 per hand
2 ~ 4 with 5 or less players	1 , 2	0. 50	0. 50	1. 50 per hand
2 ~ 4 Kill with 7 or more players	1 , 2	0. 50	0. 50	2. 50 per hand
2 ~ 4 Kill with 6 players	1 , 2	0. 50	0. 50	2. 00 per hand
2 ~ 4 Kill with 5 or less players	1 , 2	0. 50	0. 50	1. 50 per hand
3 ~ 6 with 7 or more players	1 , 3	1. 00	1. 00	3. 00 per hand
3 ~ 6 with 6 players	1 , 3	1. 00	1. 00	2. 00 per hand
3 ~ 6 with 5 or less players	1 , 3	1. 00	1. 00	1. 50 per hand
3 ~ 6 Kill with 7 or more players	1 , 3	1. 00	1. 00	3. 00 per hand
3 ~ 6 Kill with 6 players	1 , 3	1. 00	1. 00	2. 00 per hand
3 ~ 6 Kill with 5 or less players	1 , 3	1. 00	1. 00	1. 50 per hand
4 ~ 8 with 7 or more players	2 , 4	1. 00	1. 00	3. 00 per hand
4 ~ 8 with 6 players	2 , 4	1. 00	1. 00	2. 00 per hand
4 ~ 8 with 5 or less players	2 , 4	1. 00	1. 00	1. 50 per hand
4 ~ 8 Kill with 7 or more players	2 , 4	1. 00	1. 00	3. 00 per hand
4 ~ 8 Kill with 6 players	2 , 4	1. 00	1. 00	2. 00 per hand
4 ~ 8 Kill with 5 or less players	2 , 4	1. 00	1. 00	1. 50 per hand
6 ~ 12 with 7 or more players	2 , 6	1. 00	1. 00	4. 00 per hand
6 ~ 12 with 6 players	2 , 6	1. 00	1. 00	3. 00 per hand
6 ~ 12 with 5 or less players	2 , 6	1. 00	1. 00	2. 00 per hand
6 ~ 12 Kill w/ 7 or more players	2 , 6	1. 00	1. 00	4. 00 per hand
6 ~ 16 Kill with 6 players	2 , 6	1. 00	1. 00	3. 00 per hand
6 ~ 16 Kill with 5 or less players	2 , 6	1. 00	1. 00	2. 00 per hand
8 ~ 16 with 7 or more players	4 , 8	1. 00	1. 00	4. 00 per hand
8 ~ 16 with 6 players	4 , 8	1. 00	1. 00	3. 00 per hand
8 ~ 16 with 5 or less players	4 , 8	1. 00	1. 00	2. 00 per hand
8 ~ 16 Kill w/ 7 or more players	4 , 8	1. 00	1. 00	4. 00 per hand
8 ~ 16 Kill with 6 players	4 , 8	1. 00	1. 00	3. 00 per hand
8 ~ 16 Kill with 5 or less players	4 , 8	1. 00	1. 00	2. 00 per hand
9 ~ 18 with 7 or more players	3 , 9	1. 00	1. 00	4. 00 per hand
9 ~ 18 with 6 players	3 , 9	1. 00	1. 00	3. 00 per hand
9 ~ 18 with 5 or less players	3 , 9	1. 00	1. 00	2. 00 per hand
9 ~ 18 Kill w/ 7 or more players	3 , 9	1. 00	1. 00	4. 00 per hand
9 ~ 18 Kill with 6 players	3 , 9	1. 00	1. 00	3. 00 per hand
9 ~ 18 Kill with 5 or less players	3 , 9	1. 00	1. 00	2. 00 per hand

*Note1 Designated table fees are taken before the flop **and** after the turn*

Kills may be ¼ kills up to a full kill
No Jackpot Drop when a 9 handed game becomes 4 handed or less.
No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.

California Commerce Casino

POKER COLLECTION RATES
HOLD'EM

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
10 ~ 20 with 7 or more players	5 , 10	$ 1.00 per hand	1.00	4. 00 Per hand
10 ~ 20 with 6 players	5 , 10	$ 1.00 per hand	1.00	3. 00 Per hand
10 ~ 20 with 5 players	5 , 10	$ 1.00 per hand	1.00	2. 00 Per hand
10 ~ 20 with 4 or less players	5 , 10	$ 1.00 per hand	1.00	1. 00 Per hand
10 ~ 20 Kill w/ 7 or more players	5 , 10	$ 1.00 per hand	1.00	4. 00 per hand
10 ~ 20 Kill with 6 players	5 , 10	$ 1.00 per hand	1.00	3. 00 per hand
10 ~ 20 Kill with 5 players	5 , 10	$ 1.00 per hand	1.00	2. 00 per hand
10 ~ 20 Kill with 4 or less players	5 , 10	$ 1.00 per hand	1.00	1. 00 per hand
15 ~ 30 with 7 or more players	5 , 15	$ 1.00 per hand	1.00	4. 00 Per hand
15 ~ 30 with 6 players	5 , 15	$ 1.00 per hand	1.00	3. 00 Per hand
15 ~ 30 with 5 players	5 , 15	$ 1.00 per hand	1.00	2. 00 Per hand
15 ~ 30 with 4 or less players	5 , 15	$ 1.00 per hand	1.00	1. 00 Per hand
15 ~ 30 Kill w/ 7 or more players	5 , 15	$ 1.00 per hand	1.00	4. 00 per hand
15 ~ 30 Kill with 6 players	5 , 15	$ 1.00 per hand	1.00	3. 00 per hand
15 ~ 30 Kill with 5 players	5 , 15	$ 1.00 per hand	1.00	2. 00 per hand
15 ~ 30 Kill w/ 4 or less players	5 , 15	$ 1.00 per hand	1.00	1. 00 per hand
20 ~ 40 with 7 or more players	10 , 20	$ 1.00 per hand	1.00	4. 00 Per hand
20 ~ 40 with 6 players	10 , 20	$ 1.00 per hand	1.00	3. 00 Per hand
20 ~ 40 with 5 players	10 , 20	$ 1.00 per hand	1.00	2. 00 Per hand
20 ~ 40 with 4 or less players	10 , 20	$ 1.00 per hand	1.00	1. 00 Per hand
20 ~ 40 Kill w/ 7 or more players	10 , 20	$ 1.00 per hand	1.00	4. 00 per hand
20 ~ 40 Kill with 6 players	10 , 20	$ 1.00 per hand	1.00	3. 00 per hand
20 ~ 40 Kill with 5 players	10 , 20	$ 1.00 per hand	1.00	2. 00 per hand
20 ~ 40 Kill w/ 4 or less players	10 , 20	$ 1.00 per hand	1.00	1. 00 per hand
30 ~ 60 with 7 or more players	20 , 30	$ 1.00 per hand	1.00	4. 00 Per hand
30 ~ 60 with 6 players	20 , 30	$ 1.00 per hand	1.00	3. 00 Per hand
30 ~ 60 with 5 players	20 , 30	$ 1.00 per hand	1.00	2. 00 Per hand
30 ~ 60 with 4 or less players	20 , 30	$ 1.00 per hand	1.00	1. 00 Per hand
30 ~ 60 Kill w/ 7 or more players	20 , 30	$ 1.00 per hand	1.00	4. 00 per hand
30 ~ 60 Kill with 6 players	20 , 30	$ 1.00 per hand	1.00	3. 00 per hand
30 ~ 60 Kill with 5 players	20 , 30	$ 1.00 per hand	1.00	2. 00 per hand
30 ~ 60 Kill w/ 4 or less players	20 , 30	$ 1.00 per hand	1.00	1. 00 per hand
40 ~ 80 with 7 or more players	20 , 40	$ 1.00 per hand	1.00	4. 00 Per hand
40 ~ 80 with 6 players	20 , 40	$ 1.00 per hand	1.00	3. 00 Per hand
40 ~ 80 with 5 players	20 , 40	$ 1.00 per hand	1.00	2. 00 Per hand
40 ~ 80 with 4 or less players	20 , 40	$ 1.00 per hand	1.00	1. 00 Per hand
40 ~ 80 Kill w/ 7 or more players	20 , 40	$ 1.00 per hand	1.00	4. 00 per hand
40 ~ 80 Kill with 6 players	20 , 40	$ 1.00 per hand	1.00	3. 00 per hand
40 ~ 80 Kill with 5 players	20 , 40	$ 1.00 per hand	1.00	2. 00 per hand
40 ~ 80 Kill w/ 4 or less players	20 , 40	$ 1.00 per hand	1.00	1. 00 per hand

*Note1 Designated table fees are taken before the flop **and** after the turn*

California Commerce Casino

Limits	Blind	Jackpot Collection	New Player*	Regular *
50 ~ 100 with 6 or more players	25 , 50	$ 1.00 per hand	5.00	11. 00
50 ~ 100 with 5 or less players	25 , 50	$ 1.00 per hand	5.00	5. 00
60 ~ 120 with 6 or more players	40 , 60	$ 1.00 per hand	6.00	12. 00
60 ~ 120 with 5 or less players	40 , 60	$ 1.00 per hand	6.00	6. 00
75 ~ 100 with 6 or more players	50 , 75	$ 1.00 per hand	6.00	12. 00
75 ~ 100 with 5 or less players	50 , 75	$ 1.00 per hand	6.00	6. 00
80 ~ 160 with 6 or more player s	40 , 80	$ 1.00 per hand	6.00	13. 00
80 ~ 160 with 5 or less players	40 , 80	$ 1.00 per hand	6.00	6. 00
100 ~ 200 with 6 or more players	50 , 100	$ 1.00 per hand	6.00	13. 00
100 ~ 200 with 5 or less players	50 , 100	$ 1.00 per hand	6.00	6. 00
150 ~ 300 with 6 or more players	100 , 150	$ 1.00 per hand	7.00	14. 00
150 ~ 300 with 5 or less players	100 , 150	$ 1.00 per hand	7.00	7. 00
200 ~ 400 with 6 or more players	100 , 200	$ 1.00 per hand	7.00	15. 00
200 ~ 400 with 5 or less players	100 , 200	$ 1.00 per hand	7.00	7. 00
300 ~ 600 with 6 or more players	200 , 300	$ 1.00 per hand	8.00	16. 00
300 ~ 600 with 5 or less players	200 , 300	$ 1.00 per hand	8.00	8. 00
500 ~ 1000 with 6 or more players	300 , 500	$ 1.00 per hand	8.00	17. 00
500 ~ 1000 with 5 or less players	200 , 300	$ 1.00 per hand	8.00	8. 00

*Note1 Designated table fees are taken before the flop **and** after the turn*

$ 17. 00 is the cap for all collection games. If a game is not listed, it will take the collection of the **next highest game**. Please inform Shift Manager when a game is larger than listed. Half and Half game will pay the **lowest game rate**.

POKER COLLECTION RATES

POT LIMIT HOLD'EM

Blind	Jackpot Collection	Table Fee	
		New Player *	Regular *
2 , 3 , 5 with 6 or more players	$ 1.00 per hand	4.00	8. 00
2 , 3 , 5 with 5 or less players	$ 1.00 per hand	4.00	4. 00
2, 3, 5, 10 with 6 or more players	$ 1.00 per hand	4.00	9. 00
2, 3, 5, 10 with 5 or less players	$ 1.00 per hand	4.00	4. 00
5 , 5 , 10 with 6 or more players	$ 1.00 per hand	5.00	10. 00
5 , 5 , 10 with 5 or less players	$ 1.00 per hand	5.00	5. 00
5 , 10 , 15 with 6 or more players	$ 1.00 per hand	5.00	11. 00
5 , 10 , 15 with 5 or less players	$ 1.00 per hand	5.00	5. 00
5 , 10 , 25 with 6 or more players	$ 1.00 per hand	6.00	12. 00
5 , 10 , 25 with 5 or less players	$ 1.00 per hand	6.00	6. 00
25 , 25 , 50 with 6 or more players	$ 1.00 per hand	7.00	14. 00
25 , 25 , 50 with 5 or less players	$ 1.00 per hand	7.00	7. 00

* *Per Player Per Half Hour Collection Rate*

California Commerce Casino

NO LIMIT HOLD'EM

Blind		Jackpot Collection	Table Fee New Player *	Table Fee Regular *
3 , 5	with 6 or more players	$ 1.00 per hand	4.00	8. 00
3 , 5	with 5 or less players	$ 1.00 per hand	4.00	4. 00
5 , 10	with 6 or more players	$ 1.00 per hand	4.00	9. 00
5 , 10	with 5 or less players	$ 1.00 per hand	4.00	4. 00
10 , 15	with 6 or more players	$ 1.00 per hand	5.00	10. 00
10 , 15	with 5 or less players	$ 1.00 per hand	5.00	5. 00
15 , 25	with 6 or more players	$ 1.00 per hand	5.00	11. 00
15 , 25	with 5 or less players	$ 1.00 per hand	5.00	5. 00
25 , 50	with 6 or more players	$ 1.00 per hand	6.00	13.00
25 , 50	with 5 or less players	$ 1.00 per hand	6.00	6. 00

$ 17. 00 is the cap for all collection games.

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**. All time collection Hold'em games may be played with an ante. If an ante is taken max collection is to be taken.

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

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$40 Buy-In No Limit with 7 or more players	0. 50	1 , 2	. 50	2. 50 per hand
$40 Buy-In No Limit with 6 players	0. 50	1 , 2	. 50	2. 00 per hand
$40 Buy-In No Limit with 5 players	0. 50	1 , 2	. 50	1. 50 per hand
$40 Buy-In No Limit **with 4 or less players**	0. 50	1 , 2	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

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

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$100 Buy-In No Limit with 7 or more players	1. 00	2, 3	1. 00	3. 00 per hand
$100 Buy-In No Limit with 6 players	1. 00	2, 3	1. 00	2. 00 per hand
$100 Buy-In No Limit with 5 players	1. 00	2, 3	1. 00	1. 00 per hand
$100 Buy-In No Limit **with 4 or less players**	1. 00	2, 3	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

California Commerce Casino

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

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$200 Buy-In No Limit with 7 or more players	1. 00	3, 5	1. 00	4. 00 per hand
$200 Buy-In No Limit with 6 players	1. 00	3, 5	1. 00	3. 00 per hand
$200 Buy-In No Limit with 5 players	1. 00	3, 5	1. 00	2. 00 per hand
$200 Buy-In No Limit **with 4 or less players**	1. 00	3, 5	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

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

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$300 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	4. 00 per hand
$300 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$300 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$300 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

$400 BUY-IN NO LIMIT HOLD'EM
(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$400 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	4. 00 per hand
$400 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$400 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$400 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

$500 BUY-IN NO LIMIT HOLD'EM
(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$500 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	4. 00 per hand
$500 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$500 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$500 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

California Commerce Casino

$200 - $500 BUY-IN NO LIMIT HOLD'EM
(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$200 - $500 Buy-In No Limit with 7 or more players	1. 00	3, 5	1. 00	4. 00 per hand
$200 - $500 Buy-In No Limit with 6 players	1. 00	3, 5	1. 00	3. 00 per hand
$200 - $500 Buy-In No Limit with 5 players	1. 00	3, 5	1. 00	2. 00 per hand
$200 - $500 Buy-In No Limit **with 4 or less players**	1. 00	3, 5	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

$300 - $800 BUY-IN NO LIMIT HOLD'EM
(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$300 - $800 Buy-In No Limit with 7 or more players	1. 00	5, 10	1. 00	5. 00 per hand
$300 - $800 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$300 - $800 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$300 - $800 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

$400 - $1,000 BUY-IN NO LIMIT HOLD'EM
(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$400 - $1,000 Buy-In No Limit with 7 or more players	1. 00	10, 10	1. 00	5. 00 per hand
$400 - $1,000 Buy-In No Limit with 6 players	1. 00	10, 10	1. 00	3. 00 per hand
$400 - $1,000 Buy-In No Limit with 5 players	1. 00	10, 10	1. 00	2. 00 per hand
$400 - $1,000 Buy-In No Limit **with 4 or less players**	1. 00	10, 10	**0. 00**	**1. 00 per hand**

*Note1 Designated table fees are taken before the flop **and** after the turn*

California Commerce Casino

POKER COLLECTION RATES

SEVEN CARD STUD

Limits & number of players		Ante	Jackpot Collection	Designated Table Fee *Note 1*	Forced Table Fee	Regular Table Fee	
1 ~ 2	with 6 or more players	0. 50	0. 50	0. 50	0. 50	2. 00	per hand
1 ~ 2	with 5 players	0. 50	0. 50	0. 50	0. 50	1. 50	per hand
1 ~ 2	with 4 or less players	0. 50	0. 50	0. 50	0. 50	1. 00	per hand
2 ~ 4	with 6 or more players	0. 50	0. 50	0. 50	0. 50	2. 50	per hand
2 ~ 4	with 5 players	0. 50	0. 50	0. 50	0. 50	2. 00	per hand
2 ~ 4	with 4 or less players	0. 50	0. 50	0. 50	0. 50	1. 50	per hand
3 ~ 6	with 6 or more players	0. 50	1. 00	1. 00	1. 00	3. 00	per hand
3 ~ 6	with 5 players	0. 50	1. 00	1. 00	1. 00	2. 50	per hand
3 ~ 6	with 4 or less players	0. 50	1. 00	1. 00	1. 00	2. 00	per hand
4 ~ 8	with 6 or more players	1. 00	1. 00	1. 00	1. 00	3. 00	per hand
4 ~ 8	with 5 players	1. 00	1. 00	1. 00	1. 00	2. 50	per hand
4 ~ 8	with 4 or less players	1. 00	1. 00	1. 00	1. 00	2. 00	per hand
5 ~ 10	with 6 or more players	1. 00	1. 00	1. 00	2. 00	3. 00	per hand
5 ~ 10	with 5 players	1. 00	1. 00	1. 00	2. 00	2. 50	per hand
5 ~ 10	with 4 or less players	1. 00	1. 00	1. 00	2. 00	2. 00	per hand
6 ~ 12	with 6 or more players	1. 00	1. 00	1. 00	2. 00	3. 00	per hand
6 ~ 12	with 5 players	1. 00	1. 00	1. 00	2. 00	2. 50	per hand
6 ~ 12	with 4 or less players	1. 00	1. 00	1. 00	2. 00	2. 00	per hand
10 ~ 20	with 5 or more players	1. 00	$ 1.00 per hand	1. 00	3. 00	3. 00	per hand
10 ~ 20	with 4 players	1. 00	$ 1.00 per hand	1. 00	3. 00	2. 00	per hand
10 ~ 20	with 3 or less players	1. 00	$ 1.00 per hand	1. 00	3. 00	1. 00	per hand
15 ~ 30	with 5 or more players	2. 00	$ 1.00 per hand	1. 00	5. 00	3. 00	per hand
15 ~ 30	with 4 players	2. 00	$ 1.00 per hand	1. 00	5. 00	2. 00	per hand
15 ~ 30	with 3 or less players	2. 00	$ 1.00 per hand	1. 00	5. 00	1. 00	per hand

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

No Jackpot Drop when a 9 handed game becomes 4 handed or less.
No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.

California Commerce Casino

POKER COLLECTION RATES

SEVEN CARD STUD

Limits & number of players	Ante	Jackpot Collection	Designated Table Fee *Note 1*	Forced Bets	Regular Table Fee
20 ~ 40 with 5 or more	3. 00	$ 1.00 per	1. 00	5. 00	3. 00 per hand
20 ~ 40 with 4 players	3. 00	$ 1.00 per	1. 00	5. 00	2. 00 per hand
20 ~ 40 with 3 or less players	3. 00	$ 1.00 per	1. 00	5. 00	1. 00 per hand
30 ~ 60 with 6 or more	5. 00	$ 1.00 per	1. 00	10. 00	4. 00 per hand
30 ~ 60 with 5 players	5. 00	$ 1.00 per	1. 00	10. 00	3. 00 per hand
30 ~ 60 with 4 players	5. 00	$ 1.00 per	1. 00	10. 00	2. 00 per hand
30 ~ 60 with 3 or less players	5. 00	$ 1.00 per	1. 00	10. 00	1. 00 per hand
40 ~ 80 with 6 or more	5. 00	$ 1.00 per	1. 00	15. 00	4. 00 per hand
40 ~ 80 with 5 players	5. 00	$ 1.00 per	1. 00	15. 00	3. 00 per hand
40 ~ 80 with 4 players	5. 00	$ 1.00 per	1. 00	15. 00	2. 00 per hand
40 ~ 80 with 3 or less players	5. 00	$ 1.00 per	1. 00	15. 00	1. 00 per hand
50 ~ 100 with 6 or more	10. 00	$ 1.00 per	1. 00	15. 00	5. 00 per hand
50 ~ 100 with 5 players	10. 00	$ 1.00 per	1. 00	15. 00	3. 00 per hand
50 ~ 100 with 4 players	10. 00	$ 1.00 per	1. 00	15. 00	2. 00 per hand
50 ~ 100 with 3 or less players	10. 00	$ 1.00 per	1. 00	15. 00	1. 00 per hand

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

Limits	Ante	Jackpot Collection	Forced Bets	Table Fee New Player *	Table Fee Regular *
60 ~ 120 with 5 or more players	10. 00	$ 1.00 per	20. 00	6.00	12. 00
60 ~ 120 with 4 or less players	10. 00	$ 1.00 per	20. 00	6.00	6. 00
75 ~ 150 with 5 or more players	15. 00	$ 1.00 per	25. 00	6.00	12. 00
75 ~ 150 with 4 or less players	15. 00	$ 1.00 per	25. 00	6.00	6. 00
100 ~ 200 with 5 or more	25. 00	$ 1.00 per	50. 00	6.00	13. 00
100 ~ 200 with 4 or less players	25. 00	$ 1.00 per	50. 00	6.00	6. 00
150 ~ 300 with 5 or more	50. 00	$ 1.00 per	50. 00	7.00	14. 00
150 ~ 300 with 4 or less players	50. 00	$ 1.00 per	50. 00	7.00	7. 00
200 ~ 400 with 5 or more	75. 00	$ 1.00 per	75 .00	7.00	15. 00
200 ~ 400 with 4 or less players	75. 00	$ 1.00 per	75 .00	7.00	7. 00
300 ~ 600 with 5 or more	100. 00	$ 1.00 per	100. 00	8.00	16. 00
300 ~ 600 with 4 or less players	100. 00	$ 1.00 per	100. 00	8.00	8. 00
500 ~ 1000 with 5 or more	200. 00	$ 1.00 per	200. 00	8.00	17. 00
500 ~ 1000 with 4 or less	200. 00	$ 1.00 per	200. 00	8.00	8. 00

$ 17. 00 is the cap for all collection games

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

California Commerce Casino

POKER COLLECTION RATES

OMAHA HI-LO SPLIT(EIGHT OR BETTER)

Limit &	number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee	
2 ~ 4	with 8 or more players	1 , 2	0. 50	0. 50	2. 50	Per hand
2 ~ 4	with 7 players	1 , 2	0. 50	0. 50	2. 00	Per hand
2 ~ 4	with 6 or less players	1 , 2	0. 50	0. 50	1. 00	Per hand
2 ~ 4 Kill	with 8 or more players	1 , 2	0. 50	0. 50	3. 00	Per hand
2 ~ 4 Kill	with 7 players	1 , 2	0. 50	0. 50	2. 00	Per hand
2 ~ 4 Kill	with 6 or less players	1 , 2	0. 50	0. 50	1. 00	Per hand
3 ~ 6	with 8 or more players	1 , 3	1. 00	1. 00	3 .00	Per hand
3 ~ 6	with 7 players	1 , 3	1. 00	1. 00	2. 00	Per hand
3 ~ 6	with 6 or less players	1 , 3	1. 00	1. 00	1. 00	Per hand
4 ~ 8	with 8 or more players	2 , 4	1. 00	1. 00	4. 00	Per hand
4 ~ 8	with 7 players	2 , 4	1. 00	1. 00	3. 00	Per hand
4 ~ 8	with 6 or less players	2 , 4	1. 00	1. 00	1. 00	Per hand
4 ~ 8 Kill	with 8 or more players	2 , 4	1. 00	1. 00	4. 00	Per hand
4 ~ 8 Kill	with 7 players	2 , 4	1. 00	1. 00	3. 00	Per hand
4 ~ 8 Kill	with 6 or less players	2 , 4	1. 00	1. 00	1. 00	Per hand
5 ~ 10	with 8 or more players	2 , 5	1. 00	1. 00	4. 00	Per hand
5 ~ 10	with 7 players	2 , 5	1. 00	1. 00	3. 00	Per hand
5 ~ 10	with 6 or less players	2 , 5	1. 00	1. 00	1. 00	Per hand
6 ~ 12	with 8 or more players	3 , 6	1. 00	1. 00	4. 00	Per hand
6 ~ 12	with 7 players	3 , 6	1. 00	1. 00	3. 00	Per hand
6 ~ 12	with 6 or less players	3 , 6	1. 00	1. 00	1. 00	Per hand
6 ~ 12 Kill	with 8 or more players	3 , 6	1. 00	1. 00	4. 00	Per hand
6 ~ 12 Kill	with 7 players	3 , 6	1. 00	1. 00	3. 00	Per hand
6 ~ 12 Kill	with 6 or less players	3 , 6	1. 00	1. 00	1. 00	Per hand
9 ~ 18	with 8 or more players	3 , 9	1. 00	1. 00	4. 00	Per hand
9 ~ 18	with 7 players	3 , 9	1. 00	1. 00	3. 00	Per hand
9 ~ 18	with 6 or less players	3 , 9	1. 00	1. 00	1. 00	Per hand

*Note1 Designated table fees are taken before the flop **and** after the turn*

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

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

California Commerce Casino

POKER COLLECTION RATES

OMAHA HI-LO SPLIT(EIGHT OR BETTER)

Limit	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Table Fee	
10 ~ 20	5 , 10	$ 1.00 per hand	1. 00	4. 00 per hand	when there are 9 or 8 players
10 ~ 20	5 , 10	$ 1.00 per hand	1. 00	3. 00 per hand	when there are 7 players
10 ~ 20	5 , 10	$ 1.00 per hand	1. 00	2. 00 per hand	when there are 6 players
10 ~ 20	5 , 10	$ 1.00 per hand	1. 00	1. 00 per hand	when there are 5 or less players
15 ~ 30	5 , 15	$ 1.00 per hand	1. 00	4. 00 per hand	when there are 9 or 8 players
15 ~ 30	5 , 15	$ 1.00 per hand	1. 00	3. 00 per hand	when there are 7 players
15 ~ 30	5 , 15	$ 1.00 per hand	1. 00	2. 00 per hand	when there are 6 players
15 ~ 30	5 , 15	$ 1.00 per hand	1. 00	1. 00 per hand	when there are 5 or less players
20 ~ 40	10 , 20	$ 1.00 per hand	1. 00	4. 00 per hand	when there are 9 or 8 players
20 ~ 40	10 , 20	$ 1.00 per hand	1. 00	3. 00 per hand	when there are 7 players
20 ~ 40	10 , 20	$ 1.00 per hand	1. 00	2. 00 per hand	when there are 6 players
20 ~ 40	10 , 20	$ 1.00 per hand	1. 00	1. 00 per hand	when there are 5 or less players

*Note1 Designated table fees are taken before the flop **and** after the turn*

Limits		Blind	Jackpot Collection	Table Fee New Player	Table Fee Regular *
30 ~ 60	with 5 or more players	20 , 30	$ 1.00 per	5.00	10. 00
30 ~ 60	with 4 or less players	20 , 30	$ 1.00 per	5.00	5. 00
40 ~ 80	with 5 or more players	20 , 40	$ 1.00 per	5.00	11. 00
40 ~ 80	with 4 or less players	20 , 40	$ 1.00 per	5.00	5. 00
50 ~ 100	with 5 or more players	25 , 50	$ 1.00 per	5.00	11. 00
50 ~ 100	with 4 or less players	25 , 50	$ 1.00 per	5.00	5. 00
60 ~ 120	with 5 or more players	40 , 60	$ 1.00 per	6.00	12. 00
60 ~ 120	with 4 or less players	40 , 60	$ 1.00 per	6.00	6. 00
75 ~ 150	with 5 or more players	50 , 75	$ 1.00 per	6.00	12. 00
75 ~ 150	with 4 or less players	50 , 75	$ 1.00 per	6.00	6. 00
80 ~ 160	with 5 or more players	40 , 80	$ 1.00 per	6.00	13. 00
80 ~ 160	with 4 or less players	40 , 80	$ 1.00 per	6.00	6. 00
100 ~ 200	with 5 or more players	50 , 100	$ 1.00 per	6.00	13. 00
100 ~ 200	with 4 or less players	50 , 100	$ 1.00 per	6.00	6. 00
150 ~ 300	with 5 or more players	100 , 150	$ 1.00 per	7.00	14. 00
150 ~ 300	with 4 or less players	100 , 150	$ 1.00 per	7.00	7. 00
200 ~ 400	with 5 or more players	100 , 200	$ 1.00 per	7.00	15. 00
200 ~ 400	with 4 or less players	100 , 200	$ 1.00 per	7.00	7. 00
300 ~ 600	with 5 or more players	200 , 300	$ 1.00 per	8.00	16. 00
300 ~ 600	with 4 or less players	200 , 300	$ 1.00 per	8.00	8. 00
500 ~ 1000	with 5 or more players	300 , 500	$ 1.00 per	8.00	17. 00
500 ~ 1000	with 4 or less players	300 , 500	$ 1.00 per	8.00	8. 00

$ 17. 00 is the cap for all collection games

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

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POKER COLLECTION RATES

SEVEN CARD HI-LO SPLIT

Limit &	number of players	Ante	Jackpot Collection	Designated Table Fee *Note 1*	Forced Bets	Regular Table Fee
3 ~ 6	with 6 or more players	0. 50	$ 1.00 per hand	1. 00	1. 00	3. 00 per hand
3 ~ 6	with 5 players	0. 50	$ 1.00 per hand	1. 00	1. 00	2. 00 per hand
3 ~ 6	with 4 or less players	0. 50	$ 1.00 per hand	1. 00	1. 00	1. 00 per hand
4 ~ 8	with 6 or more players	1. 00	$ 1.00 per hand	1. 00	2. 00	3. 00 per hand
4 ~ 8	with 5 players	1. 00	$ 1.00 per hand	1. 00	2. 00	2. 00 per hand
4 ~ 8	with 4 or less players	1. 00	$ 1.00 per hand	1. 00	2. 00	1. 00 per hand
5 ~ 10	with 6 or more players	1. 00	$ 1.00 per hand	1. 00	2. 00	3. 00 per hand
5 ~ 10	with 5 players	1. 00	$ 1.00 per hand	1. 00	2. 00	2. 00 per hand
5 ~ 10	with 4 or less players	1. 00	$ 1.00 per hand	1. 00	2. 00	1. 00 per hand
10 ~ 20	with 6 or more players	1. 00	$ 1.00 per hand	1. 00	3. 00	3. 00 per hand
10 ~ 20	with 5 players	1. 00	$ 1.00 per hand	1. 00	3. 00	2. 00 per hand
10 ~ 20	with 4 or less players	1. 00	$ 1.00 per hand	1. 00	3. 00	1. 00 per hand
15 ~ 30	with 6 or more players	2. 00	$ 1.00 per hand	1. 00	5. 00	3. 00 per hand
15 ~ 30	with 5 players	2. 00	$ 1.00 per hand	1. 00	5. 00	2. 00 per hand
15 ~ 30	with 4 or less players	2. 00	$ 1.00 per hand	1. 00	5. 00	1. 00 per hand
20 ~ 40	with 6 or more players	3. 00	$ 1.00 per hand	1. 00	5. 00	3. 00 per hand
20 ~ 40	with 5 players	3. 00	$ 1.00 per hand	1. 00	5. 00	2. 00 per hand
20 ~ 40	with 4 or less players	3. 00	$ 1.00 per hand	1. 00	5. 00	1. 00 per hand

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

Please inform Shift Manager when a game is larger than listed.

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POKER COLLECTION RATES

SEVEN CARD HI-LO SPLIT

Limit & number of players	Ante	Designated Table Fee *Note 1*	Forced Bets	Regular Table Fee
30 ~ 60 with 5 or more players	5. 00	1. 00	10. 00	3. 00 Per hand
30 ~ 60 with 4 players	5. 00	1. 00	10. 00	2. 00 Per hand
30 ~ 60 with 3 or less players	5. 00	1. 00	10. 00	1. 00 Per hand
40 ~ 80 with 5 or more players	5. 00	1. 00	15. 00	3. 00 Per hand
40 ~ 80 with 4 players	5. 00	1. 00	15. 00	2. 00 Per hand
40 ~ 80 with 3 or less players	5. 00	1. 00	15. 00	1. 00 Per hand

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

Limits	Ante	Jackpot Collection	Forced Bets	Table Fee New Player *	Table Fee Regular *
50 ~ 100 with 5 or more players	10. 00	$ 1.00 per hand	15. 00	5.00	11. 00
50 ~ 100 with 4 or less players	10. 00	$ 1.00 per hand	15. 00	5.00	5. 00
60 ~ 120 with 5 or more players	10. 00	$ 1.00 per hand	20. 00	6.00	12. 00
60 ~ 120 with 4 or less players	10. 00	$ 1.00 per hand	20. 00	6.00	6. 00
75 ~ 150 with 5 or more players	15. 00	$ 1.00 per hand	25. 00	6.00	12. 00
75 ~ 150 with 4 or less players	15. 00	$ 1.00 per hand	25. 00	6.00	6. 00
100 ~ 200 with 5 or more players	25. 00	$ 1.00 per hand	50. 00	6.00	13. 00
100 ~ 200 with 4 or less players	25. 00	$ 1.00 per hand	50. 00	6.00	6. 00
150 ~ 300 with 5 or more players	50. 00	$ 1.00 per hand	50. 00	7.00	14. 00
150 ~ 300 with 4 or less players	50. 00	$ 1.00 per hand	50. 00	7.00	7. 00
200 ~ 400 with 5 or more players	75. 00	$ 1.00 per hand	75 .00	7.00	15. 00
200 ~ 400 with 4 or less players	75. 00	$ 1.00 per hand	75 .00	7.00	7. 00
300 ~ 600 with 5 or more players	100. 00	$ 1.00 per hand	100. 00	8.00	16. 00
300 ~ 600 with 4 or less players	100. 00	$ 1.00 per hand	100. 00	8.00	8. 00
500 ~ 1000 with 5 or more players	200. 00	$ 1.00 per hand	200. 00	8.00	17. 00
500 ~ 1000 with 4 or less players	200. 00	$ 1.00 per hand	200. 00	8.00	8. 00

$ 17. 00 is the cap for all collection games
Please inform Shift Manager when a game is larger than listed.
If a game is not listed, it will take the collection of the **next highest game**.
Half and Half game will pay the **lowest game rate**.

California Commerce Casino

POKER COLLECTION RATES
FIVE CARD STUD (Limit)

Limit	Ante	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
$100 Buy-in (Limit)	$ 2.00	$ 2.00	$ 1.00	$ 4.00 for 6 or more Players
$100 Buy-in (Limit)	$ 2.00	$ 2.00	$ 1.00	$ 3.00 for 5 or 4 Players
$100 Buy-in (Limit)	$ 2.00	N / A	$ 1.00	$ 1.00 for 3 Players or less
$200 Buy-in (Limit)	$ 3. 00	$ 2.00	$ 1.00	$ 5.00 for 6 or more Players
$200 Buy-in (Limit)	$ 3. 00	$ 2.00	$ 1.00	$ 3.00 for 5 or 4 Players
$200 Buy-in (Limit)	$ 3. 00	N / A	$ 1.00	$ 1.00 for 3 Players or less
$300 Buy-in (Limit)	$ 5.00	$ 2.00	$ 1.00	$ 6.00 for 6 or more Players
$300 Buy-in (Limit)	$ 5.00	$ 2.00	$ 1.00	$ 3.00 for 5 or 4 Players
$300 Buy-in (Limit)	$ 5.00	N / A	$ 1.00	$ 1.00 for 3 Players or less
$400 Buy-in (Limit)	$ 5.00	$ 2.00	$ 1.00	$ 7.00 for 6 or more Players
$400 Buy-in (Limit)	$ 5.00	$ 2.00	$ 1.00	$ 3.00 for 5 or 4 Players
$400 Buy-in (Limit)	$ 5.00	N / A	$ 1.00	$ 1.00 for 3 Players or less
$500 Buy-in (Limit)	$ 5.00	$ 2.00	$ 1.00	$ 7.00 for 6 or more Players
$500 Buy-in (Limit)	$ 5.00	$ 2.00	$ 1.00	$ 3.00 for 5 or 4 Players
$500 Buy-in (Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 1.00 for 3 Players or less

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$200 Buy-in (No Limit)	$ 3. 00	$ 1.00 per hand	$ 1.00	$ 7.00 for 6 or more Players
$200 Buy-in (No Limit)	$ 3. 00	$ 1.00 per hand	$ 1.00	$ 3.00 for 5 or 4 Players
$200 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 1.00 for 3 Players or less
$300 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 7.00 for 6 or more Players
$300 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 3.00 for 5 or 4 Players
$300 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 1.00 for 3 Players or less
$500 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 7.00 for 6 or more Players
$500 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 3.00 for 5 or 4 Players
$500 Buy-in (No Limit)	$ 5.00	$ 1.00 per hand	$ 1.00	$ 1.00 for 3 Players or less
$1000 Buy-in (No Limit)	$ 10.00	$ 1.00 per hand	$ 1.00	$ 7.00 for 6 or more Players
$1000 Buy-in (No Limit)	$ 10.00	$ 1.00 per hand	$ 1.00	$ 3.00 for 5 or 4 Players
$1000 Buy-in (No Limit)	$ 10.00	$ 1.00 per hand	$ 1.00	$ 1.00 for 3 Players or

Note1 Designated Table Fee will be taken when the first up-card and the third up-card is delivered

No Jackpot Drop when a 9 handed game becomes 4 handed or less.
No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.
Please inform Shift Manager when a game is larger than listed.
If a game is not listed, it will take the collection of the **next highest game**.
Half and Half game will pay the **lowest game rate**.

California Commerce Casino

POKER COLLECTION RATES

DRAW(JACKS OR BETTER)

Limit & number of players		Ante	Jackpot Drop	Designated Table Fee *Note 1*	Regular Table Fee	
2 ~ 4	with 6 or more	.50 , .50 , .50	1. 00	0.50	1 .50	Per hand
2 ~ 4	with 5 players	.50 , .50 , .50	1. 00	0.50	1. 00	Per hand
2 ~ 4	with 4 or less	.50 , .50 , .50	1. 00	0.50	1. 00	Per hand
3 ~ 6	with 6 or more	.50 , .50 , .50	1. 00	1.00	2. 00	Per hand
3 ~ 6	with 5 players	.50 , .50 , .50	1. 00	1.00	1. 50	Per hand
3 ~ 6	with 4 or less	.50 , .50 , .50	1. 00	1.00	1. 00	Per hand
5 ~ 10	with 6 or more	1 , 1	1. 00	1.00	3. 00	Per hand
5 ~ 10	with 5 players	1 , 1	1. 00	1.00	2. 00	Per hand
5 ~ 10	with 4 or less	1 , 1	1. 00	1.00	1. 50	Per hand
10 ~ 20	with 6 or more	2 , 1 , 1	1. 00	1.00	4 .00	Per hand
10 ~ 20	with 5 players	2 , 1 , 1	1. 00	1.00	3. 00	Per hand
10 ~ 20	with 4 or less	2 , 1 , 1	1. 00	1.00	2. 00	Per hand
10 ~ 20 Hi-Lo	with 6 or more	2 , 1 , 1	N / A	1.00	4 .00	Per hand
10 ~ 20 Hi-Lo	with 5 players	2 , 1 , 1	N / A	1.00	3. 00	Per hand
10 ~ 20 Hi-Lo	with 4 or less	2 , 1 , 1	N / A	1.00	2. 00	Per hand
20 ~ 40	with 6 or more	5 , 5 , 5	N / A	1.00	4 .00	Per hand
20 ~ 40	with 5 players	5 , 5 , 5	N / A	1.00	3. 00	Per hand
20 ~ 40	with 4 or less	5 , 5 , 5	N / A	1.00	2. 00	Per hand
25 ~ 50	with 6 or more	5 , 5 , 5	N / A	1.00	4 .00	Per hand
25 ~ 50	with 5 players	5 , 5 , 5	N / A	1.00	3. 00	Per hand
25 ~ 50	with 4 or less	5 , 5 , 5	N / A	1.00	2. 00	Per hand
25 ~ 50 HI-Lo	with 6 or more	5 , 5 , 5	N / A	1.00	4 .00	Per hand
25 ~ 50 HI-Lo	with 5 players	5 , 5 , 5	N / A	1.00	3. 00	Per hand
25 ~ 50 HI-Lo	with 4 or less	5 , 5 , 5	N / A	1.00	2. 00	Per hand
30 ~ 60	with 6 or more	5 , 5 , 5	N / A	1.00	4 .00	Per hand
25 ~ 50 HI-Lo	with 5 players	5 , 5 , 5	N / A	1.00	3. 00	Per hand
25 ~ 50 HI-Lo	with 4 or less	5 , 5 , 5	N / A	1.00	2. 00	Per hand
40 ~ 80	with 6 or more	10 , 10 , 10 ,	N / A	1.00	4 .00	Per hand
40 ~ 80	with 5 players	10 , 10 , 10 ,	N / A	1.00	3. 00	Per hand
40 ~ 80	with 4 or less	10 , 10 , 10 ,	N / A	1.00	2. 00	Per hand

$ 17 .00 is the cap for all collection games.
Please inform Shift Manager when a game is larger than listed.
If a game is not listed, it will take the collection of the **next highest game**.
Half and Half game will pay the **lowest game rate**.
No Jackpot Drop when a 9 handed game becomes 4 handed or less.
No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.

POKER COLLECTION RATES
LOWBALL

Limit & number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
2 ~ 4 with 6 or more	2	1. 00	0.50	3. 00 Per hand
2 ~ 4 with 5 players	2	1. 00	0.50	2. 00 Per hand
2 ~ 4 with 4 or less	2	1. 00	0.50	1. 00 Per hand
3 ~ 6 with 6 or more	3	1. 00	1.00	3. 50 Per hand
3 ~ 6 with 5 players	3	1. 00	1.00	2. 50 Per hand
3 ~ 6 with 4 or less	3	1. 00	1.00	1. 00 Per hand
5 ~ 10 with 6 or more	5	1. 00	1.00	4. 00 Per hand
5 ~ 10 with 5 players	5	1. 00	1.00	2. 00 Per hand
5 ~ 10 with 4 or less	5	1. 00	1.00	1. 00 Per hand
10 ~ 20 with 7 or more	5 , 5 , 10	1. 00	1.00	4. 00 Per hand
10 ~ 20 with 6 players	5 , 5 , 10	1. 00	1.00	2. 00 Per hand
10 ~ 20 with 5 or less	5 , 5 , 10	1. 00	1.00	1. 00 Per hand
15 ~ 30 with 7 or more	5 , 10 , 15	$ 1.00 per hand	1.00	4. 00 Per hand
15 ~ 30 with 6 players	5 , 10 , 15	$ 1.00 per hand	1.00	2. 00 Per hand
15 ~ 30 with 5 or less	5 , 10 , 15	$ 1.00 per hand	1.00	1. 00 Per hand
20 ~ 40 with 7 or more	10 , 10 ,	$ 1.00 per hand	1.00	4. 00 Per hand
20 ~ 40 with 6 players	10 , 10 ,	$ 1.00 per hand	1.00	2. 00 Per hand
20 ~ 40 with 5 or less	10 , 10 ,	$ 1.00 per hand	1.00	1. 00 Per hand

Limits	Blind	Jackpot Collection	Table Fee New Player *	Table Fee Regular *
30 ~ 60 With 5 or more	10 , 20 , 30	$ 1.00 per hand	5.00	10.00
30 ~ 60 With 4 or less	10 , 20 , 30	$ 1.00 per hand	5.00	5.00
50 ~ 100 with 5 or more	25 , 25 , 50	$ 1.00 per hand	5.00	11. 00
50 ~ 100 with 4 or less	25 , 25 , 50	$ 1.00 per hand	5.00	5. 00
60 ~ 120 with 5 or more	20 , 40 , 60	$ 1.00 per hand	6.00	12. 00
60 ~ 120 with 4 or less	20 , 40 , 60	$ 1.00 per hand	6.00	6. 00
75 ~ 100 with 5 or more	25 , 50 , 75	$ 1.00 per hand	6.00	12. 00
75 ~ 100 with 4 or less	25 , 50 , 75	$ 1.00 per hand	6.00	6. 00
100 ~ 200 with 5 or more	50, 50, 100	$ 1.00 per hand	6.00	13. 00
100 ~ 200 with 4 or less	50, 50, 100	$ 1.00 per hand	6.00	6. 00
150 ~ 300 with 5 or more	50 , 100 , 150	$ 1.00 per hand	7.00	14. 00
150 ~ 300 with 4 or less	50 , 100 , 150	$ 1.00 per hand	7.00	7. 00
200 ~ 400 with 5 or more	100 , 100 , 200	$ 1.00 per hand	7.00	15. 00
200 ~ 400 with 4 or less	100 , 100 , 200	$ 1.00 per hand	7.00	7. 00
300 ~ 600 with 5 or more	100 , 200 , 300	$ 1.00 per hand	8.00	16. 00
300 ~ 600 with 4 or less	100 , 200 , 300	$ 1.00 per hand	8.00	8. 00
400 ~ 800 with 5 or more	200 , 200 , 400	$ 1.00 per hand	8.00	17. 00
400 ~ 800 with 4 or less	200 , 200 , 400	$ 1.00 per hand	8.00	8. 00

California Commerce Casino

POKER COLLECTION RATES
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Limit & number of players		Blind	Designated Table Fee *Note 1*	Regular Table Fee	
2 ~ 4	with 6 or more	2	0.50	3. 00	Per hand
2 ~ 4	with 5 players	2	0.50	2. 00	Per hand
2 ~ 4	with 4 or less	2	0.50	1. 00	Per hand
3 ~ 6	with 6 or more	3	1.00	3. 50	Per hand
3 ~ 6	with 5 players	3	1.00	2. 50	Per hand
3 ~ 6	with 4 or less	3	1.00	1. 00	Per hand
5 ~ 10	with 6 or more	5	1.00	4. 00	Per hand
5 ~ 10	with 5 players	5	1.00	2. 00	Per hand
5 ~ 10	with 4 or less	5	1.00	1. 00	Per hand
10 ~ 20	with 7 or more	5 , 5 , 10	1.00	4. 00	Per hand
10 ~ 20	with 6 players	5 , 5 , 10	1.00	2. 00	Per hand
10 ~ 20	with 5 or less	5 , 5 , 10	1.00	1. 00	Per hand
15 ~ 30	with 7 or more	5 , 10 , 15	1.00	4. 00	Per hand
15 ~ 30	with 6 players	5 , 10 , 15	1.00	2. 00	Per hand
15 ~ 30	with 5 or less	5 , 10 , 15	1.00	1. 00	Per hand
20 ~ 40	with 7 or more	10 , 10 ,	1.00	4. 00	Per hand
20 ~ 40	with 6 players	10 , 10 ,	1.00	2. 00	Per hand
20 ~ 40	with 5 or less	10 , 10 ,	1.00	1. 00	Per hand

Limits		Blind	Table Fee New Player *	Table Fee Regular *
30 ~ 60	With 5 or more	10 , 20 , 30	5.00	10.00
30 ~ 60	With 4 or less	10 , 20 , 30	5.00	5.00
50 ~ 100	with 5 or more	25 , 25 , 50	5.00	11. 00
50 ~ 100	with 4 or less	25 , 25 , 50	5.00	5. 00
60 ~ 120	with 5 or more	20 , 40 , 60	6.00	12. 00
60 ~ 120	with 4 or less	20 , 40 , 60	6.00	6. 00
75 ~ 100	with 5 or more	25 , 50 , 75	6.00	12. 00
75 ~ 100	with 4 or less	25 , 50 , 75	6.00	6. 00
100 ~ 200	with 5 or more	50, 50, 100	6.00	13. 00
100 ~ 200	with 4 or less	50, 50, 100	6.00	6. 00
150 ~ 300	with 5 or more	50 , 100 , 150	7.00	14. 00
150 ~ 300	with 4 or less	50 , 100 , 150	7.00	7. 00
200 ~ 400	with 5 or more	100 , 100 , 200	7.00	15. 00
200 ~ 400	with 4 or less	100 , 100 , 200	7.00	7. 00
300 ~ 600	with 5 or more	100 , 200 , 300	8.00	16. 00
300 ~ 600	with 4 or less	100 , 200 , 300	8.00	8. 00
400 ~ 800	with 5 or more	200 , 200 , 400	8.00	17. 00
400 ~ 800	with 4 or less	200 , 200 , 400	8.00	8. 00

California Commerce Casino

POKER COLLECTION RATES
Triple draw

Limit & number of players		Blind	Designated Table Fee *Note 1*	Regular Table Fee	
2 ~ 4	with 6 or more	2	0.50	3. 00	Per hand
2 ~ 4	with 5 players	2	0.50	2. 00	Per hand
2 ~ 4	with 4 or less	2	0.50	1. 00	Per hand
3 ~ 6	with 6 or more	3	1.00	3. 50	Per hand
3 ~ 6	with 5 players	3	1.00	2. 50	Per hand
3 ~ 6	with 4 or less	3	1.00	1. 00	Per hand
5 ~ 10	with 6 or more	5	1.00	4. 00	Per hand
5 ~ 10	with 5 players	5	1.00	2. 00	Per hand
5 ~ 10	with 4 or less	5	1.00	1. 00	Per hand
10 ~ 20	with 7 or more	5 , 5 , 10	1.00	4. 00	Per hand
10 ~ 20	with 6 players	5 , 5 , 10	1.00	2. 00	Per hand
10 ~ 20	with 5 or less	5 , 5 , 10	1.00	1. 00	Per hand
15 ~ 30	with 7 or more	5 , 10 , 15	1.00	4. 00	Per hand
15 ~ 30	with 6 players	5 , 10 , 15	1.00	2. 00	Per hand
15 ~ 30	with 5 or less	5 , 10 , 15	1.00	1. 00	Per hand
20 ~ 40	with 7 or more	10 , 10 ,	1.00	4. 00	Per hand
20 ~ 40	with 6 players	10 , 10 ,	1.00	2. 00	Per hand
20 ~ 40	with 5 or less	10 , 10 ,	1.00	1. 00	Per hand

Limits		Blind	Table Fee New Player *	Table Fee Regular *
30 ~ 60	With 5 or more	10 , 20 , 30	5.00	10.00
30 ~ 60	With 4 or less	10 , 20 , 30	5.00	5.00
50 ~ 100	with 5 or more	25 , 25 , 50	5.00	11. 00
50 ~ 100	with 4 or less	25 , 25 , 50	5.00	5. 00
60 ~ 120	with 5 or more	20 , 40 , 60	6.00	12. 00
60 ~ 120	with 4 or less	20 , 40 , 60	6.00	6. 00
75 ~ 100	with 5 or more	25 , 50 , 75	6.00	12. 00
75 ~ 100	with 4 or less	25 , 50 , 75	6.00	6. 00
100 ~ 200	with 5 or more	50, 50, 100	6.00	13. 00
100 ~ 200	with 4 or less	50, 50, 100	6.00	6. 00
150 ~ 300	with 5 or more	50 , 100 , 150	7.00	14. 00
150 ~ 300	with 4 or less	50 , 100 , 150	7.00	7. 00
200 ~ 400	with 5 or more	100 , 100 , 200	7.00	15. 00
200 ~ 400	with 4 or less	100 , 100 , 200	7.00	7. 00
300 ~ 600	with 5 or more	100 , 200 , 300	8.00	16. 00
300 ~ 600	with 4 or less	100 , 200 , 300	8.00	8. 00
400 ~ 800	with 5 or more	200 , 200 , 400	8.00	17. 00
400 ~ 800	with 4 or less	200 , 200 , 400	8.00	8. 00

$ 17.00 is the cap for all collection games.
Please inform Shift Manager when a game is larger than listed.
If a game is not listed, it will take the collection of the **next highest game**.
Half and Half game will pay the **lowest game rate**.
No Jackpot Drop when a 9 handed game becomes 4 handed or less.

California Commerce Casino

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

POKER COLLECTION RATES

CRAZY PINEAPPLE HI-LO SPLIT(Eight or better)

Limit &	number of players	Blinds	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
3~6	with 8 or more players	1 , 3	1. 00	1. 00	$3 per hand
3~6	with 7 players	1 , 3	1. 00	1. 00	$2 per hand
3~6	with 6 or less players	1 , 3	1. 00	1. 00	$1 per hand
3~6 W/ Kill	with 8 or more players	1 , 3	1. 00	1. 00	$3 per hand
3~6 W/ Kill	with 7 players	1 , 3	1. 00	1. 00	$3 per hand
3~6 W/ Kill	with 6 or less players	1 , 3	1. 00	1. 00	$2 per hand
6~12	with 8 or more players	3 , 6	1. 00	1. 00	$4 per hand
6~12	with 7 players	3 , 6	1. 00	1. 00	$3 per hand
6~12	with 6 or less players	3 , 6	1. 00	1. 00	$1 per hand
6~12 W/ Kill	with 8 or more players	3 , 6	1. 00	1. 00	$4 per hand
6~12 W/ Kill	with 7 players	3 , 6	1. 00	1. 00	$3 per hand
6~12 W/ Kill	with 6 or less players	3 , 6	1. 00	1. 00	$1 per hand
10~20	with 8 or more players	5 , 10	$ 1.00 per hand	1. 00	$4 per hand
10~20	with 7 players	5 , 10	$ 1.00 per hand	1. 00	$3 per hand
10~20	with 6 or less players	5 , 10	$ 1.00 per hand	1. 00	$2 per hand
15~30	with 8 or more players	5 , 15	$ 1.00 per hand	1. 00	$4 per hand
15~30	with 7 players	5 , 15	$ 1.00 per hand	1. 00	$3 per hand
15~30	with 6 or less players	5 , 15	$ 1.00 per hand	1. 00	$2 per hand
20~40	with 8 or more players	10 , 20	$ 1.00 per hand	1. 00	$4 per hand
20~40	with 7 players	10 , 20	$ 1.00 per hand	1. 00	$3 per hand
20~40	with 6 or less players	10 , 20	$ 1.00 per hand	1. 00	$2 per hand

*Note1 Designated table fees are taken before the flop **and** after the turn*

Please inform Shift Manager when a game is larger than listed.

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

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

California Commerce Casino

POKER COLLECTION RATE
MEXICAN POKER

Limit & number of players	Ante	Jackpot Collection	Designated Table Fee *Note 1*	Forced Bet	Regular Table Fee
2~4 with 6 or more players	$ 0.50	$0. 50	$0. 50	$2.00	$2.50 per hand
2~4 with 5 players	$ 0.50	$0. 50	$0. 50	$2.00	$1.50 per hand
2~4 with 4 or less players	$ 0.50	$0. 50	$0. 50	$2.00	$1.00 per hand
3~6 with 6 or more players	$ 0.50	$0. 50	$ 1.00	$3.00	$2.50 per hand
3~6 with 5 players	$ 0.50	$0. 50	$ 1.00	$3.00	$2.00 per hand
3~6 with 4 or less players	$ 0.50	$0. 50	$ 1.00	$3.00	$1.00 per hand
4~8 with 6 or more players	$ 1.00	$0. 50	$ 1.00	$4.00	$3.00 per hand
4~8 with 5 players	$ 1.00	$0. 50	$ 1.00	$4.00	$2.50 per hand
4~8 with 4 or less players	$ 1.00	$0. 50	$ 1.00	$4.00	$2.00 per hand
6~12 with 6 or more players	$ 1.00	$0. 50	$ 1.00	$6.00	$4.00 per hand
6~12 with 5 players	$ 1.00	$0. 50	$ 1.00	$6.00	$3.00 per hand
6~12 with 4 or less players	$ 1.00	$0. 50	$ 1.00	$6.00	$2.00 per hand
9~18 with 6 or more players	$ 1.00	$0. 50	$ 1.00	$9.00	$4.00 per hand
9~18 with 5 players	$ 1.00	$0. 50	$ 1.00	$9.00	$3.00 per hand
9~18 with 4 or less players	$ 1.00	$0. 50	$ 1.00	$9.00	$2.00 per hand

Note1 Designated Table Fee will be taken when the first up-card and the third up-card is delivered

California Commerce Casino

MEXICAN POKER (No Limit)

Buy-in & number of players	Ante	Jackpot Table Fee	Designated Table Fee *Note 1*	Forced Bet	Designated Table Fee
$100 buy-in with 4 or more players	$ 2.00	$0. 50	$ 1.00	$ 5.00	$3.00 per hand
$100 buy-in with 3 or less players	$ 2.00	$0. 50	$ 1.00	$ 5.00	$2.00 per hand
$200 buy-in with 4 or more players	$ 2.00	$0. 50	$ 1.00	$ 10.00	$4.00 per hand
$200 buy-in with 3 or less players	$ 2.00	$0. 50	$ 1.00	$ 10.00	$3.00 per hand
$300 buy-in with 4 or more players	$ 3.00	$0. 50	$ 1.00	$ 15.00	$4.00 per hand
$300 buy-in with 3 or less players	$ 3.00	$0. 50	$ 1.00	$ 15.00	$3.00 per hand
$500 buy-in with 4 or more players	$ 3.00	$0. 50	$ 1.00	$ 20.00	$5.00 per hand
$500 buy-in with 3 or less players	$ 3.00	$0. 50	$ 1.00	$ 20.00	$4.00 per hand

Note1 Designated Table Fee will be taken when the first up-card and the third up-card is delivered

Please inform Shift Manager when a game is larger than listed.

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

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

POKER COLLECTION RATES

POT LIMIT HOLD'EM

Blind	Jackpot Collection	Designated table fee*	Table fee
2 , 3 , 5	$ 1.00 per hand	6.00	11. 00
2, 3, 5, 10	$ 1.00 per hand	6.00	6. 00
5 , 5 , 10 with 6 or more players	$ 1.00 per hand	6.00	13. 00
5 , 10 , 15 with 6 or more players	$ 1.00 per hand	6.00	7. 00
5 , 10 , 25 with 6 or more players	$ 1.00 per hand	6.00	11. 00
5 , 10 , 25 with 5 or less players	$ 1.00 per hand	6.00	6. 00
25 , 25 , 50 with 6 or more players	$ 1.00 per hand	7.00	13. 00
25 , 25 , 50 with 5 or less players	$ 1.00 per hand	7.00	7. 00

*** Per Player Per Half Hour Collection Rate**

California Commerce Casino

NO LIMIT HOLD'EM

Blind	Jackpot Collection	Designated table fee*	Table Fee
3 , 5	$ 1.00 per hand	6.00	11. 00
3 , 5	$ 1.00 per hand	6.00	6. 00
5 , 10	$ 1.00 per hand	6.00	13. 00
5 , 10	$ 1.00 per hand	6.00	7. 00
10 , 15	$ 1.00 per hand	6.00	11. 00
10 , 15	$ 1.00 per hand	6.00	6. 00
15 , 25	$ 1.00 per hand	5.00	10. 00
15 , 25	$ 1.00 per hand	5.00	5. 00
25 , 50	$ 1.00 per hand	6.00	12. 00
25 , 50	$ 1.00 per hand	6.00	6. 00

*** Per Player Per Half Hour Collection Rate**

California Commerce Casino

NO LIMIT HOLD'EM

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
3, 5 with 7 or more players	5 , 10	$ 1.00 per hand	1.00	5. 00 Per hand
3, 5 with 6 players	5 , 10	$ 1.00 per hand	1.00	3. 00 Per hand
3, 5 with 5 players	5 , 10	$ 1.00 per hand	1.00	2. 00 Per hand
3, 5 with 4 or less players	5 , 10	$ 1.00 per hand	1.00	1. 00 Per hand
5, 10 with 7 or more players	5 , 15	$ 1.00 per hand	1.00	5. 00 Per hand
5, 10 with 6 players	5 , 15	$ 1.00 per hand	1.00	3. 00 Per hand
5, 10 with 5 players	5 , 15	$ 1.00 per hand	1.00	2. 00 Per hand
5, 10 with 4 or less players	5 , 15	$ 1.00 per hand	1.00	1. 00 Per hand
10, 15 with 7 or more players	10 , 20	$ 1.00 per hand	1.00	5. 00 Per hand
10, 15 with 6 players	10 , 20	$ 1.00 per hand	1.00	3. 00 Per hand
10, 15 with 5 players	10 , 20	$ 1.00 per hand	1.00	2. 00 Per hand
10, 15 with 4 or less players	10 , 20	$ 1.00 per hand	1.00	1. 00 Per hand
10, 20 with 7 or more players	20 , 30	$ 1.00 per hand	1.00	5. 00 Per hand
10, 20 with 6 players	20 , 30	$ 1.00 per hand	1.00	3. 00 Per hand
10, 20 with 5 players	20 , 30	$ 1.00 per hand	1.00	2. 00 Per hand
10, 20 with 4 or less players	20 , 30	$ 1.00 per hand	1.00	1. 00 Per hand
20, 20 with 7 or more players	20 , 40	$ 1.00 per hand	1.00	5. 00 Per hand
20, 20 with 6 players	20 , 40	$ 1.00 per hand	1.00	3. 00 Per hand
20, 20 with 5 players	20 , 40	$ 1.00 per hand	1.00	2. 00 Per hand
20, 20 with 4 or less players	20 , 40	$ 1.00 per hand	1.00	1. 00 Per hand

*Note1 Designated table fees are taken before the flop **and** after the turn*

Commerce Casino

L.A.'s FRIENDLIEST

NO BUST BLACKJACK

WITH ELECTRO-MECHANICAL SHUFFLER

OBJECT OF THE GAME

Players compete against a rotating player-dealer to obtain the better hand. There are six player positions. Players receive two cards and may, at their discretion, draw additional cards. The value of a player's hand is determined by adding the assigned numerical value all cards in their hand.

VALUE OF CARDS

No-Bust Blackjack is played with a plural standard deck of cards with up to one joker added per deck. The game can be played with a minimum of two (2) and a maximum of eight (8) decks.

- Two jokers dealt as the first two cards is the best possible hand and is also know as a "Natural".

- One joker dealt with any other card regardless of value is the second best hand. The joker in this case is "wild".

- An ace has a value of either 1 or 11.

- All cards from 2-10 have their face value.

- Picture or face cards have a value of 10.

Although the game can be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card Shuffler (DCS) system. The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) one display monitor that is placed in front of the dealer; d) two chip recognizing portals that are in front of each monitor (total of 12 portals), and e) the computer processor that is placed directly underneath the dealing unit and is affixed to the table. The DCS method of shuffling and dealing are described on the attached No Bust Blackjack Digital Card System Shuffle Process description and Electro-Mechanical Shufflers Comparative Analysis.

This DCS shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, seven monitors and twelve portals) are simultaneously linked via data cables and the system is powered by 120V electricity.

The visible part of the DCS unit, on the left side of the dealing tray, has buttons labeled "Deal", "Stand", "Hit", "Double Down", and "Split". By pressing the "Deal" button, the computer processor randomly deals digital cards to every player, similar to a casino dealer pitching a paper card to the players. The dealer uses the remaining buttons to implement decisions made by each player.

Two separate portals are placed in front of each monitor. One is designated for the collection and the other is for the bets. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The presence of chips is then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the absence of a collection and hence, will not deliver cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on the appropriate player's monitor. In addition, each time a card is dealt to a player, the updated player's score is displayed on the monitor. Each player will be able to see other players' hands and observe each individuals playing strategy.

Each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- Verification of the initial wager and collection.
- Each player's hand content,
- Other players' hand contents,
- Each new card that is dealt,
- "Suggested Play" strategy.
- "Real Time" updated hand tally (score) as the cards are being dealt.
- The disposition of each player's hand after completion of the round of play.
  Green border and the word "Winner" for winning hands. Red border and the words "No Win" for losing hands. Yellow border and the word "Push" for ties.

RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two jokers are added to the deck for a total of 54 cards in the deck. The system can accommodate from two to eight decks of cards.

RANKING CHART

CARD	VALUE
Ace	1 or 11
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
Jack	10
Queen	10
King	10
Joker	Wild

RULES FOR PLAYERS

MUST STAND ON	MUST HIT ON	HAVE OPTION ON
Soft & Hard 20 Soft & Hard 21 21	11 or Less	12 13 14 15 16 17 18 19

RULES FOR PLAYER/DEALER

MUST STAND ON	MUST HIT ON	HAVE OPTION ON
Hard 17 and Above	Soft 17 or Less	None

COLLECTIONS

Collections are taken at the beginning of each round of play. After gathering the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. At the conclusion of each round of play, the casino dealer drops the total amount of collections. Each player pays the following pre-determined collection at the beginning of each round.

NO BUST BLACKJACK

LIMIT	JACKPOT Collection	PLAYER-DEALER Table Fee	Player
$ 2 to $ 10	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 5 to $ 20	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet

ROUND OF PLAY

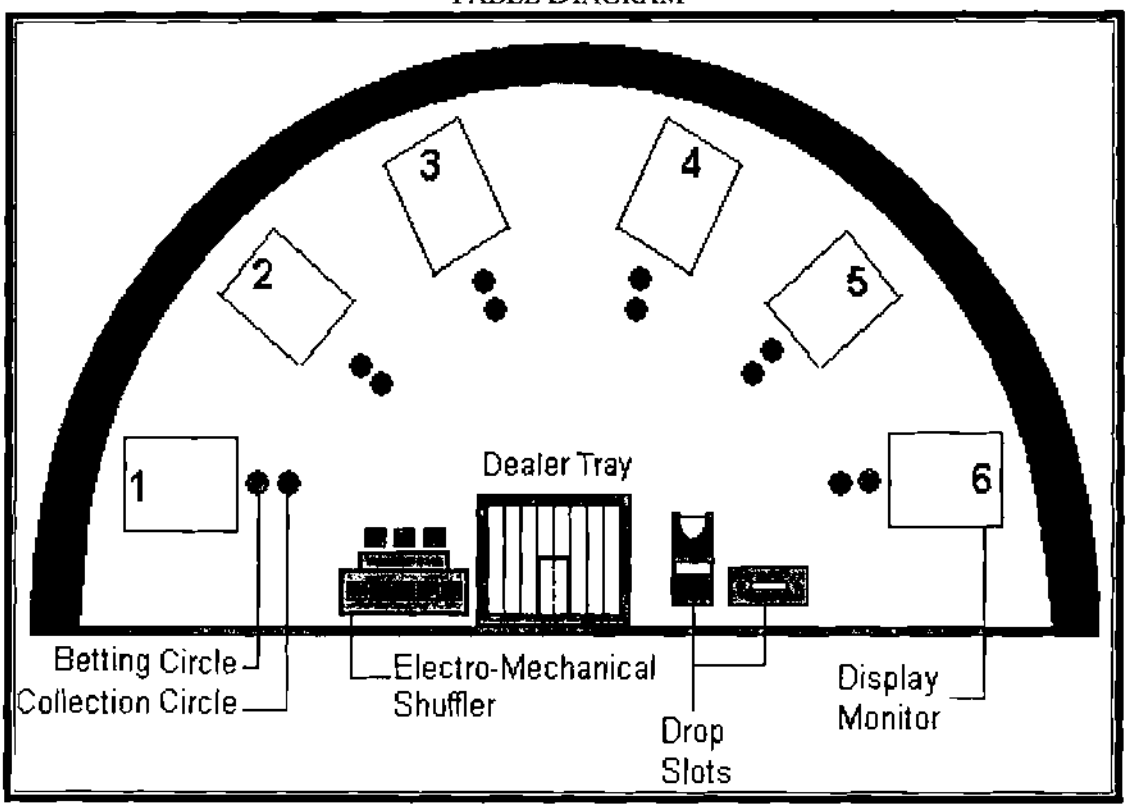
To begin play, the "action button" (the icon used to designate the dealer/player) is placed at first base or position one. Players place their initial wager and their collection in the designated areas on the table layout. A round of play begins when the house collects the table fee ("collection") and the initial two cards are dealt to each player. The collection is taken at the beginning of each round; no other collections are taken until that round is complete and wagers are settled.

i. No Bust Blackjack is played on a raised table with six players who face the dealer in a 180-degree seating arrangement (see below). The casino dealer stands opposite of the players, in the center of the table. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other table games, all action and the deal of the cards move in a clockwise direction from seat number one to number six.

ii. The house dealer calls verifies that all players have posted a collection and the initial wager.

iii. Prior to dealing, the house dealer takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play.

TABLE DIAGRAM



iv. The game utilizes from two to eight standard 52-card decks with two added Jokers.

v. All tables will have nomenclature (signage) on the tables specifying the name of the games, limits of the games, the collection rates and the betting limits.

vi. Once players have placed their bets and collections, the dealer retrieves the collections and then presses the "Deal" button on the dealing unit. The cards then deal out beginning at position one and continuing around the table to position six and then finally to the dealer position.

vii. Beginning with the player who has the "action button" on their screen, and moving clockwise around the table, players then make decisions on whether to take another card (hit) or to not take another card (stand). Once the final player has made a decision, the play comes to the dealer's hand. The dealer simply presses the deal key, the dealer's down card turns over and the game automatically deals our cards hitting on a score of 16 or below, standing on a score of 17 or above.

viii. When the dealer's hand is determined, the border of each players screen changes color to notify the player of the disposition of her hand as compared with the player-dealer's hand. In addition, the outcome of each player's hand is reflected on her screen in words that describe the outcome of that round. The border around the screen of a player with a winning hand will become green in color and the word "Winner" in green will appear across the middle of the player's screen. The border around the screen of a player with a losing hand will turn red in color with the words "No Win" in red appearing across the player's screen. In the event of a tie, the border of the player's screen will turn the color yellow and the word "Push" will appear across the player's screen, also in yellow.

ix. The dealer will then collects the losing bets, pays the winning bets and pushes the tie bets.

x. Once all wagers have been settled, the dealer presses the deal button and the next round is ready to begin. Play continues in this fashion until the red "cut" card appears in the shoe window. The cut card will display the words "Shuffle Pending". The appearance of the cut card signifies to all the players that this is the last hand to be played from this shoe. After completion of that round of play, the electromechanical shuffler will shuffle the cards, the dealer will cut the cards by depressing the deal button and play will continue as described.

GAME RULES

1) A "natural 22" (the first two cards dealt to a single hand are jokers) is the best possible hand. If the player and the player-dealer's hands are both a "natural", the hand is a push or tie, and no action is taken on the wager

2) If a player's total is less than a "natural" and the player-dealer's total is equal to or greater than a "natural", the player wins the hand.

3) If a player's total is less than a "Natural" and the player-dealer's hand is less than a "Natural", the hand closest to a "Natural" wins.

4) If a player and the player-dealer have the same total and it is less than a "Natural", the hand is a push or tie, and no action is taken on the wager.

5) If a player's and the player-dealer's totals are more than a "Natural", the following will apply:

A) If the player-dealer is closer to a "Natural", the player-dealer wins the hand.
B) If the player is closer to a "Natural", the result is a push or tie and no action is taken on the wager.

6) The dealer wins all ties or pushes over a "Natural".

7) If a player's total is greater than a "Natural" and the player-dealer has less than a "Natural", the player-dealer wins.

8) If the player-dealer's first up card is a joker, all hands are frozen on the table. The dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.

9) No player may double down, surrender or split when the player-dealer is dealt a joker as her first up card.

10) If the player/dealer's first up card is not a joker, the house dealer will draw as many cards as permitted (after all players have made their hands) up to a hard 17 or higher.

11) Players with a non-joker hand have the option to draw additional cards to make their best hand.

12) Players who receive a joker as one of their first two cards cannot draw an additional card.

13) Double–Down, Split, Surrender & Odds

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

B) Players can split any pair of two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager 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 possible.

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 she originally placed prior to the start of the game.

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

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

F) Players cannot double-down, split or surrender when the player-dealer's first card dealt is a joker.

G) There is no extra collection fee taken by the casino on any double-down or split.

H) Player's joker-joker or "Natural" pays 2 to 1. All other hands pay even money.

I) All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The player-dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening player-dealer so that no single player can continually occupy the player-dealer position within the meaning of **Oliver v. County of Los Angeles** (1998) 66 Cal. App. 4th 1397, 1408-1409.

Commerce Casino

L.A.'s FRIENDLIEST

No Bust 21st CENTURY BLACKJACK

SECOND CHANCES

OBJECT OF THE GAME

The object of No Bust 21st Century Blackjack is to form a hand that is a "Natural" or as close to "21" as possible, without exceeding it. A player does not bust by exceeding 21 but can only Push. A "Natural" hand beats all other hands and players are paid 2 to 1 odds. Any two card "21" is the second best hand and players are paid 6 to 5 odds. A player wins by obtaining a higher ranked hand than the Player/Dealer.

DEFINITIONS:

Action button: determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table.

Blackjack: A two card hand containing an Ace and any ten-valued card.

(DCS) System: DigiDeal's patented Digital Card Shuffler (DCS) system that is an approved game aid for No Bust 21st Century Blackjack.

Double Down: Player option to double the bet and receive one, and only one, Hit card.

Hit: Player option to draw another card to the hand

Insurance: Player option that can be exercised if the Player-Dealer's up-card is an Ace. Player may place additional wager in the amount of half of the original bet that the Player/Dealer will have Blackjack. .

Natural: Two Jokers dealt as a player's first two cards. This hand pays 2 to 1.

Second Chance: Player may forfeit half of their wager and ask for replacement of their Hit card once in every hand. The dealer will discard the Hit card and deliver the player with a new Hit card.

Odds: Player's "Natural" pays 2 to 1. Blackjack hands pays 6 to 5

Push: Tie

Split Pairs: Player' option to split matching pairs of cards into two separate hands, and play them independently.

Stand: Player's option to not take a Hit card

Surrender: Player's option to fold prior to Standing or taking a Hit card and forfeit half of the original bet.

TABLE FEE AND JACKPOT COLLECTIONS

Table Fee and Jackpot collections are taken at the beginning of each round of play. After gathering the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. At the conclusion of each round of play, the casino dealer drops the total amount of collections into the drop box. Each player pays the following pre-determined collection at the beginning of each round.

LIMIT	JACKPOT	PLAYER-DEALER	PLAYER
$ 2 to $ 10	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 5 to $ 20	$ 1.00 per hand	$ 1.00 per hand	$ 0.50 per bet
$ 10 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 25 to $ 100	$ 1.00 per hand	$ 2.00 per hand	$ 1.00 per bet
$ 50 to $ 300	$ 1.00 per hand	$ 4.00 per hand	$ 2.00 per bet
$ 100 to $ 500	$ 1.00 per hand	$ 5.00 per hand	$ 3.00 per bet

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game is played with a shoe containing a minimum of one (1) and a maximum of eight (8) decks with at least two Jokes.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural".
- Any two card hand that totals 21 (Ace with any face card or 10) is the second best hand (Blackjack). Blackjack hand beats all other hands with the exception of Natural hands.
- Aces have a value of either 1 or 11.
- Jokers have a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

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

PLAYING PROCEDURE / ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion. 21st Century Blackjack can also be offered using the DCS System.

2. The game utilizes a shoe with a standard 52-card deck with a minimum of two added Jokers. The game can be played with a minimum of one deck and maximum of eight decks of cards.

3. All tables will have clear signage displaying the name of the game, the number of Jokers in the deck, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount

that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "player/dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".

6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deliver the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer delivers the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.

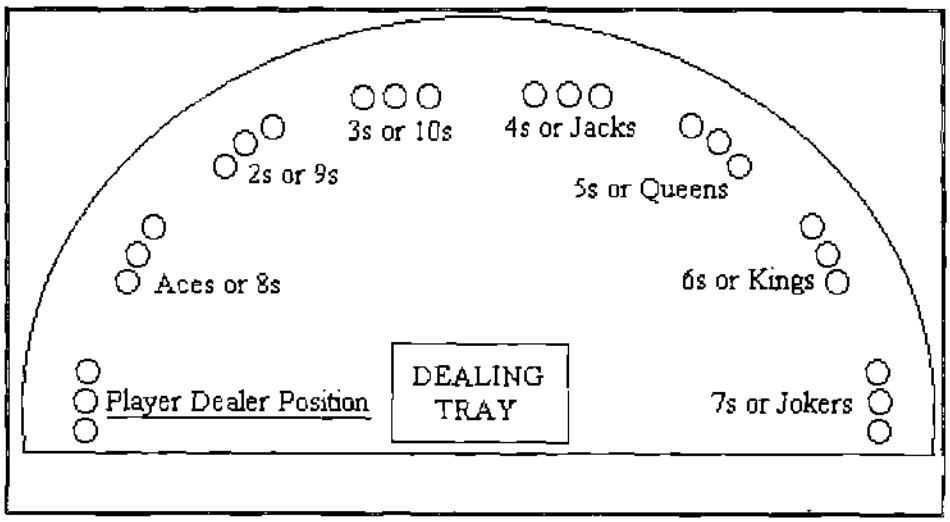
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

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

Rules for Players		
Must Stand On	**Must Hit on**	**Have Option on**
Soft & Hard 21 **Natural**	**11or Less**	**12** **13** **14** **15** **16** **17** **18** **19** **20**

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over Player/Dealer hole card. This card will determine where the "action button" will be placed.

11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. Please see the chart below for an example of how the card's value is used to determine the placement of the action button.

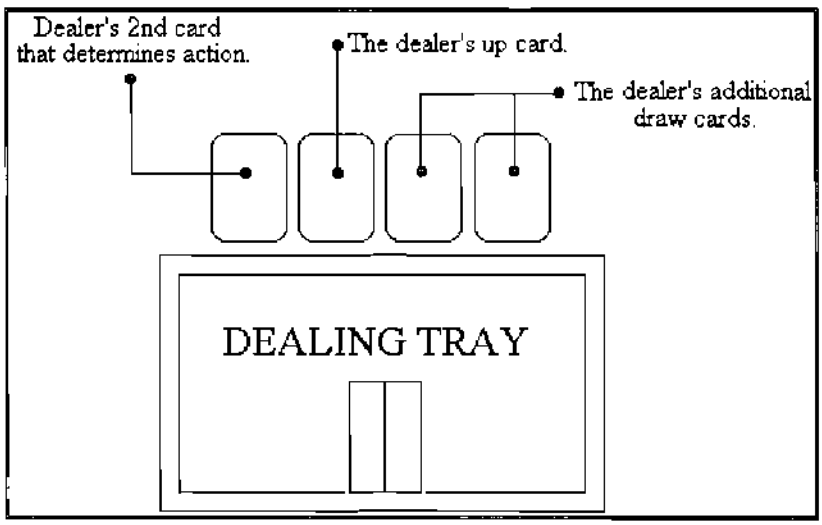


12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.

13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.

14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.

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



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

Rules for Player/Dealer		
Must Stand on	Must Hit on	Have Option On
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.

19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

•A "Natural" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural", the hand is a Push or tie, and no action is taken on the wager.

•If a player's total is less than "21" and the Player/Dealer's total is more than a "21", the player wins the hand.

•If a player's total and the Player/Dealers hands both have a value of less than "21", the hand closest to "21" wins.

•If a player and the Player/Dealer have the same total and it is less than "21", the hand is a Push or tie, and no action is taken on the wager.

•If both a player's and the Player/Dealer's hand totals are more than "21", the Player/Dealer wins with the following exception:

•The wager is a "push" if the player's hand totals twenty three or higher and the Player/Dealer's hand has a 3-card with value of hard 23 thru 25.

•The Player/Dealer wins all ties or pushes over a "Natural".

•If a player has more than "21" and the Player/Dealer has less than "21", the Player/Dealer wins.

•A two card "21" ("Blackjack") beat all hands other than a Natural.

•All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

•Backline betting is allowed; subject to local ordinance or code.

•Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS, INSURANCE& SECOND CHANCE

DOUBLE-DOWN: Players can double-down on any two cards at anytime with the exception of all Natural hand and 21. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

SPLIT: Players can split any two cards with any value, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.

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

Multiple splitting of cards is permitted.

SURRENDER: Players can surrender at anytime if the value of their hand does 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.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is their any extra collection fee charged to the Player/Dealer.

ODDS: Player's Joker-Joker or "Natural" pays 2 to 1. Any blackjack hands pays 6 to 5

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

INSURANCE: When the dealer has an Ace showing, players can take insurance by betting 1/2 of their blackjack wager. If the player/dealer has a blackjack the insurance bet is paid 2 to 1 and the player's blackjack wager loses if the player does not have a blackjack.

SECOND CHANCE: Player may forfeit half of their wager and ask for replacement of their draw card once in every hand. The dealer will discard the hit card and deliver the player with a new hit card.

ROTATING PLAY/DEALER: The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal. App. 4th 1397, 1408-1409.

6. Name of Game: **Draw Poker (Jacks or Better)**

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

(a) what are the standards of play?

See page 35 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, plus a joker which is used as an ace or to complete a straight or flush.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player five down cards starting to the left of the dealer button.**

   (a) Dealer asks players from left of dealer button if they have openers (a hand of jacks or better are openers). If there is an opening hand, a round of betting will follow.

2. **The dealer asks each player how many cards they would like to draw starting clockwise from the dealer button.**

3. **The dealer mucks discards, burns one card, and deals replacement cards (draw cards) to each remaining player followed by a round of betting.**

4. **Players may fold prior to or during any round of betting.**

5. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All limit five-card draw games allow up to eight (8) players.

(e) How and when are house fees collected:

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

Draw Poker has fixed limit betting. There are two betting rounds, one before the draw and one after. The betting limit after the draw is twice the amount of the betting limit before the draw. Check and raise is permitted.

(h) How are winners determined and paid?

The player with the best five-card combination will win the pot. The following is the hand ranking in descending order:

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 Pairs**
10. **One Pair**
11. **No Pair (high card)**

9. Describe a "round of play"

Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the button. Players are asked if they have a qualifying opening hand which is jacks or better. The opening hand gets the action started. After the action is completed, the players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. After the draw the action starts from the first player clockwise from the dealer button. After each hand the dealer button will move clockwise to the next active player. The player who

opens the pot with Jacks or Better must show openers. If no player has a hand of Jacks or Better, all players will re-ante and a new hand will be dealt.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **opener button**
- **out button (black background) to indicate the players who are not supposed to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Kansas City Lowball Draw (Deuce-to-Seven Lowball)**

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

(a) what are the standards of play?

See page 33 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player five down cards starting to the left of the dealer button followed by a round of betting.**
2. **The dealer asks each player how many cards they would like to draw starting clockwise from the dealer button.**
3. **The dealer mucks discards, burns one card, and deals replacement cards (draw cards) to each remaining player followed by a round of betting.**
4. **Players may fold prior to or during any round of betting.**
5. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Kansas City Lowball games allow up to eight participants.

(e) How and when are house fees collected:

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

The action starts from the first player clockwise from the last blind. Since the blind wagers are already made, players must call, raise or fold. After the initial betting action is completed, players who remain in the pot may improve the value of their hands by replacing one or all of their cards with the new ones. This is also known as the draw. Once the draw is completed, the wagering action starts from the first player clockwise to the dealer button.

The betting limit after the draw is double the amount of the betting limit before the draw. All Kansas City Lowball Draw games have a fixed limit betting structure or flexible betting range.

(h) How are winners determined and paid?

The best possible hand is 7-5-4-3-2, straights and flushes do have an effect on the value of a hand.
After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.

9. Describe a "round of play"

Each player is dealt five cards face down at the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is a wager in the pot players are required to call, raise or fold. After the action is completed, the players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. After the draw the action starts from the first player clockwise from the dealer button.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **out button to indicate those players who are not suppose to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**
- **kill button (red background) to indicate the killpot or the player has a "leg-up"**
- **game sign (list: game, limit, house fee and jackpot fee)**

1. All table and Jackpot fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table.

4. The fee collection method is as follows:
   Table fee- (house fee collection)
   Jackpot fee (if applicable)

5. For every game regardless of the outcome of the game, the table fee and jackpot fee will be collected from the pot.

   Games that use community cards- the collection will be taken before the flop by the dealer.

   Seven Card Stud games- the collection will be taken before the 4th street by the dealer.

   Lowball and Draw games- the collection will be taken before the draw by the dealer.

   Mexican Poker- the collection will be taken before the 3rd street by the dealer.

   Pan- the collection is taken from the tops before the hand is dealt by the dealer.

   In 5-Card Stud the table fee and jackpot fee will be taken from the pot before the 3rd street (2nd up card).

6. Name of Game: **Pot Limit Hold'em**

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

(a) what are the standards of play?

See page 40 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player two down cards starting clockwise from the big blind followed by a round of betting.**

2. **The dealer burns one card and exposes three card in the center of the table (flop) and another round of betting occurs.**

3. **The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**

4. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**

5. **Players may fold prior to or during any betting round**

6. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

Just like Texas Hold'em games this game allows up to eleven (11) players.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

In pot limit range betting, regardless of the level of the game, the betting range is always from the largest existing bet to the size of the pot:
The largest existing bet:

a. **Before the flop, when there is no raise, the amount of the big blind is the largest existing bet**
b. **Before the flop, after there is a raise, the highest difference between the bets.**
c. **After the flop to the river, when there is no bet, the amount of the big blind is the largest existing**

The size of the pot:

a. **When there is no bet including blinds, it is the amount of the pot**
b. **When there is bet(s) the size of the pot needs to include the existing pot and all the bets of this betting round the total is the amount you need to call**

(h) How are winners determined and paid?

The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace, 2,3,4 and 5 is the smallest straight)**

7. **Three of a kind**
8. **Two pairs**
9. **One pair**
10. **No pair (high single card)**

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot t to the winner. If two or more players tie, they will split the pot equally. In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.

9. Describe a "round of play"

Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive two cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **No Limit Hold'em**

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

(a) what are the standards of play?

See page 39 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals two cards to each player starting from the left of the dealer button and then a round of betting occurs.**

2. **The dealer burns one card and exposes three cards in the center of the table (flop) and another round of betting occurs.**

3. **The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**

4. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**

5. **Players may fold prior to or during any betting round.**

6. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

No Limit Hold'em allows up to eleven (11) participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

No Limit Hold'em games have a flexable betting limit. Check-and-raise is permitted, and unlimited number of raises are allowed in all multi-handed pots.

(h) How are winners determined and paid?

The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace,2,3,4 and 5 is the smallest straight)**
7. **Three of a kind**
8. **Two pairs**
9. **One pair**
10. **No pair (high single card)**

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.
If two or more players tie, they will split the pot equally.
In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.

9. Describe a "round of play"

Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive two cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, in jackpot games only**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Texas Hold'em (generally called Hold'em)**

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

(a) what are the standards of play?

See page 17 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals two cards to each player starting from the left of the dealer button and then a round of betting occurs.**

2. **The dealer burns one card and exposes three cards in the center of the table (flop) and another round of betting occurs.**

3. **The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**

4. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**

5. **Players may fold prior to or during any betting round.**

6. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Texas Hold'em games allow up to eleven (11) participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

All texas hold'em games have a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit hold'em, the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.

(h) How are winners determined and paid?

The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace,2,3,4 and 5 is the smallest straight)**
7. **Three of a kind**
8. **Two pairs**
9. **One pair**
10. **No pair (high single card)**

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.
If two or more players tie, they will split the pot equally.
In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.

9. Describe a "round of play"

Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive two cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, in jackpot games only**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Seven Card Stud (generally referred to as Stud)**

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

(a) what are the standards of play?

See page 23 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player two down cards and one up card and then a round of betting occurs.**
2. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
3. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
4. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
5. **The dealer burns one card and deals each remaining player one down card followed by a round of betting.**
6. **Players may fold prior to or during any betting round.**
7. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Seven Card Stud games allow up to eight participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

In all of the fixed limit games, the smaller bet must be wagered on the first two betting rounds (the 3rd and 4th streets) except if an open pair is showing on the 4th street. On 4th street players may have an option to use the higher limit with an open pair. Once the higher limit has been used the lower limit will not be an option. Beginning from the 5th street until the conclusion of the game the larger bet is wagered; checking and raising is also permitted. One bet and three raises are allowed in all of the multi player pots.

(h) How are winners determined and paid?

The player who has the best five-card combination hand wins.
The following is the hand ranking in descending order:

1. **Royal Flush**
2. **Straight Flush**
3. **Four of a Kind**
4. **Full House**
5. **Flush**
6. **Straight**
7. **Three of a Kind**
8. **Two Pairs**
9. **One Pair**
10. **No Pair (high card)**

The pot is awarded to the highest 5 card hand.
If two or more players tie, they will split the pot equally.
In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.

9. Describe a "round of play"

All active players ante. The player with the lowest card up by suit must initiate the action. Aces are considered to be the highest cards and the suit hierarchy in a descending order is: spades, hearts, diamonds and clubs. The value of the suits is only used to determine the acting player and it does not determine or influence the winning hand in any form. After completing the first betting round, all of the active players will receive one more up card followed by another round of betting, completing the 4th street. The above process will continue until the 6th street during which all of the active players will have four up cards. All remaining players will receive the 7th street face down. The final betting round will start after completion of the final betting round. Players will show their hands to decide the winner.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **game sign (list: game, limit, house fee and jackpot fee)**
- **out button to indicate those players who are not suppose to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**

6. Name of Game: **Seven Card Stud Hi Lo Split Eight or Better**

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

(a) what are the standards of play?

See page 28 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player two down cards and one up card and then a round of betting occurs.**
2. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
3. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
4. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
5. **The dealer burns one card and deals each remaining player one down card followed by a round of betting.**
6. **Players may fold prior to or during any betting round.**
7. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Seven Card Stud games allow up to eight participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

In all of the fixed-limit games, the smaller bet must be wagered on the first two betting rounds (the 3rd and 4th streets) except if an open pair is showing on the 4th street. On 4th street players may have an option to use the higher limit with an open pair. Once the higher limit has been used the lower limit will not be an option. Beginning from the 5th street until the conclusion of the game the larger bet is wagered; checking and raising is also permitted. One bet and three raises are allowed in all of the multi player pots.

(h) How are winners determined and paid?

The players who have the highest and the lowest five-card combination hands will share the pot. The only restriction for the low hands to win or to share the pot is that the player's low hand must contain a value of 8 or better.

The following is the high hand ranking in descending order:

1. **Royal Flush**
2. **Straight Flush**
3. **Four of a Kind**
4. **Full House**
5. **Flush**
6. **Straight**
7. **Three of a Kind**
8. **Two Pairs**
9. **One Pair**
10. **No Pair (high card)**

Once the winner is identified, the winning hand should remain face up. The hand must also be positioned so that is visible to all other participants. The pot is awarded to the winning players.

When splitting a pot, the dealer must always split the larger denominations of chips first. If there is an odd chip as the result of a split, that chip is awarded to the :

1. **high hand, if both high and low hands are in play.**
2. **high hand with highest card by suit, if two high hand are in play**
3. **low hand with the lowest card by suit, if two low hands are in play.**

In Hi-Lo games in the event there is one or more qualifying high or low hands those players are entitled to split their share of the pot.

~~**Once the pot is awarded, the table fee is dropped and a new hand begins. The new hand begins with the shuffling routine and calling of the antes.**~~

9. Describe a "round of play"

All players ante. The player with the lowest card up by suit must initiate the action. Aces are considered to be the highest cards and the suit hierarchy in a descending order is: spades, hearts, diamonds and clubs. The value of the suits is only used to determine the acting player and it does not determine or influence the winning hand in any form. After completing the first betting round, all of the active players will receive one more up card followed by another round of betting, completing the 4th street. The above process will continue until the 6th street during which all of the active players will have four up cards. All remaining players will receive the 7th street face down. The final betting round will start after completion of the final betting round. Players will show their hands to decide the winner.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **game sign (list: game, limit, house fee & jackpot fee)**
- **out button to indicate those players who are not suppose to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**

6. Name of Game: **Razz (Seven Card Stud-Low)**

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

(a) what are the standards of play?

See page 27 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player two down cards and one up card and then a round of betting occurs.**
2. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
3. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
4. **The dealer burns one card and deals each remaining player one up card followed by a round of betting.**
5. **The dealer burns one card and deals each remaining player one down card followed by a round of betting.**
6. **Players may fold prior to or during any betting round.**
7. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All razz games allow up to eight (8) participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

The player with the highest card (aces are low) on the opening round is required to make the forced bet. The player with the lowest hand on the board acts first on all subsequent rounds of betting. The betting structure for Razz is the same as in Seven-Card Stud high except that an open pair does not affect the betting limit.

(h) How are winners determined and paid?

The winning hand, is determined by comparing the highest cards in the five-card combination hand, ace is the lowest card. If the highest cards tie, compare the second highest cards in each hand and so forth.
Example:

1. **A high hand consists of 8-4-3-2-ace against a hand 7-6-5-4-3 the 7 high wins**
2. **A hand consists of 6-5-4-2-ace against a hand 6-5-3-2-ace the hand with 3 wins because it is lower than 4**

If two or more players tie, they will split the pot equally. In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the lowest card by suit in his or her personal down cards.

9. Describe a "round of play"

Players ante before the cards are dealt, the dealing of cards always starts from the first player clockwise from the casino dealer. One card at a time, each player will receive two down cards, then one up card (3rd street). The first betting round starts with the player that has the highest card by suits (from highest to lowest, spades, hearts,

diamonds and clubs, the suits are only used to determine which player will initiate the action).

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign(list: game, limit, house fee & jackpot fee)**

6. Name of Game: **Omaha Hi**

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

(a) what are the standards of play?

See page 21 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player four down cards starting clockwise from the first blind position followed by a round of betting.**

2. **The dealer burns one card and exposes three card in the center of the table (flop) and another round of betting occurs.**

3. **The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**

4. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**

5. **Players may fold prior to or during any betting round**

6. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Omaha games allow up to nine (9) participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

All Omaha games have a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit Omaha the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.

(h) How are winners determined and paid?

The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace,2,3,4 and 5 is the smallest straight)**
7. **Three of a kind**
8. **Two pairs**
9. **One pair**
10. **No pair (high single card)**

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.
In case there are two or more players splitting the pot and there is an odd chip.
If it is between high hand and low hand, the odd chip will be awarded to the high hand.
If there is an odd chip between the high hands, it will be awarded to the first player left of the button.

If there is an odd chip between low hands, it will be awarded to the first player left of the button.

9. Describe a "round of play"

Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive four cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use a five-card combination that requires three cards from the "board" and two personal cards.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two 52 card decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button (designates last position of action)**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Omaha Hi-Lo (Eight or Better)**

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

(a) what are the standards of play?

See page 22 of Poker Rule Book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player four down cards starting clockwise from the first blind position followed by a round of betting.**

2. **The dealer burns one card and exposes three card in the center of the table (flop) and another round of betting occurs.**

3. **The dealer burns one card and exposes one card in the center of the table (turn card) and then a round of betting occurs.**

4. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**

5. **Players may fold prior to or during any betting round**

6. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Omaha games allow up to nine (9) participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

All Omaha games have a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit Omaha the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.

(h) How are winners determined and paid?

The player with the best five-card combination is the high hand winner. Players may also qualify to win a portion of the pot with a low hand of eight or better. Any two card combinations may be used to form a high hand and a low hand. Three of the five community cards must be used to form each hand. The following are the general categories of hands in descending order of value:

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace,2,3,4 and 5 is the smallest straight)**
7. **Three of a kind**
8. **Two pairs**
9. **One pair**
10. **No pair (high single card)**

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.
In case there are two or more players splitting the pot and there is an odd chip;

If it is between high hand and low hand, the odd chip will be awarded to the high hand.
If there is an odd chip between the high hands, it will be awarded to the first player left of the button.
If there is an odd chip between low hands, it will be awarded to the first player left of the button.
In Hi-Lo games in the event there is one or more qualifying high or low hands those players are entitled to split their share of the pot.

9. Describe a "round of play"

Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive four cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use a five-card combination that requires three cards from the "board" and two personal cards.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two 52 card decks of different colors**
- **dealer's cut card**
- **dealer's tray**

- dealer button (designates last position of action)
- out button (black background) to indicate the player(s) who are not suppose to receive a hand
- proper denomination of gaming chips
- collection bell or light
- game sign (list: game, limit, house fee and jackpot fee)

6. Name of Game: **Five-Card Stud (California Stud)**

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

(a) what are the standards of play?

Players ante to receive a hand. Each player will receive two cards on the initial deal, first card face down, second card face up, followed by a round of betting, the dealer will burn a card before the delivery of all subsequent rounds; one up card for each active player, followed by a betting round. The players will have a total of five cards at the end of the hand, the best hand will win the pot. The object is to achieve the best possible poker hand.

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a standard 52 card deck with all 2,3,4,5 and 6s removed leaving a stripped deck that totals 32 cards.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player two cards starting clockwise to the first player from the dealer button, one card at a time, first card face down, second card face up (2nd street), followed by a round of betting.**

2. **The dealer burns one card and delivers one card face up(3rd street) to all remaining players and another round of betting occurs.**

3. **The dealer burns one card and delivers one card face up(4th street) to all remaining players and another round of betting occurs.**

4. **The dealer burns one card and delivers one card face up(5th street) to all remaining players and the last round of betting occurs.**

5. **Players may fold prior to or during any betting round**

6. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

The game allows up to eight (8) seated players.

(e) How and when are house fees collected?

See attached collection sheet and collection procedures for Poker Games.

(f) What is the betting limit?

See attached collection sheet

(g) What is the betting scheme?

All 5 Card Stud games have fixed or flex (no limit) betting.

Range betting is used in the limit game; each up card has a range of betting, please see attached. And all raises must be in increments of five dollars ($5). For example: $200 buy-in Limit 5 Card Stud, after the forced opening bet ($10) has been initiated, the next player has the option to fold, call, or raise. If the player chooses to raise (range limit is $10 to $20), the raise must be at least equal to the largest bet of that betting round. The option will be:

a.) raise to $20 or
b.) raise to $25 or
c.) raise to $30. If this player chooses to raise to $30, then the next player may only raise to $50 to match the largest bet of this betting round, if he or she chooses to raise.

No limit 5 Card Stud games have a flexible betting limit. Check and raise is permitted and unlimited number of raises are allowed in all multi-handed games.

(h) How are winners determined and paid?

These are the general ranking of hands in descending order of value:

1. **Royal Flush**
2. **Straight Flush**
3. **Four of a Kind**
4. **Flush**
5. **Full House**
6. **Straight**
7. **Three of a Kind**
8. **Two Pairs**
9. **One Pair**
10. **Nothing (No Pair)**

9. Describe a "round of play"

Players ante in order to receive a hand. Each player will receive two cards on the initial deal, first card face down, second card face up, followed by a betting round, the dealer will burn a card before the delivery of all subsequent rounds; one up card for each active player, followed by a betting round. The players will have a total of five cards at the end of the hand, the best hand will win the pot.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, if applicable**
- **two card decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**
- ~~**dealer button**~~

FIVE CARD STUD

1. California Stud (Five-Card Stud) is played with 32 cards, one California Stud deck contains:

Spades: 7, 8, 9, 10, Jack, Queen, King, Ace.

Hearts: 7, 8, 9, 10, Jack, Queen, King, Ace.

Diamonds: 7, 8, 9, 10, Jack, Queen, King, Ace.

Clubs: 7, 8, 9, 10, Jack, Queen, King, Ace.

2. These are the general categories of hands in descending order of value:

a) Royal Flush

b) Straight Flush

c) Four of a Kind

d) Flush

e) Full House

f) Straight

g) Three of a Kind

h) Two Pairs

i) One Pair

3. An Ace may be used as a 6 to complete a straight (for example: Ace, 7, 8, 9, 10 is a 10 high straight).

4. This game uses a dealer button; dealing starts from the player clockwise next to the dealer button. Players will receive the first card down, then the second card face up. The player who falls high will initiate the action. This forced opening bet is a live bet, the player has no option regarding the amount of the forced opening bet. This player may raise if everyone else fails to. If there is a tie, the player clockwise next to the dealer button will initiate the action.

5. If a player receives both first and second cards face up, the player will have these options:

a) The player may chose not to play the hand, and receives his/her ante back, or

b) The player may chose to play the hand, and the player will receive his/her third card face down. When the player chooses to play, the second card he or she received will be the one used to determine the high card.

6. A boxed card appearing in the deck will play as is. If a second boxed card appears during the hand, then all hands are void, and all players receive their money back.

7. The casino dealer will burn a card before the delivery of the second, third and last board card.

8. Range betting is used in this game; each up card has a range of betting. And all raises must be in increments of five dollars ($5). For example: $200 buy-in Limit 5 Card Stud, after the forced opening bet ($10) has been initiated, the next player has the option to fold, call, or raise. If the player chooses to raise (Limit is $10 to $20), the raise must be at least equal to the largest bet of that betting round. The option will be (a.) raise to $20 or (b.) raise to $25 or (c.) raise to $30. If this player chooses to raise to $30, then the next player may only raise to $50 if he or she chooses to raise.

9. When a player goes all in, the next player's option will be:

a). Call

b). Call the all-in then makes a raise.

c). Fold

10. In limit game, a bet and three raises are allowed for each betting round, and there is no limit of raises with only two players remaining. In no limit game, there is no limit of raises.

11. A player puts a larger denomination chip into the pot and does not specify his or her intention:

a) If it is an initial bet, assume the player has bet the minimum.

b) If there is a bet, the larger denomination chip is a call.

c) If the player says raise but does not specify the amount that he/she intents to raise, assume the player has raised the maximum.

12. All Seven-Card Stud rules apply unless otherwise noted.

6. Name of Game: **Panguingue (Pan)**

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

(a) what are the standards of play?

See attached rule book

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played using eight decks with 8,9 and 10s removed. The deck is stripped of one complete set of spades. There are 310 total cards. Aces are always low, there are no jokers.

(c) who deals the cards? (describe dealing procedures)

The deal is counter clockwise. Players are dealt 10 cards in two sets of five. Players are responsible for counting the number of cards they are dealt.

(d) How many players does the game involve?

Pan can be played with eight players or with as little as two players.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

Player needs to put up required top in order to receive a hand. During the process of the hand, when melding a condition that has value, the player may collect the value of the meld from other active players immediately. When a winner is decided, which means a player places all his/her

card face up on the table, the winner collects the value of the hand and the remaining tops. When collects value from other players, the player is only entitled to collect the chips in front of him/her.

Top is a chip used as an ante before the beginning of the hand. The value of which is equal to the condition of the game being played.

(h) How are winners determined and paid?

The winner of the hand receives from each participating player with chips, the total value of his pays as they lay, plus two (2) chips for the outs. The winner also receives the tops which are given to him or her last.

9. Describe a "round of play"

Action begins with the first person to declare in, drawing a card from the front of the deck. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile must use the card immediately in a meld, never placing the card in his or her hand. If a drawn card cannot be used it must be discarded. A player may draw from the top card of the discard pile was drawn from the deck and the discarded by the preceding player, and he or she can immediately meld this card.

After drawing a playable card and using it in a meld, a player may meld as many spreads as he or she holds or may add to his or her existing meld's and collect any pays due before discarding which ends his or her turn.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection, in jackpot games only**
- **a set of pan cards (310 red, 310 blue)**

- dealer's tray
- gaming chips
- game sign (list: game, limit, house fee and jackpot fee)
- a block to lean he cards against

PART 1

BASIC PANGUINGUE
PANGUINGUE THE GAME

PLAYERS

Two or three can play, but four to eight players are best

THE PAN DECK

The Pan deck consists of 320 cards. Eight decks of regular cards make one Pan deck, with 8's, 9's and 10's taken our. There are no Jokers. In all games one complete set of spades is removed, thereby leaving a total of 310 cards. Sequence of cards: A, 2, 3, 4, 5, 6, 7, J, Q, K (high). Note that the Jack follows the seven in sequence.

THE DEAL

The deal and play are counter-clockwise.

TO START PLAY

Five cards are dealt to each player with one card turned face up. The player dealt the lowest card first will be the first one to act. Each player than receives five more cards. From then on, the winner of the last hand will be dealt to first and be the first to act.

BEFORE THE ACTION

Each player gets to look at his or her hand and evaluate its potential. Starting with the winner of the previous hand, each player declares whether he or she will play the hand or

forfeit his or her top and discard the hand.

ACTION BEGINS

Action begins with the first person to declare in, drawing a card from the front of the deck.. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile, must use the card immediately in a meld, NEVER placing the card in his or her hand. If a drawn card cannot be used, it must be discarded. A player may draw from the top of the discard pile only if both the top card of the discard pile was drawn from the deck and the discarded by the preceding player, and he or she can immediately meld this card.

After drawing a playable card and using it in a meld, a player may meld as many spreads as he or she holds or may add to his or her existing meld's and collect any pays due before discarding, which ends his or her turn..

MELDS OR SPREADS

Melds or Spreads must be at least three cards or as many as eleven. There are two types of melds: sets usually called "squares" and sequences usually called "ropes".

ROPES

Ropes are any three or more cards of the same suit and in sequence, i ,e, clubs 6, 7, J.

SQUARES

Squares are three or more cards of the same rank and of different suits, i, e, club 6, heart 6, diamond 6, or also allowed the same suit, i,e, as diamond Q,Q,Q. Additionally, any three Aces and Kings are called non-comoquers.

CONDITIONS

Certain melds have value and are called conditions. When melding a condition, the player may immediately collect chips from each player who had declared to play the hand, by asking for the correct amount due him or her.

VALUE OF CONDITIONS

All three's, five's, and seven's, are valle (pronounced "valley") cards, all others are non-valle.

1. Any set of valle cards, not in the suit: one chip
2. Any set of valle cards, in the same suit: two chips; four chips in spades.
3. Any set of non-valle cards, in the same suit: one chip; two in spades.
4. Any sequence of A, 2, 3, in the same suit: one chip; two in spades.
5. Any sequence of K, Q, J, in the same suit :one chip; two in spades.

ADDING TO A MELD

A player may add one or more cards to any of his or her melds providing that the character of the meld is preserved. To a set of different suits, same rank, he or she may add any card of the same rank. Also to a set of the same suit, another card of the same rank may be added. If a condition is increased as heart K, K, K, original condition for each heart K added. When adding to a set of three valle cards in the

same suit, half value is collected. One chip in any suit, two chips in spades.

BORROWING

A player may take a card from one of his or her increased melds to make a new spread provided he leaves a valid meld. For example: From diamond J, 7, 6, 5, he or she may borrow either the Jack or the five, but not the seven or the six. When borrowing from the square as heart 6, club 6, two Spade 6's, only one Spade 6, and no other, can be removed without affecting the meld.

ON THE OUT

The winner of the hand receives, from each participating player with chips, the total value of his pays as they lay, plus two (2) chips for the outs. The winner also receives the tops which are given to him or her last.

6. Name of the game: **Super Pan 9, also referred to as Pan 9**

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

   (a) What are the standards of play?

   The object of the game (Pan 9) is to achieve the best hand possible that will rank better than the player-dealer. The game is played with the player-dealer system, which requires one of the players to act as the player-dealer , whose hand and wager will play against the rest of the table. No player may act as player-dealer consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Players may decline to act as the player-dealer.

   (b) Does the game use a "standard" 52-card deck or other type of card deck?

   Pan 9 is dealt from a shoe rack. Each shoe contains 12 standard 52 card decks of cards with all the 7's, 8's, 9's and 10s removed.

   (c) Who deals the cards? describe dealing procedures

   The casino dealer deal the cards face down out of the shoe rack, starting from the action button position; one card at a time moving clockwise, until all seats with wagers have received 3 cards.

   (d) How many players does the game involve?

   The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.

   (e) How and when are house fees collected:

   See attached collection sheet and collection procedures for California Games.

   (f) What is the betting limit?

   See attached collection sheet

(g) What is the betting scheme?

All wagers must be placed inside the betting circle before the dice cup is opened. Players must wager within the table's limit. There is no maximum limit to the player dealer's wager.

(h) How are winners determined and paid?

The highest ranking hand wins, when two hands rank the same; it results in a tie (push), no wager exchanged. To decide a hand's ranking value, add up all cards in the hand, the last digit of the sum is the rank of the hand, the best possible hand is "9" and "0" is the worst hand. The K's, Q's and J's have the value of "0" the rest of the cards have face value.
The player-dealer's wager will play against the rest of the wagers. The player dealer position may only win or lose up to the amount wagered in the player-dealer position. Courtesy buttons will be awarded to all wagers that the player dealer wager did not cover. Courtesy button entitles a player to place a wager without posting a collection in subsequent games.

9. Describe a "round of play"

The player-dealer will shake the dice. Before the opening of the dice cup, all players may place wagers. The dealer will open up the dice cup and place the action button. Dealer will deal cards clockwise starting from the action button seat until all players have received 3 cards. All players, except the player-dealer, will view their hands and set the cards on the table, or they may request the hand to be played the "House Way". Once all hands are properly placed on the table, the dealer will begin the draw cards starting with the first seat clockwise from the dealer button. After the draw has been completed, the player-dealer's hand will be exposed. After the player-dealer's draw card process is completed, the dealer will open and compare hands with players starting from the action button, then followed by the payoff process.

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

There are two types of tables. 1) regular half-circle table; 2) boxperson table which is similar to a Las Vegas Baccarat table.

11. List other equipment used

- **One California game gaming table (with the drop slots)**
- **Dealer chair and chairs for players**
- **Drop box for table fee**
- **Shoe of cards and shoe rack**
- **Dealer's cut card**
- **Shoe cut card, one side is black, one side is yellow**
- **Dealer's tray**
- **Two dealer buttons, one round and one square.**
- **Action button (Red background)**
- **Dealer Check button, to indicate the hand that requested "House Way" to be applied**
- **Courtesy buttons**
- **Proper denomination of gaming chips**
- **Table sign**
- **Three dice, dice cup and saucer**

PAN 9

OBJECT OF THE GAME

The object of the game is to have a total value of 9, or as close to 9 as possible. The value of a hand is determined by the sum of the cards. For example, if a hand contains 5-5-6, for a total of 16, it is considered to be a 6. All picture cards are valued at zero; all other cards are played at face value, please note that 7's, 8's, 9's and 10's have been removed.

PLAY

Each player including the player/dealer will receive three cards on the deal, and the player/dealer must play according to the following rules:

- Stand on the hand that totals 7, 8 or 9, as a player, simply placing the hand in the "NO CARD" square.
- Draw a card on the hand that totals 0, 1, 2, 3 or 4, as a player, simply placing the hand in the "CARD" square.
- Make a decision whether to draw a card or not, as a player, simply placing the hand in the proper square.
- If you are not sure what to do, you may request the casino dealer to play the hand according to the "House Way".

HOW TO WIN

The best possible value of a hand is 9; the worst possible value is 0. The hand closer to 9 wins. When the player's hand and the dealer's hand have the same value, it results in a tie (push), no wager exchanged.

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6131 E. Telegraph Rd. • Commerce, CA 90040
323.721.2100 • 714.879.2100
commercecasino.com

6. Name of Game: **Lowball Draw (Ace-to-Five)**

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

(a) what are the standards of play?

See page 30-34 of Poker Rule Book

1. **In no-limit Ace-to-Five Lowball a player must take an exposed card of A,2,3,4, or 5 before the draw, and any other card must be replaced. In Deuce-to-Seven Lowball, a 2,3,4,5 or 7 must be taken and any other card including a 6, must be replaced. After the draw, any exposed card must be replaced.**
2. **After the draw, a player may check any hand without penalty.**
3. **Check and raise is permitted.**

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, plus a joker which is used as the lowest possible card for your hand.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player five down cards starting to the left of the dealer button followed by a round of betting.**

2. **The dealer asks each player how many cards they would like to draw starting clockwise from the dealer button.**

3. **The dealer mucks discards, burns one card, and deals replacement cards (draw cards) to each remaining player followed by a round of betting.**

4. **Players may fold prior to or during any round of betting.**

5. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Ace-to-Five Lowball Draw games allow up to eight (8) participants.

(e) How and when are house fees collected:

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

The game is played with the "blind bet system" (also known as the "blind") which require players in certain positions from the dealer button to post up wagers before receiving a hand, the structure of the blind varies depending on the limit of the game.
The betting limit after the draw is twice the amount of the betting limit before the draw. In all Ace-to-Five Lowball games check-and-raise is not permitted and a bet and six raises are allowed in all multi-handed pots.
Pot-limit and No-Limit Lowball games have a flexible betting limit. An unlimited number of raises are allowed.

(h) How are winners determined and paid?

The best possible hand is 5-4-3-2-A, known as a "wheel" or "bicycle" and straights and flushes have no effect on the value of a hand.
After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.

9. Describe a "round of play"

Each player is dealt five cards face down. At the completion of the initial deal the action starts from the first player clockwise from the blind. Since there is wager in the pot players are required to call, raise or fold. After the action is completed, the players who remain in the pot now have an option to improve their hand by replacing cards in their

hands with new ones. This is known as the draw. After the draw the action starts from the first player clockwise from the dealer button. After each hand the dealer button will move clockwise to the next active player.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two different colored decks**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **kill button (red background) to indicate the killpot or the player has a "leg-up"**
- **out button (black background) to indicate the players who are not supposed to receive a hand**
- **collection bell or light**
- **proper denomination of gaming chips**
- **game sign (list: game, limit, house fee and jackpot fee)**

6. Name of Game: **Crazy Pineapple**

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

(a) what are the standards of play?

Crazy Pineapple is played with the same structure as Texas Hold'em , except that all players will receive three cards on the initial deal. After the flop and before 4th street, all active players are required to discard one card from their initial three cards, failure to do so will result in a fouled hand. After the final round of betting, a player may use any five-card combination from among the board and personal cards. The player who has the highest five-card combination and the player with the lowest five-card combination that is "eight or better" will share the pot accordingly.

(b) does the game use a "standard" 52-card deck or other type of card deck?

The game is played with a 52-card deck, which does not include the joker.

(c) who deals the cards? (describe dealing procedures)

1. **The dealer deals each player three down cards starting clockwise from the dealer button and a round of betting occurs.**

2. **The dealer burns one card and exposes three cards in the center of the table (flop) and another round of betting occurs.**

3. **The dealer announces "players please discard".**

4. **The dealer mucks each players discards.**

5. **The dealer burns one card and exposes one card in the center of the table (turn card) and another round of betting occurs.**

6. **The dealer burns one card and exposes one card in the center of the table (river card) and a round of betting occurs.**

7. **Players may fold prior to or during any betting round**

8. **Players expose their hands and the dealer pushes the pot to the winner.**

(d) How many players does the game involve?

All Crazy Pineapple games allow up to eleven (11) participants.

(e) How and when are house fees collected?

See attached

(f) What is the betting limit?

See attached

(g) What is the betting scheme?

Crazy Pineapple has a fixed-limit betting or flex-limit betting (No Limit or Pot Limit). In fixed limit , the betting limit after the fourth board card (turn card) is exposed is twice the amount of the betting limit before, check-and-raise is permitted, and a bet and three raisers are allowed in all multi-handed pots.

(h) How are winners determined and paid?

The player with the best five-card combination is the winner. The following are the general categories of hands in descending order of value:

1. **Royal flush**
2. **Straight flush**
3. **Four of a kind**
4. **Full house**
5. **Flush**
6. **Straight (ace,2,3,4 and 5 is the smallest straight)**

7. Three of a kind
8. Two pairs
9. One pair
10. No pair (high single card)

The player with the lowest five-card combination that is "eight or better" will share the pot.

After the winner has been determined, the winning hand is left face up on the table so all players can see it, the dealer then pushes the pot to the winner.
If two or more players tie, they will split the pot equally.
In case there are two or more players splitting the pot and there is an odd chip, it will be awarded to the player who has the highest card by suit in his or her personal down cards.
In Hi-Lo games in the event there is one or more qualifying high or low hands, those players are entitled to split their share of the pot.

9. Describe a "round of play"

Blinds are posted before the players look at their cards. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button. The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds the action begins with the first active player to the left of the button. After each hand the dealer button will move clockwise to the next active player.

In the first round all players will receive three cards as their personal hand followed by a round of betting. Three board cards are turned simultaneously (called the "flop") followed by a second round of betting. Players then discard.

The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards.

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

One poker gaming table (with drop slots)

11. List other equipment used:

- **dealer chair and chairs for players**
- **drop box for table fee**
- **drop box for jackpot collection**
- **two decks of different colors**
- **dealer's cut card**
- **dealer's tray**
- **dealer button**
- **out button (black background) to indicate the player(s) who are not suppose to receive a hand**
- **proper denomination of gaming chips**
- **collection bell or light**
- **game sign (list: game, limit, house fee and jackpot fee)**

RULES FOR MEXICAN POKER

1. The Joker is wild when dealt face down; however, when dealt face up it may be used as an Ace or to complete a Straight or a Flush. If a player receives the Joker as a down card and turns it up it remains a wildcard.

2. Each player must post an ante to receive a hand.

3. The collection and jackpot are to be taken from the pot after the high card has posted the opening bet. The Jackpot collection is to be dropped immediately. Drop the Collection after you push the pot and before you move the button.

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

5. A card will be burned on each round, following the second round.

6. Check and raise is permitted. All raises must be at least equal to the size of the previous bet or raise.

7. One bet and three raises are allowed.

8. If cards on the initial deal are dealt out of sequence, a misdeal will be declared and the hand redealt.

9. Because cards on 3rd, 4th or 5th are dealt either face up or face down, any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will be dealt and betting will resume. Any bets made by players who receive their cards out of sequence will be denied and returned to the player.

10. If a player requested a downcard and is dealt a card face up, that player may declare himself all in or continue to play as normal.

6. Name of the game: **Pai Gow Poker, Joker's (Not Wild Version)**

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

(a) What are the standards of play?

The object of the game (Pai Gow Poker) is to set the seven cards received on the deal into two segments that will rank higher than the two segments set by the player-dealer . The player must arrange the hand according to the two-five formations and the front segment may not rank higher than the back segment. The game is played with the player-dealer system, it requires one of the players acting as the player-dealer , whose hand and wager will play against the rest of the table. No player may act in the player-dealer position consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.

(b) Does the game use a "standard" 52-card deck or other type of card deck?

Pai Gow Poker is played with a conventional poker deck with one added Joker, the deck totals 53 cards, the joker may be used as an ace or to complete a straight or flush.

(c) Who deals the cards? describe dealing procedures

The casino dealer shuffles and deals the cards face down. The dealer will deal 7 stacks of cards at the table, each contains 7 cards, with 4 cards remaining as the stub. At tables with a shuffle machine (Shuffler), the Shuffler will automatically shuffle and release each 7 card stack. The dealer will position each stack on the table.

Once all 7 stacks are dealt/positioned at the table, the player-dealer will select the stack to be dealt out first (from the casino dealer's left to right, they will be referred as #1 through #7). The casino dealer will place the Action button on top of the selected hand, then offer the dice to the player-dealer for shake. The total of the dice will decide the action button's position. Each of the 7 stacks will be distributed accordingly starting with the action button stack clockwise. A 53 card deck only allows 7 hands to be played at a time. A "No Play" button will be placed on the seat immediately to the right from the player-dealer position. This seat will not receive a hand, but

may participate by placing a wager and collection on other available betting circles.

(d) How many players does the game involve?

The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.

(e) How and when are house fees collected?

See attached collection sheet and collection procedures for California Games.

(f) What is the betting limit?

See attached collection sheet

(g) What is the betting scheme?

All wagers must be placed inside the betting circle before the dice cup is opened. Players must wager within the tables posted limits. There is no maximum on Player-dealer's wagers.

(h) How are winners determined and paid?

Players win when their two hands rank higher than the player-dealer's two hands. When one hand ranks higher and the other lower, it results in a tie (push). When the player and the player-dealer have the exact same hand on the "2" card hand, the player-dealer wins that hand. If there is a tie on the "5" card hand, the next highest ranking card determines the winning hand. The following are the general ranking of hands in descending order of values:

1. **Five of a Kind**
2. **Royal Flush**
3. **Straight Flush**
4. **Four of a Kind**
5. **Full House**
6. **Flush**
7. **Straight (A-2-3-4-5 is the smallest Straight)**
8. **Three of a Kind**
9. **Two Pairs**
10. **One Pair**
11. **No Pair (Nothing)**

The player-dealer's wager will play against all other wagers. The payoff starts from the action button position moving clockwise, and the settlement of wagers proceeds to the extent that player-dealer's wager covers. In the event that the player –dealer's wager doesn't cover all wagers a courtesy button will be awarded. This allows the player to wager the next hand without posting a collection.

9. Describe a "round of play"

After the dealer positions all 7 hands at the table, the player-dealer will select the first to be dealt, and shake the dice. Before the opening of the dice cup, all players may place their wagers. The dealer will then open up the dice cup which determines the action button position. All players except the player-dealer, will view their hands and set a front and back hand at the table, or they may request the hand to be played the "House-Way". Once all hands are properly placed on the table the dealer will expose the player-dealer's hand, confirm the player-dealer's decision on how the hand will be played, then open and compare hands with players starting clockwise from the action button, then proceed with the payoff process.

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

There are two types of tables. 1) regular half-circle table, with or without the shuffle machine. 2) boxperson table which is similar to a Las Vegas Baccarat table.

11. List other equipment used

- **One California game style gaming table (with the drop slots)**
- **Dealer chair and chairs for players**
- **Drop boxes for table fee and jackpot collection**
- **Two decks different color**
- **Dealer's cut card**
- **Dealer's tray**
- **Two dealer buttons, one round and one square.**
- **Action button (Red background)**
- **No Play button (Black background)**
- **Dealer Check button, to indicate the hand that requested "House Way" to be applied**
- **Courtesy buttons**
- **Proper denomination of gaming chips**
- **Three dices, dice cup and saucer**

- **Shuffling machine on limited tables**
- **Table signs**

COLLECTION PROCEDURE FOR CALIFORNIA GAMES

1. All table and jackpot fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Flat fees on each wager may be assessed at different collection rates; but no more than three collection rates may be established per table.

4. The fee collection method is as follows:

   Table Fee- house fee collection
   Jackpot Fee- if applicable

5. For every game regardless of the outcome of the game, the table fee and jackpot fee (if applicable) will be collected from all wagers.

Table and Jackpot Fees Posted by Player

- Games that require a player to act as player-dealer, such as Pai-Gow Poker, Pan-9, 21st Century Baccarat, No Bust Blackjack and Pai Gow (Tiles) all players must post the required table fee prior to the delivery of the cards and the first position player-dealer will post the jackpot fee (if applicable).
- In games that require a player dealer, a courtesy button (in lieu of table fee refund) is given to each wager placed in which a table fee was posted, but did not receive action.

Table and Jackpot Fees Collected by Dealer

- In Pai Gow Poker and Pai Gow Tiles the collection will be taken before the player-dealer's hand is opened by the dealer.
- In Pan-9, 21st Century Baccarat and No Bust Blackjack the collection will be taken before the dealer deals the first card.
- In 13 Card Poker all participants must post the collection prior to the delivery of the hands. The table fee will be taken before the showdown.

6. Name of the game: **Pai Gow Poker, Joker's wild version**

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

(a) What are the standards of play?

The object of the game (Pai Gow Poker Joker's Wild version) is to set the seven cards received on the deal into two segments that will rank higher than the two segments set by the player-dealer . The player must arrange the hand according to the two-five formations and the front segment may not rank higher than the back segment. The game is played with the player-dealer system, it requires one of the players acting as the player-dealer whose hand and wager will play against the rest of the table. No player may act in the player-dealer position consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.

(b) Does the game use a "standard" 52-card deck or other type of card deck?

Pai Gow Poker Joker's wild version is played with a conventional poker deck with one added Joker, the deck totals 53 cards, the joker may be used as any card to form the best playing hand.

(c) Who deals the cards? describe dealing procedures

The casino dealer shuffles and deals the cards face down. The dealer will deal 7 stacks of cards at the table, each contains 7 cards, with 4 cards remaining as the stub. At tables with a shuffle machine (Shuffler), the Shuffler will automatically shuffle and release each 7 card stack. The dealer will position each stack on the table.

Once all 7 stacks are dealt/positioned at the table, the player-dealer will select the stack to be dealt out first (from the casino dealer's left to right, they will be referred as #1 through #7). The dealer will place the Action button on top of the selected hand, then offer the dice to the player-dealer for shake. The total of the dice will decide the action buttons position. Each of the 7 stacks will be distributed accordingly starting with the action button stack clockwise. A 53 card deck only allows 7 hands to be played at a time. A "No Play" button will be placed on the seat immediately to the right from the player-

dealer position. This seat will not receive a hand, but may participate by placing a wager and collection on other available betting circles.

(d) How many players does the game involve?

The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.

(e) How and when are house fees collected?

See attached collection sheet and collection procedures for California Games.

(f) What is the betting limit?

See attached collection sheet

(g) What is the betting scheme?

All wagers must be placed inside the betting circle before the dice cup is opened. Players must wager within the tables posted limits.
There is no maximum on Player-dealer's wagers.

(h) How are winners determined and paid?

Players win when their two hands rank higher than the player-dealer's two hands. When one hand ranks higher and the other lower, it results in a tie (push). When the player and the player-dealer have the exact same hand on the "2" card hand, the player-dealer wins that hand. If there is a tie on the "5" card hand, the next highest ranking card determines the winning hand. The following are the general ranking of hands in descending order of values:

1. **Five of a Kind**
2. **Royal Flusb**
3. **Straight Flush**
4. **Four of a Kind**
5. **Full House**
6. **Flush**
7. **Straight (A-2-3-4-5 is the smallest Straight)**
8. **Three of a Kind**
9. **Two Pairs**
10. **One Pair**
11. **No Pair (Nothing)**

The player-dealer's wager will play against all other wagers. The payoff starts from the action button position moving clockwise, and the settlement of wagers proceeds to the extent that player-dealer's wager covers. In the event that the player –dealer's wager doesn't cover all wagers a courtesy button will be awarded. This allows the player to wager the next hand without posting a collection.

9. Describe a "round of play"

After the dealer positions all 7 hands at the table, the player-dealer will select the first to be dealt, and shake the dice. Before the opening of the dice cup, all players may place their wagers. The dealer will then open up the dice cup which determines the action button position. All players except the player-dealer will view their hands and set a front and back hand at the table, or they may request the hand to be played the "House-Way". Once all hands are properly placed on the table, the dealer will expose the player-dealer's hand, confirm the player-dealer's decision on how the hand will be played, then open and compare hands with players starting clockwise from the action button, then proceed with the payoff process.

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

There are two types of tables. 1) regular half-circle table, with or without the shuffle machine. 2) boxperson table which is similar to a Las Vegas Baccarat table.

11. List other equipment used

- **One California game style gaming table (with the drop slots)**
- **Dealer chair and chairs for players**
- **Drop boxes for table fee and jackpot collection**
- **Two decks different color**
- **Dealer's cut card**
- **Dealer's tray**
- **Two dealer buttons, one round and one square.**
- **Action button (Red background)**
- **No Play button (Black background)**
- **Dealer Check button, to indicate the hand that requested "House Way" to be applied**
- **Courtesy buttons**
- **Proper denomination of gaming chips**
- **Three dice, dice cup and saucer**

- **Shuffling machine on limited tables**
- **Table signs**

JOKER'S WILD PAI GOW POKER

OBJECT OF THE GAME

The object of the game is to set 7 cards received on the deal into two separate poker hands: a two-card front hand; and a five-card back hand. The object is to have both hands rank higher than the corresponding front and back hands set by the opponent(s). Note: The front hand may not rank higher than the back hand.

PLAY

Pai Gow Poker is played with a conventional poker deck with one added Joker, totaling 53 cards. The Joker may be used as any card. Five aces (four aces and a Joker) is the best possible hand. The following ranking chart indicates the general categories of hands in descending order of value:

(1) Five of a Kind
(2) Royal Flush
(3) Straight Flush
(4) Four of a Kind
(5) Full House
(6) Flush
(7) Straight
(A-2-3-4-5 is the smallest Straight)
(8) Three of a Kind
(9) Two Pairs
(10) One Pair
(11) No Pair (Nothing)

HOW TO WIN

A player wins when his/her two hands rank higher than the player/dealer's respective hands. When one of the hands ranks higher and the other one lower, a tie (push) results; no wager is exchanged. When the player and the player/dealer have the exact same hand, the player/dealer wins that hand.

PAI GOW EXPRESS

BASIC CONCEPT& RULES

1) Pai Gow Express is played with a conventional fifty-two-card poker deck with one added Joker.

2) The Joker is wild and is be used as the best possible card for the hand.

3) Pai Gow Express is played on a blackjack style with eight playing positions. Each playing position has three betting circles. Backline betting is allowed.

4) The dealer deals eight five-card hands. The player-dealer will select the first hand to be dealt out then shake the dice cup to decide the action button position. All hands will be distributed in clockwise rotation starting from the action button position.

5) All participants are required to post the table fee collection and their wager according to the table limits before the dealer opens the dice cup. The player-dealer also needs to post the jackpot collection.

6) The object of the game is to set two segments; a two-card front segment, and a three-card hand as the back segment, that rank higher than the two respective segments set by the opponent(s).

7) The player must arrange the hand so that the front segment does not rank higher than the back segment.

8) In the front hand, only Pair and No Pair have rank value.

9) In the backhand, a three of a kind is the best possible hand. The following are the general categories of hands in descending order of values:
   a.) Three of a Kind
   b.) Straight Flush
   c.) Straight (A-2-3 is the smallest Straight)
   d.) Flush
   e.) One Pair
   f.) No Pair (Nothing)

10) Players must exercise one of the following options:

a.) Set the hand into two segments and play, or
b.) Request the hand to be played according to "House Way".
c.) Upon request of the player, the house dealer/floorperson will play the hand according to the House Way, which must be applied according to the following order:
    1. Form a pair in the two-card hand with a higher pair or complete hand in the three-card hand.
    2. Form an Ace or King in the two-card hand and at least a pair in the three-card hand, and the best possible three-card hand must be set using an Ace or King in the two-card hand.
    3. Form a complete three-card hand in the back, with the highest possible front hand.
    4. Form a pair in the three-card hand.
    5. Form the second and third highest card in the front hand.

11) The player-dealer's hand will not be viewed until all other players' hands have been properly set. The house dealer will open the player-dealer's hand and let the player-dealer set the hand.

12) Once the player-dealer's hand is set, the house dealer will start from the action button position, moving clockwise, opening each player's hand and compare it with the player-dealer's hand.

13) A player wins when both segments of his/her hand rank higher than the player-dealer's hands two respective segments.

14) A player loses when both segments of his/her hand rank lower than the player-dealer's hands two respective segments.

15) When one of the segment of a player's hand ranks higher than the player-dealer's respective segment and the other lower, the hand is a tie ("push"), neither player wins the wager.

16) When the player and the player-dealer have the exact same segment value, the player-dealer wins that segment.

17) Wagers are collected and paid only to the extent that the player-dealer's wager covers.

18) A table fee collection is taken from each player for every bet prior to start of each game.

19) Third Party Providers of Proposition Player Services ("TPPPPS"), as defined by Section 19980 of the California Business and Professions Code, their agents and

employees, may play. Back line betting is allowed in accordance with local ordinance.

20) "Round of Play": Players choose their spots around a Pai Gow Poker style table. The House Dealer takes a table fee collection based on the posted table limit prior to start of the game. Players post their wagers in accordance with table limits. The House Dealer commences the action by dealing the cards.

21) No Free Play: Commerce Casino will not reduce, waive, refund or provide a free collection ("Courtesy Button") token to any patron in either the base game or the jackpot element of any game included in this proposal.

6. Name of the game: **No Bust Blackjack**

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

   (a) What are the standards of play?

   The object of the game (No Bust Blackjack) is to achieve the best hand possible that will rank better than the player-dealer. The game is played with the player-dealer system, it requires one of the players to act as the player-dealer, whose hand and wager will play against the rest of the table. No player may act as player-dealer consecutively around the table; the player-dealer position will continuously and systematically rotate among all seats. Player may decline to act as the player-dealer.

   (b) Does the game use a "standard" 52-card deck or other type of card deck?

   No Bust Blackjack is played with an 8 deck shoe of cards. Each deck contains 53 cards, 52 cards and a joker.

   (c) Who deals the cards? describe dealing procedures

   The casino dealer deals the cards out of the shoe rack, starting from the first wagered seat clockwise from the dealer button position; one card at a time moving clockwise, until all wagered seats have received 2 cards. The player-dealer will receive only one card at the first round of dealing. All cards are dealt face up.

   (d) How many players does the game involve?

   The game is played with up to eight (8) seated players and no limit on the backline players. Any player may wager on available betting circles.

   (e) How and when are house fees collected?

   See attached collection sheet

   (f) What is the betting limit?

   See attached collection sheet

(g) What is the betting scheme?

All bets must be placed inside the betting circle before the first round of cards is dealt (passed the wagered seat). There is no maximum limit to the player-dealer's wager, players must bet within the table's limit.

(h) How are winners determined and paid?

The best hand is "Natural" which is a hand consisting of two jokers, followed by 21, 20, 19.....etc; in descending order. Any hand that has a value greater than 21 loses to a hand that has the value of "natural" or under. A hand's ranking value is the sum of the value of all the cards in the hand. The K's, Q's and J's have the value of "10". Aces may be used as the value "1" or "11". The joker is wild, any combination with the joker has the value of "21". The rest of the cards have face values.

When both the player's and the player-dealer's hands are "Natural" or under, the hand closest to the "Natural" wins, when they have the same value, it is a tie (push), no wager exchanged.

When both the player's and the player-dealer's hands are greater than "Natural"

- **If the player's hand is lesser in value, it is a tie (push), no wager exchanged.**
- **If the player-dealer's hand is lesser in value, the player-dealer wins.**
- **If the player and player-dealer's hands have the same value, the player/dealer wins.**

The player-dealer's wager will play against the rest of the wagers. The player dealer position may only win or lose the amount posted in the player-dealer position. Courtesy buttons are awarded to all players whose wagers are not covered by the player dealer.

9. Describe a "round of play"

(Before the first round of dealing has passed the seat, all players may place wagers.) The dealer will start dealing from the first wagered seat clockwise from the dealer button, one card at a time until all players have received 2 cards; the player-dealer will not receive the 2nd card. The draw starts from the first hand clockwise from the dealer button. After the

draw has been completed the player dealer will receive the 2nd card, and the value of the 2nd card will decide the position of the action button. After the player-dealer's draw card process is completed, the dealer will compare hands with players starting from the action button followed by the payoff process.

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

Regular half-circle table

11. List other equipment used

- **One California game gaming table (with the drop slots)**
- **Dealer chair and chairs for players**
- **Drop box for table fee**
- **Shoe of cards and shoe rack**
- **Dealer's cut card**
- **Shoe cut card, one side black, one side yellow**
- **Dealer's tray**
- **Two dealer buttons, one round and one square.**
- **Action button (Red background)**
- **Dealer Check button, to indicate the hand that requested "No Action Way" to be applied**
- **Courtesy buttons**
- **Proper denomination of gaming chips**
- **Shuffling machine on limited tables**
- **Table sign**

HOW TO PLAY

1. The value of the hand is determined by the sum of the cards: All cards have face value; Aces are 1 or 11; Picture cards are counted as 10; Jokers are wild. Any card and a Joker is 21.

2. A single or multiple deck of standard cards is used. If multiple decks are used, one Joker is added to each deck.

3. When play begins, all players receive two cards face up; the player dealer's hand will receive one card face up. After the completion of the draw the player dealer will receive a second card.

4. Players have the option to draw additional cards after the completion of the initial deal. Players may receive additional (hit) cards, starting from the first clockwise position from the player dealer. Players may draw as many cards as permitted. See chart "Hit/Stand Rules for Players."

5. After all players have exercised their right to draw additional cards, the player dealer may receive his/her draw cards. The player dealer may draw as many cards as permitted. See chart "Hit/Stand Rules for Player Dealer."

6. If the player dealer's up card is a Joker, there is no draw.

OBJECT OF THE GAME

The object of the game is to form a hand that totals as close to a Natural as possible, without exceeding it. A Natural hand beats all other hands. A Natural consists of two Jokers.

GAME RULES

1. If a player's total is more than a "Natural", and the player dealer's total is a "Natural" or less, player dealer wins.

2. If a player's total is a "Natural" or less, and the player dealer's total is more than a "Natural", player wins.

3. If a player's total is more than a "Natural" and the player dealer's total is more than a "Natural", and:

   a. player dealer is closer to a "Natural", then player dealer wins.

   b. player is closer to a "Natural", it results in a push.

4. Player dealer wins all ties over a "Natural."

5. If the player's total and the player dealer's total are both below a "Natural", the hand closest to a "Natural" wins.

6. If the player and the player dealer have the same total equaling a "Natural" or less, it is a push.

ADVANTAGE CHART OR HIT CARDS

Two Card Total	Advantage	Disadvantage
11	100%	0%
12	70%	30%
13	62%	38%
14	55%	45%
15	47%	53%
16	40%	60%
17	32%	68%
18	25%	75%
19	17%	83%

DOUBLE-DOWN SPLIT & SURRENDER

1. Players may double-down on any two cards and receive one draw card.
2. Players cannot split, double-down or surrender any hand with a Joker.
3. Players splitting:
   a. Aces will receive one draw card for each Ace only.
   b. any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double-down after each split.
5. Multiple splitting is permitted (up to 2 times).
6. Players can surrender on their first 2 cards, and forfeit half of their wager.
7. If the player dealer's second card is a Joker, double-down and split wager receives no action.
8. All pay-offs are to the extent that the player dealer money covers.
9. Additional rules may apply.

Commerce Casino
L.A.'s FRIENDLIEST

21st CENTURY BACCARAT
Face Up Version

SUMMARY OF GAME

The object of the game is to assemble a hand of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals three hands of two cards each, one to her right, one left and one in front. The hand in front of the house dealer belongs to the player/dealer. The hands to the house dealer's right and left are dealt face up and are community hands. Players wagering in seats 1 to 4 play one of these hands and players wagering in seats 5 to 8 wager on the other hand. Non-seated players may bet on either hand. The player/dealer's first card is dealt face up and the second card is face down.

Each player has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

In response to the letter from Samuel Dudkiewicz, dated May 8, 2003, this proposal has been revised from Commerce Casino's February 13, 2003 proposal to delete the "courtesy button" procedure and equipment. Commerce Casino will collect its table fee of between $2.00 to $5.00 per hand from each participating player regardless of whether a player's wager is covered by the player/dealer. Based on the Division of Gambling Control's interpretation of Penal Code section 330j(f), Commerce Casino will not give players any free or waived fee collection, voucher, token, or any other means of waiving, refunding, or reducing the amount of the predetermined table fee based on the "stage" of the game or the amount of money awarded to the winner of the game.

Commerce Casino

L.A.'s FRIENDLIEST

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible

2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3. The game is played with a plural deck of 52 standard cards. Six or eight decks of cards may be used.

4. There are no Jokers.

5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals three two card hands, in rotation, one at a time.

11. Players in seats 1 to 4 and 5 to 8 each receive two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

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

14. Each player with a wager on the stand line has four options:

    a) Stand and keep wager on the Stand Line;

b) Hit and take a community card by moving wager to Hit Line;

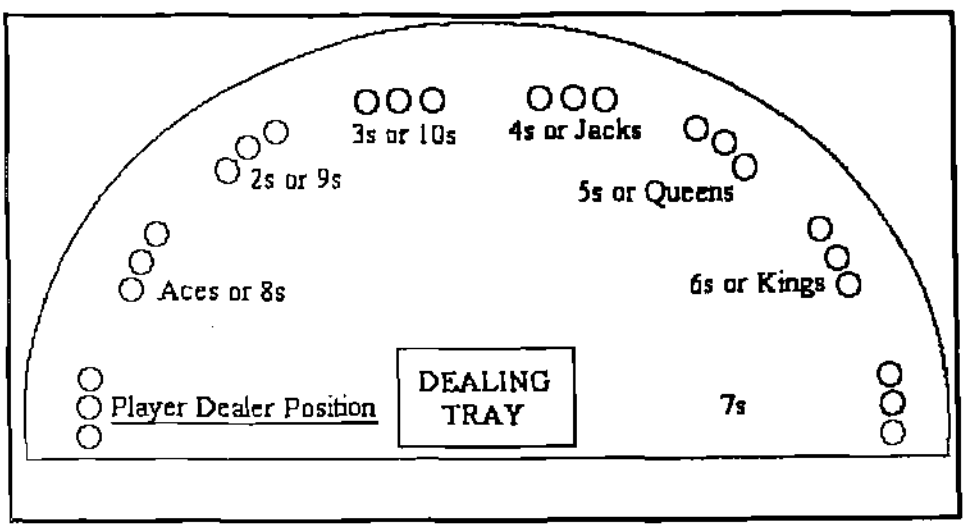
c) Surrender and forfeit half of the wager; or

d) Make an additional wager equal to the original wager and take a community card by moving original wager and additional wager on the Hit Line.

15. The House Dealer will deliver additional hit cards to seats 1 to 4 and/or 4 to 8 if requested and will then expose the player/dealer's hole (down) card.

16. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	Is Represented By
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



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

18. Players with hands valued at 0 to 6 may surrender.

19. Players with hands valued at 7 to 9 must stand.

20. Players with hands valued at 0 to 4 must hit.

21. Players with hands valued at 0 to 6 may add a wager equal to their original wager and hit.

22. The Player/dealer wins all ties on zero and one.

23. All ties on 2 through 9 are a "Push" and wagers are called off.

24. The Player/dealer must hit on 5s or below and must stand 6s and above.

25. House Way: Players hit on 5 or below and stand on 6 or above. House Way must be used by the house dealer when a player requests the House dealer to play an additional wager.

26. Any three card hand with a value of 9 pushes a two card hand with a value of 9.

27. Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.

28. Backline betting is allowed. Each seat has three betting circles for Ante bet.

29. "Round of Play" .Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

PLAYER- DEALER & DEAL

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

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

Commerce Casino
L.A.'s FRIENDLIEST

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1
- All ties from 2-9 are pushes.

Ranking Chart

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

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Hand Ranking Chart

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

Commerce Casino

L.A.'s FRIENDLIEST

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

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
6 OR MORE	5 OR LESS	N/A

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PLAYERS

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

Rules for Players		
Must Stand on	Must Hit on	Have Option on
7 OR MORE	4 OR LESS	5& 6

21st CENTURY BACCARAT
Face Up Version
(Second Revision)

Commerce Casino proposes to revise 21st Century Baccarat – Face Up Version to 1) reduce the number of hands dealt from three to two; 2) change the playing rules, as set forth below; and 3) change a Jackpot qualifying hands.

Revision of Dealing Procedures. The house dealer deals two hands (instead of three) of two cards to each hand. One hand is a community hand. The second hand belongs to the player/dealer. The player/dealer's first card is dealt face up and the second card is face down. Each player then has up to four options in each game: a) stand; b) hit and take a community card; c) surrender and forfeit half of the wager; or d) make an additional wager equal to the original wager and take a community card.

Revision to Playing Rules. If the sum of a player's first two cards equal 9 ("Natural"), the player/ dealer will not draw a card. If the sum of the Player/dealer's first two cards equal 9 ("Natural"), the players may not draw.

Jackpot. Commerce Casino proposes to revise the Jackpot Qualifying Hands in California Games Jackpots to accommodate 21st Century Baccarat – Face Up Version as set forth below.

All other rules will remain as submitted and approved by the Division of Gambling Control on June 20, 2003.

6. Name of the game: **13 Card Poker, also known as Chinese Poker (Mandarin Version)**

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

(a) What are the standards of play?

The object of the game (13 Card Poker) is to set the thirteen cards received on the deal into three hands that will rank higher than the three hands set by the active players. The player must arrange the hand according to the three-five-five card formation. The front hand may not rank higher than the middle hand, the middle hand may not rank higher than the back.

(b) Does the game use a "standard" 52-card deck or other type of card deck?

13 Card Poker is played with one standard 52-card poker deck.

(c) Who deals the cards? describe dealing procedures

The casino dealer deals the cards face down. The dealer will deal 4 stacks of cards at the table in clockwise rotation, each stack contains 13 cards. The first stack on the dealer's left will be dealt to the action button. The action button is awarded to the highest back hand value from the previous hand. In a 5 handed game, the dealer button position will not receive a hand, in a 4 handed game, the dealer button position will receive a hand. A 5th player may be eligible to participate provided that one of the 4 hands chooses not to participate.

(d) How many players does the game involve?

The game allows up to five (5) seated players.

(e) How and when are house fees collected?

See attached collection sheet and collection procedures for California Games

(f) What is the betting limit?

See attached collection sheet

(g) What is the betting scheme?

The limit of the game indicates the wager being played for, each hand basically represents one (1) point which is equivalent to the money value of the game's limit.
i.e; in a $5.00 limit game each point would have a money value of $5.00

(h) How are winners determined and paid?

The player wins one point when their respective hand ranks higher than the other active players. If the hands have the same exact rank; it results in a tie (push) no wager exchanged. The following are the general ranking of hands in descending order of values:

1. **Royal Flush**
2. **Straight Flush**
3. **Four of a Kind**
4. **Full House**
5. **Flush**
6. **Straight (A-2-3-4-5 is the smallest Straight)**
7. **Three of a Kind**
8. **Two Pairs**
9. **One Pair**
10. **No Pair (Nothing)**

Certain situations will qualify to win extra points, such as Bonus Hand, Shot, Homerun and Clean Sweep, please refer to the gaming brochure for detail.

The player's wager will play against the rest of the participants. The payoff starts from the first player clockwise from the dealer button position moving clockwise, and the settlement of wagers continues to the extent that player's wager covers. The player's wager at the beginning of the hand determines the amount of transaction of wagers that might taken place during the settlement of the wagers. The portion of the player's wager that has received action will not be allowed to be involved in subsequent transactions. The settlement of wagers will be conducted in the following fashion:

1) **The player in 1st clockwise position from the dealer button settles the payoff against the 2nd position.**
2) **The player in 1st clockwise position from the dealer button settles the payoff against the 3rd position.**

3) **The player in 1st clockwise position from the dealer button settles the payoff against the 4th position.**
4) **The player in 2nd clockwise position from the dealer button settles the payoff against the 3rd position.**
5) **The player in 2nd clockwise position from the dealer button settles the payoff against the 4th position.**
6) **The player in 3rd clockwise position from the dealer button settles the payoff against the 4th position.**

The player with the highest back hand value will win the antes.

9. Describe a "round of play"

Players will ante according to the limit of the game.
The dealer will deliver the first stack (from the casino dealer's left to right, they will be referred to as #1 through #4) one hand (13 cards) per seat, starting from the action button position; if it is the first hand of a new game, the action button will be on the first clockwise player from the dealer button; if it is an ongoing game the action button will be on the seat that has declared the best Clean Sweep or the best back hand of the previous hand. All players will view their hands and set the cards to front, middle and back hands at the table. Once all hands are properly placed on the table, players will expose the hands and compare with each other. The payoff process then follows.

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

13 Card Poker table or regular Poker table.

11. List other equipment used

- **One 13 Card Poker table or regular Poker table (with the drop slot)**
- **Dealer chair and chairs for players**
- **Drop boxes for table fee**
- **Two decks of different colors**
- **Dealer cut card**
- **Dealer tray**
- **One round shape dealer button**
- **Action button (Red background)**
- **Proper denomination of gaming chips**
- **Table sign**

Introduction

Chinese Poker is played with a regular 52-card deck, and utilizes standard poker rankings. Four players are dealt 13 cards each. They must be arranged to form three poker hands: a three-card "front" segment (straights or flushes do not have ranking value), a five-card "middle" segment, and a five-card "back" segment. The front segment may not rank higher than the middle segment and the middle segment may not rank higher than the back segment. The object of the game is to set the three segments in such a manner that they beat the respective segments of the opponents. Should a player fail to set the cards in the proper ranking order or in the prescribed 3-5-5 combination, the hand is fouled and that player must pay a penalty to each opponent.

When all players have set their hands, the cards are turned face up and the deal is scored. Each player compares their segments against the segments of all the opponents hands one player at a time, beginning with the player sitting clockwise next to the dealer button and continuing around the table.

Point System

The settlement of wagers is based on points awarded for each hand. In the basic point system, each of the three segments is worth one (1) point, which has a monetary value depending on the table limit. The player who has the highest ranking for each segment wins one point from his/her opponent(s). Players then settle their wagers according to the point difference.

In addition to the basic point system, three variations may be utilized:

Caribbean Stud Poker

The game is played on a blackjack styled table with up to eight player positions. A standard 52-card deck is used. In front of each player's position are two betting spots: "ANTE" and "BET".

Players must place an ANTE prior to receiving their cards. Following the ANTE, each player receives five cards face down. The player/dealer receives four cards face down and one face up card. The player/dealer's last card is used to determine placement of the action button. There is no dice in the game.

Players have the opportunity to examine their hand and have the option to fold (surrender) or call. If a player elects to fold she forfeits her ANTE. If the player calls, she must place an additional wager, equal to twice the ANTE, in the BET circle. After making this decision, all players must put their cards face down on the table.

The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer does not have an Ace-King or higher, she does not qualify and the hand is over. In that case all players who called are paid even money on their ANTE and their call BET is returned.

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.

- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.

- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.

- If the player/dealer's hand qualifies and the player and the player/dealer

have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBEAN STUD POKER

BASICS RULES&PROCEDURE

1) The object of CARIBBIAN STUD POKER is to make the highest possible poker hand.

2) The game is played with a standard deck of 52 cards with no joker.

3) The game plays on a blackjack style table.

4) Each player position has areas on the table lay-out marked Ante and Call bet.

5) Third Party Proposition Players only prescribed by law are permitted to play and hold player/dealer position.

6) Two-backline betting positions are allowed. Each seat has three betting circles for Ante and Call bets. The game is eight handed.

7) "Round of Play". Players choose their spots around a blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.

8) Players must place Ante prior to receiving their five card hand.

9) The cards are dealt five in rotation from the player/dealer left to right. Each player's and the player/dealer's hand is composed of five cards dealt face down. After the deal, the player/dealers' top card is turned face up. The Player/dealer thus will have four cards face down and one card face up.

10) The player/dealer must have a poker value of at least an Ace/King to qualify. If the player/dealer does not obtain a qualifying hand (i.e., Ace/King or better), players who call automatically win and are paid

even money on their Ante bet even if the player's hand is lower than the player/dealer's hand.

11) If the player/dealer obtains a qualifying hand, the players act in turn by exercising one of the following options:
   a) Surrender by forfeiting their Ante wager; or
   b) Call by placing a Call Bet in the amount of double the Ante.

12) Each player's five-card hand is compared with the Player/dealers' five-card hand. The higher hand wins.

13) The player/dealer's hand must have a poker value of at least an Ace/King (an ace and a king) to "qualify." If the player/dealer's hand does not qualify, players who have not surrendered win the Ante bet.

14) If the player/dealer's hand does not qualify with an Ace/ King, the back Call Bet wager will be push and receives no action.

15) If the player/dealer hand qualifies all identical hands push (tie). There is no draw or discard.

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

17) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extent that player/dealer wagers cover in the following order:
   Front bet (Ante)
   Back bet (Call Bet)

18) The game pays 1 to 1 on all Antes. Table below lists odds paid on Call Bets for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

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

PLAYER/DEALER& DEAL

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

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

Collection Rates

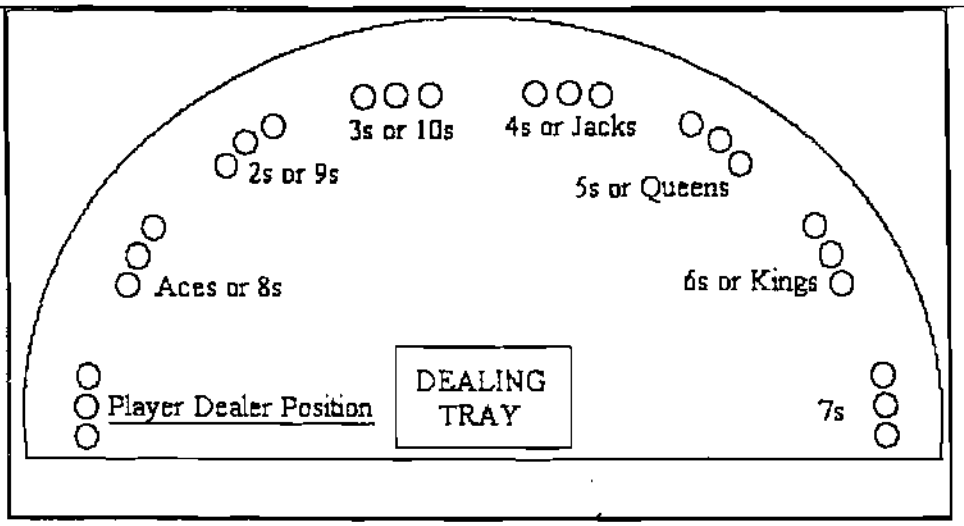
The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post a collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Limits	Player/dealer	Player
$5-$50	$1	$ 50c
$10-$100	$2	$ 1
$50-$300	$3	$ 2

Player/ Dealer & Action Button

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

PLAYER WITH POSITION NUMBER	IS REPRSENTED BY
Player /dealer's position	0
2	Ace or 8
3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



Commerce Casino

L.A.'s FRIENDLIEST

TRIPS

A

FIVE CARD STUD GAME

WITH ELECTRO-MECHANICAL SHUFFLERS

First Revision

OBJECT OF THE GAME

Similar to Poker, Trips is a "round game" where players play against each other. There is no player/dealer. The object of this game is for players to form a five-card poker hand that contains at least a three-of-a-kind "qualifying hand" or better. Concurrently, players strive to:

a) Beat the other participating players involved in the hand.
b) Form the highest hand so that they may win a portion of the accumulated pot in the event that no one attains a qualifying hand.

Although the game could be played with traditional paper cards, this form of the game is played on DigiDeal's patented Digital Card System (DCS). The DCS uses digital card facsimiles for the game play. The DCS consists of: a) the dealing unit that is placed on the left side of the dealing tray; b) six display monitors that are placed in front of each player; c) two chip recognizing portals that are in front of each monitor (total of 12 portals), and d) the computer processor that is placed directly underneath the dealing unit and is affixed to the table.

This computer processor shuffles the cards and displays them on the monitors. All units of the system (the processor, the dealing unit, six monitors and twelve portals) are simultaneously linked via data cables and the system is powered by the 120 volt electricity.

DCS has been thoroughly tested and certified by Gaming Laboratories International ("GLI") for use in tribal casinos in California and numerous other jurisdictions across the United States.

The visible part of the DCS unit, on the left side of the dealing tray, has a "Deal" button. By pressing this button, the computer processor randomly deals a digital card to every player similar to a casino dealer pitching a paper card to the players.

Two separate portals are placed in front of each monitor. One is designated for the table fee collection and the other is for the wagers. Players wanting to bet or pay their collections must place the appropriate chips over the portals. The chips are then recognized through the portals. After that recognition, digital cards can be dealt to that position. If chips are not placed on a portal, the monitor will indicate the lack of appropriate bet and hence it will not deliver a card or cards to that player.

Every time DCS deals a new card, the facsimile of that card is instantaneously displayed on every monitor on the table. In addition to the new cards, players will see their individual hands on the monitors as well. Each player will also be able to see other players' hands.

In total, each of the DCS monitors is capable of showing the following information and activities related to the game and the round of play:

- The initial message for players to post their antes and bets,
- Each player's hand content,
- Other players' hand contents,
- Each new card that is being dealt,

- The total amount of the accumulated pot,
- The amount of the pot high hand award,
- Message display of the qualifying hand,
- Message display of the highest hand in case that a qualifying hand is not obtained,
- Other message displays for bets and non-winners,
- Audible sound of bell when a qualifying hand is formed.

RANKING OF THE CARDS

The Digital Card System uses a single standard deck of cards. Two Jokers are added to the deck for a total of 54 cards in the deck. A maximum of six (6) players participate in each hand.

a) All cards have their face values.
b) Jokers are used as wild cards. Jokers can be considered as any card to form the best possible combination including:

- Pairs,
- Trips,
- Four-of-a-kinds,
- Five-of-a-kinds,
- Straights,
- Flushes, or Straight flushes

c) When two Jokers appear in one hand, if a straight or better is not formed, at minimum a three-of-a-kind is automatically formed in union with the highest card of that hand.
d) Picture cards have no numerical value; instead, their ranks are used to determine the value of the hand. Ascending values of cards are:

RANKING OF THE CARDS

CARDS	RANKING VALUE
Ace	1st or 14th
2	2nd
3	3rd
4	4th
5	5th
6	6th
7	7th
8	8th
9	9th
10	10th
Jack	11th
Queen	12th
King	13th
Joker	Wild (as any card)

VALUE OF HANDS

Trips uses the High Poker hand ranking to determine the value of player's hands. The following ranking chart displays the order in which the hands are evaluated in comparison.

HAND RANKING TABLE

ORDER OF VALUE	HAND CONTENT
1st	Five-of-a-Kind
2nd	Royal Flush
3rd	Straight Flush
4th	Four-of-a-Kind
5th	Full House
6th	Flush
7th	Straight
8th	Three of a kind
9th	Two pair
10th	One Pair
11th	No pair

GAME LIMITS & COLLECTION RATES

Various limits of the game will be offered at the casino. Players may choose any of the table limits to play at. Nomenclature (signage) will be conspicuously posted at each game to inform patrons of name of the game, along with the collection and betting limits. The limits that Commerce Casino proposes to offer are as following:

Schedule of Table and Betting Limits and Collections

$2 TABLE LIMIT		
$2 BETS IN ALL STAGES		
COLLECTION RATES		
Round	$ Amount	From
1st	$0½	Each Player
2nd	$0	n/a
3rd	$2	Pot
4th	$2	Pot
5th & More	$0	n/a

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

$5 TABLE LIMIT

$5 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	$1	Each Player
2nd	n/a	n/a
3rd	$5	Pot
4th	$5	Pot
5th & More	n/a	n/a

$10 TABLE LIMIT

$10 BETS IN ALL STAGES

COLLECTION RATES

Round	$ Amount	From
1st	$2	Each Player
2nd	n/a	n/a
3rd	$7	Pot
4th	$7	Pot
5th & More	n/a	n/a

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

TABLE FEES

Table fee collections are taken at the beginning of each round of play. Each player pays a pre-determined amount at the beginning of each round. If a qualifying hand is not obtained the pot rolls over. For the second round there is no collection. If play goes to a 4th and 5th round, the collection listed above will be taken from the pot. At this point, if a new player who was not involved in the previous hand wishes to participate, the new player (only) must wait until Trips or better is achieved and a player is awarded the pot.

After collecting the collections from each player, the casino dealer converts them to the highest denomination of chips and places the total amount in a prearranged location, generally on top of the drop box. The collections are untouched during the round of play. Only after a player produces a qualifying hand of three-of-a-kind or better and the entire pot is awarded to that player, the casino dealer drops the total amount of collections.

ROUND OF PLAY

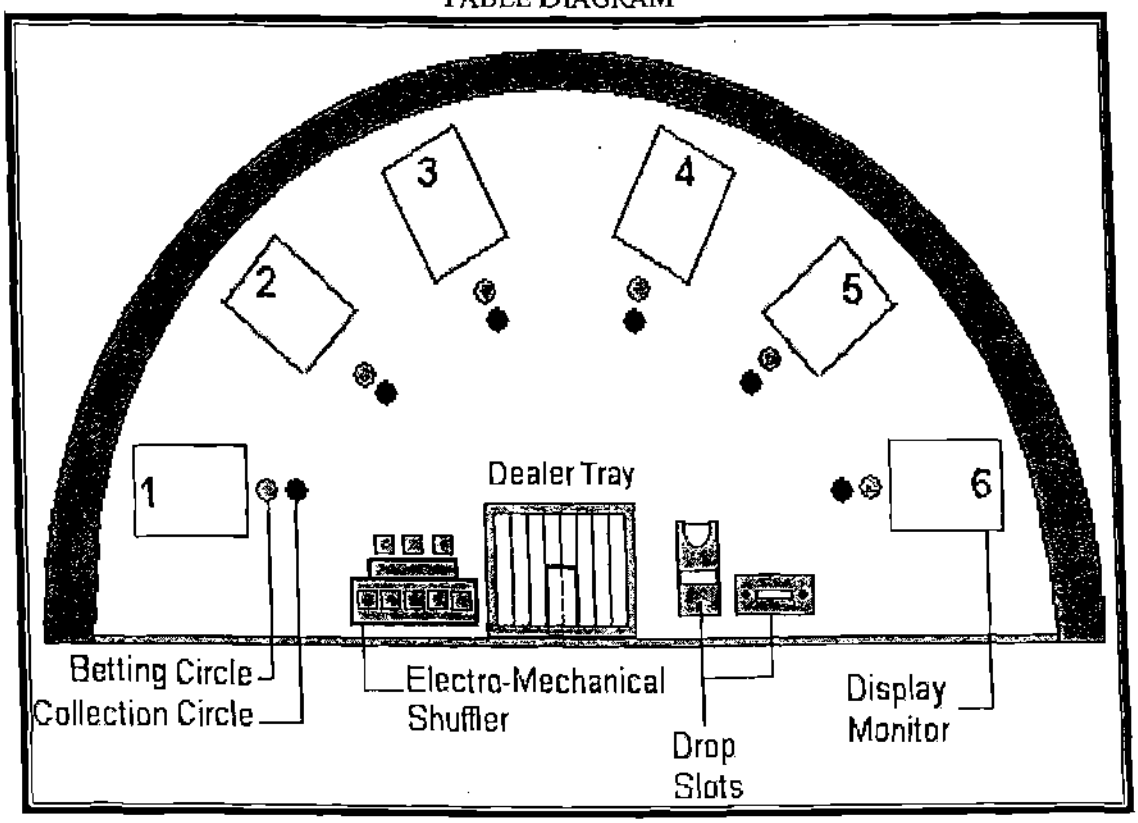
A round of play begins from when the collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with the qualifying hand (three-of-a-kind or better). The table fee collection is taken at beginning stages of each round; no other collections are taken. The round of play occurs according to these procedures:

i. Trips is played on a raised table with six players who face the dealer in a 180 degree seating arrangement (Page 4). The casino dealer sits or stands at the center of the table facing the players. The dealing tray is directly in front of the dealer and the DCS unit is on the left of the dealing tray. The first seat on the left of the dealer is designated as seat number one and the last seat on the right of the dealer is numbered six. Like all other poker games, all action and the deal of cards move in a clockwise direction from seat number one to number six.

ii. The casino dealer calls for and verifies that all players have posted a collection and the initial wager.

iii. Prior to dealing, the casino dealer takes the designated collection from each player and places them in a prearranged location on the table, usually above the collection box that is affixed to the gaming table. Collections will be dropped at the conclusion of the round of play. If none of the players, at the conclusion of the deal, wins with a qualifying hand (three-of-a-kind or better), players who paid a collection will not be required to post another collection until the end of the round but the new players who did not pay a collection previously and now want to receive a hand must post the required collection. However, if a player wins with a qualifying hand, the round of play will be concluded and all players will be required to pay another collection to participate in the new round of play.

TABLE DIAGRAM



iv. The game utilizes a standard 52-card deck, with the addition of two Jokers for a total of 54 cards.

v. All tables will have a nomenclature (signage) specifying the name of the games, limits of the games, the collection rates and the betting limits.

vi. Once players have placed their bets (1st round of bets) and collections and after the casino dealer has posted the collections on the designated spot, the dealer presses the "Deal" button on the dealing unit at which time digital cards are dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. This initial deal consists of two cards.

vii. Each participating player, starting from seat number one moving toward seat number six, receives two face up cards. The cards are dealt one at the time to each player in a clockwise direction.

viii. After that delivery, the casino dealer gathers all of the first wagers in the center of the table and creates the pot (accumulating the chips in the center of the table).

ix. At this point the second (2nd) round of betting commences. Beginning from seat number one, the dealer gives each player the option to either make another wager or fold. Players who wish to continue playing and receive additional cards must place another wager equal to the original bet on the appropriate portal. Players who do not want to continue will not place a chip on that portal; hence, they will not receive additional cards and will not be eligible to win any portion of the accumulated pot.

x. When players make their decisions, the casino dealer presses the "Deal" button again and another card is will be delivered to each participating player.

xi. After delivering a digital card to the participating players, the casino dealer collects all of the wagers and adds them to the previously accumulated pot.

xii. When all remaining players receive another up card, the third (3rd) round betting starts. In the same manner as the second round of betting, starting from seat number one moving toward seat number six, players make a choice to continue playing by placing another wager equal to the initial wager or to fold by not posting another wager.

xiii. When players exercise their choices, the casino dealer again presses the "Deal" button on the dealing unit at which time another digital card is dealt to each player beginning from the first active player from seat number one ending with the last active player from seat number six. Immediately after the deal, the casino dealer again collects all of the wagers and adds them to the previously accumulated pot.

xiv. After every player has had the chance to act with their 4th up card, the house dealer, similar to previous rounds, presses the "Deal" button on the dealing unit again and

another digital card is delivered for the 5th (the last) up card to every remaining player in the pot. When the last card is delivered, no other wagering activity will take place.

xv. The casino dealer then gathers all of the final wagers and adds them to the accumulated pot.

xvi. When the last card is delivered by DCS, it automatically locates the highest ranking qualifying hand and in large green letters shows "WINNER;" it also sounds a winning bell. If a qualifying is formed, the entire pot will be awarded to that hand and the round of play is concluded.

xvii. If no one qualifies with a qualifying hand (three-of-a-kind or better), DCS then identifies the best hand on the table and displays "HIGH HAND" on the appropriate monitor. This hand will win 20% of the accumulated pot; however, the round of play will not be concluded. All of the players who played during the previous round of play are permitted to play without posting another collection; however, the new players who wish to receive a hand will be required to post both a table fee collection and a wager.

GAME RULES

1) The game is played with a standard deck of 52 cards with two Jokers for a total of 54 cards.

2) All cards have their conventional High Poker values. Aces can be used as the highest or the lowest card of the deck.

3) Jokers are Wild cards. They can be used as any card to improve a hand at least by one level.

4) "High Poker" ranking chart is used for comparison of hands.

5) All cards are dealt face-up in a Stud form; therefore, there will be no draw cards.

6) A round of play begins from when the table fee collections are taken and the initial pot is formed; the round of play is concluded when the accumulated pot is awarded to the player with a qualifying hand (three-of-a-kind or better).

7) Players must place a collection and a bet in order to receive the two initial cards.

8) After the initial cards, players must either bet or fold.

9) Players who make additional wagers are entitled to receive additional cards.

10) Players folding will not receive additional cards and will not be entitled to win any portion of the accumulated pot.

11) In order to win the entire pot, a player must obtain a qualifying hand of three-of-a-kind or better.

12) If two or more players have three-of-a-kind or better, the best hand will win the entire pot.

13) If no one has a qualifying hand, the best hand on the table wins 20 percent of the accumulated pot.

14) If no one has a qualifying hand, the round of play is <u>not</u> concluded. All of the players who participated in the previous hand by paying a collection and a wager will be entitled to receive a hand without paying an additional collection. New players however, must pay a collection.

15) When the entire accumulated pot is awarded to a player with a qualifying hand, the round of play is concluded and all of the players who wish to participate in another hand must pay another collection and place a wager.

1. All table and Jackpot fees shall be determined prior to the start of play of any hand or round.

2. No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

3. Flat fees on each wager may be assessed at different collection rates, but no more than three collection rates may be established per table.

4. The fee collection method is as follows:
   Table fee- (house fee collection)
   Jackpot fee (if applicable)

5. For every game regardless of the outcome of the game, the table fee and jackpot fee will be collected from the pot.

   Games that use community cards- the collection will be taken before the flop by the dealer.

   Seven Card Stud games- the collection will be taken before the 4th street by the dealer.

   Lowball and Draw games- the collection will be taken before the draw by the dealer.

   Mexican Poker- the collection will be taken before the 3rd street by the dealer.

   Pan- the collection is taken from the tops before the hand is dealt by the dealer.

   In 5-Card Stud the table fee and jackpot fee will be taken from the pot before the 3rd street (2nd up card).

Badugi is a triple draw four card low-hand game. The game follows a betting structure similar to Limit Hold'em games. Badugi is a low hand wins game. The best low hand is comprised of four cards, with none of the same suit, and none of the same rank: i.e. ace, two, three, four all of different suits is the best possible hand. Any 4 card hands like this are know as a '**Badugi**'.

Betting is allowed at the end of the draw at all four levels based on the games structure; i.e. Limit, Pot Limit, or No Limit.

After the last round of betting the wining hand is determined by the following criteria

- **Badugi**
- 3 Card hand
- 2 Card hand
- 1 Card hand

Hand values are based upon the following

Badugi

A **Badugi** is a 4 card hand with no pairs and none of the same suit. Examples of Badugi's would be 2/3/4/5, 2/4/6/7, A/3/5/8, all with none of the same suit. The best possible **Badugi** is A/2/3/4 all off suit as there is no other possible hand lower than this.

Paired Hands

If you hold a hand such as A/2/4/4 (all different suits) then your hand value is really A/2/4 as you can only use one of the cards you have paired. This is known as a three card hand.

Other examples would be A/2/2/4 which is finally A/2/4, K/K/Q/J which is finally K/Q/J, K/J/5/5 which is finally KJ5. A Badugi beats any 3 card hand. Similarly a hand such as A/2/2/2 would only hold a final value of A/2, a two card hand, as the other 2 cards are counterfeited. A three card hand beats any 2 card hand. Other examples of 2 card hands would be A/4/4/4, A/A/8/8, 7/7/6/6, 5/6/6/9 etc.

Suited Hands

Suited hands work similarly to paired hands. If you hold a hand such as A/4/5/6 (where both the 5 and 6 are hearts) then you should choose to play the lower of the two suited cards. In this example then you would hold A/4/5 as the 6 is counterfeited. Other examples would be As9d5s8h where the final value would be A/9/8 as the 5s is dropped. 3h4s9dKh where the final value would be 3/4/9. Jh/Qd/K/2d where the final value would be 2/J/K.

Suited and Paired Hands

Occasionally you may be dealt a hand containing both pairs and suited cards. This is usually not a good situation to be in as it means your final hand value will be very weak. For example, Kh/Kc/9c/Ts would have a final value of 9c/Ts/Kh as the King of clubs is counterfeited. Other examples would be:

- 2h/3h/4s/6d where the final value would be 2/4/6 as the 3 of hearts is counterfeited.
- Td/9s/7s/5s where the final value would be T5 as the 7 and 9 of spades are counterfeited.
- JsQh3s9s where the final value of this hand would be Q3 as the 9 and J of spades are counterfeited.

Therefore double suited double paired hands are not good starting hands.

Another rare example would be when you hold 4 of a kind, e.g. 4/4/4/4 or 9/9/9/9 giving you a final hand value of either 4 or 9 respectively. This is known as a 1 card hand and is the worst possible type of hand to hold.

Furthermore, you could be dealt a hand such as Kd/Kc/Jd/Jc where the final value would be either Kc/Jc or Kd/Jd. So for example you could hold Kh/Jh/Kc/Jc versus your opponent's Ks/Js/Kd/Jd, whereby both of you have a final value of K/J, therefore resulting in a split pot.

APPLICATION FOR CONTROLLED GAME REVIEW

FOR

LIGHTNING POKER

SECTION II – OWNERSHIP OF GAME

1. **Identify any copyright or trademark registration(s) and provide copies, if applicable.**
   Attached in Appendix I are copies of the trademark registrations for our corporate name, Lightning Poker Inc. and our game name, Lightning Poker.

2. **Attach a copy of the patent application or patent related to this game, if applicable.**
   Attached in Appendix 2 is an overview or our patent portfolio and summary of our assigned patents and patent applications.

3. **Detailed description of game rules: see below.**

4. **If applicant is not the game inventor, provide the name of the inventor.**
   Brian Haveson, CEO of Lightning Poker, is the original inventor of the game. Lightning Poker owns 100% of the game.

SECTION III – GAME INFORMATION SPECIFICS

1. **Name of the controlled game.**
   Lightning Poker – Texas Hold 'Em

2. **Copies of published/proposed promotions or advertisement literature must accompany this application.**
   Attached is a Lightning Poker brochure. In addition, further advertisement can be found at the website www.lightningpoker.net.

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

   a. **Standards of play.**

LIGHTNING POKER™ TEXAS HOLD'EM Game rules and standards of play

Lightning Poker™ Texas Hold'em follows traditional Texas Hold'em rules (shown below) except that the game is played electronically through individual player touch screen monitors and with virtual cards and chips. Lightning Poker™ does not allow a player to act until it is his/her turn. In addition to the individual player touch screens, there is a common center screen, which displays the community cards, pot size and other Texas Hold'em information. Lightning Poker™ Texas Hold'em rules are noted below;

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

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

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

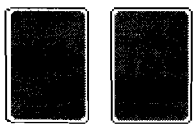
At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest-ranking five-card poker hand. The player with the highest-ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

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

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

Rounds of Betting

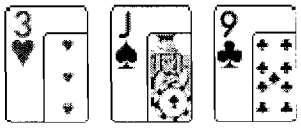
1. Opening deal – Each player is dealt two cards face down, which are known as *hole cards* or *pocket cards.*



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

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

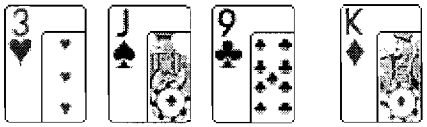
The Flop



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

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

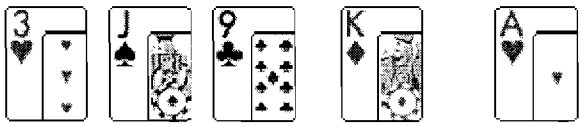
The Flop The Turn



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

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

The Flop The Turn The River



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

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

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

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

c. Describe dealing procedures.

A Lightning Poker game has exactly the same dealing procedures as a non-electronic poker table; it just does everything electronically. Each player is electronically dealt two cards down (hole cards) to their private LCD touch screen. By touching the screen over the cards (touch zone), the player can view their hole cards. A round of betting then happens. Just as in a non-electronic game, the 'deal' is rotated around the table. An electronic 'dealer button' is located in front of a player to denote that the player is the current dealer. Action before the 'Flop' is started by the small and big blinds just like non-electronic play. Player always begins to the left of the current 'dealer' and each player can either 'bet', 'raise' or 'fold'.
If a player wants to 'raise' the bet, they do so through a 'touch' action on their private LCD touch screen. This action will cause virtual chips to be placed in the 'pot'. The subsequent players must either match that raise ('call'), forfeit their hand ('fold') or increase the bet ('raise'), all through 'touch' actions on their private LCD touch screen.

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

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

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

1. Royal Flush
2. Straight Flush
3. Four of a Kind

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

d. Number of players in the game.

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

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

Collection or Rake rules will vary from card room to card room, but many follow similar rules where the collection/rake amount changes depending on the amount of players being dealt a hand. The trigger is how many players are dealt a hand. Lightning Poker provides flexibility for each card room to customize their particular rake rules for any limit game. Below is an example of a typical collection/rake on a 3-6 Limit Texas Hold 'Em game;

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

The card rooms will be able to set the collection/rake rules indicating how much they will charge on a hand and what the maximum collection/rake will be. Variations can include these factors:
A charge if there is no 'Flop'?
The amount of players that reach 'The Flop'?
The amount may as a set amount or percentage of the Pot?
The maximum amount that can be collected/raked per hand?

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

Commerce Casino's collection rates are set forth in Appendix 3.

f. Betting limits.

Betting limits vary and are set depending on the type of Texas Hold 'Em game being played. Control of the betting limits will be determined by what game the card room sets up on the table.
There are two (2) common betting limits including:

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

g. Betting scheme.

1. Checking, Raising and Folding is permitted in all games.
2. 'Limit Texas Hold 'Em' caps the bets and allows for three (3) raises per betting round.
3. 'No Limit Texas Hold 'Em' has no maximum bet and may allow for an unlimited number of raises
4. In 'heads up play' (two players), there may be an unlimited number of raises. This applies when the action becomes heads up BEFORE the raises have been capped. Once the raising has been capped, it cannot be uncapped on that round of betting.
5. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet and other players may fold, call or make a full raise.
6. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.
7. All players must meet the total amount of their blind obligations every round they play. The dealer button always moves forward and the blinds adjust accordingly.

h. How winners determined and paid.

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

Payments are transferred automatically to the winning player's account, and the system keeps a running total of all losses or winning for all players. When a player wishes to leave the table and 'cash out' their winnings or remaining monies, they touch 'Leave Table/Cash Out' on their private LCD Touch Screen. The player then returns to the Lightning Poker Cash Station where they created their player account. The player provides card room cashier their account card and the cashier swipes their card to locate the player's cash balance and then pays the player their winnings or remaining cash balance.
Lightning Poker utilizes the patented Oneida II account based cash system to handle the entire cash process utilized as part of its product. The Oneida II system is certified and has been utilized in casinos (Turning Stone in Verona, NY) for close to a decade.

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

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

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

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

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

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

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

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

The next hand now begins.

Screen Shots of Lightning Poker are attached as Exhibit 4.

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

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

6. **List other equipment used.**

Lightning Poker utilizes the following required equipment for game play;

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

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

Glossary

ACTION:	**A fold, check, call, bet or raise by a player**
ALL IN:	**A bet that has put all of a player's money/chips into the pot.**
ANTE:	**A required bet posted before the start of a hand by all players**
BET:	**The act of placing an amount of money or chips into a pot by a player**
BIG BLIND:	**The largest blind bet in a game**
BLIND:	**A required bet made before cards are dealt**
BLUFF:	**To bet an inferior hand, attempting to eliminate all opponents**
BOARD:	**The 5 communal cards in Hold'Em format games**
BURN CARD:	**After the initial round of cards is dealt, the first card off the deck in each round that is placed under a chip in the pot, for security purposes. To do so is to burn the card; the card itself is called the burn card.**
BUTTON:	**A player who is designated dealer position marked by a dealer button**
BUY-IN:	**The minimum amount of money required to enter any game, usually five times the maximum bet.**
CAGE:	**A cashier's window located in a casino where chip or money transactions take place.**
CAPPED:	**This term describes the situation in limit poker where the maximum number of raises on the betting round has been reached.**
CHECK:	**To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.**
CHECK-&-RAISE:	**To waive the right to bet until a bet has been made by an opponent, and then to increase the bet by at least an equal amount when it is your turn to act**
COMMUNITY CARDS:	**The cards dealt face up in the center of the table that can be used by all players to form the best hand in the games of Hold'Em and Omaha.**
COMPLETE THE BET:	**To increase an all-in bet or forced bet to a full bet in limit Poker**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

HOLECARDS: The Cards dealt facedown to a player.

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

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

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

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

OPENER: The player who made the first voluntary bet.

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

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

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

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

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

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

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

RAKE: A fee charged for each hand dealt.

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

RIVER CARD: The final card in any poker game

SET: Three of a kind. Also called trips.

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

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

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

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

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

STRAIGHT: Five consecutive ranks of any suit

STRAIGHT FLUSH: Five consecutive ranks of the same suit

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

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

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

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

WAGER: A bet or a raise

APPENDIX 3

Lightning Poker Collections

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee	Regular Table Fee
1 ~ 2 with 7 or more players	0. 50 , 1	0. 50	0. 50	2. 00 per hand
1 ~ 2 with 6 players	0. 50 , 1	0. 50	0. 50	1. 50 per hand
1 ~ 2 with 5 or less players	0. 50 , 1	0. 50	0. 50	1. 00 per hand
2 ~ 4 with 7 or more players	1 , 2	0. 50	0. 50	2. 50 per hand
2 ~ 4 with 6 players	1 , 2	0. 50	0. 50	2. 00 per hand
2 ~ 4 with 5 or less players	1 , 2	0. 50	0. 50	1. 50 per hand
3 ~ 6 with 7 or more players	1 , 3	1. 00	1. 00	3. 00 per hand
3 ~ 6 with 6 players	1 , 3	1. 00	1. 00	2. 00 per hand
3 ~ 6 with 5 or less players	1 , 3	1. 00	1. 00	1. 50 per hand
4 ~ 8 with 7 or more players	2 , 4	1. 00	1. 00	3. 00 per hand
4 ~ 8 with 6 players	2 , 4	1. 00	1. 00	2. 00 per hand
4 ~ 8 with 5 or less players	2 , 4	1. 00	1. 00	1. 50 per hand
6 ~ 12 with 7 or more players	2 , 6	1. 00	1. 00	4. 00 per hand
6 ~ 12 with 6 players	2 , 6	1. 00	1. 00	3. 00 per hand
6 ~ 12 with 5 or less players	2 , 6	1. 00	1. 00	2. 00 per hand
9 ~ 18 with 7 or more players	3 , 9	1. 00	1. 00	4. 00 per hand
9 ~ 18 with 6 players	3 , 9	1. 00	1. 00	3. 00 per hand
9 ~ 18 with 5 or less players	3 , 9	1. 00	1. 00	2. 00 per hand

- Designated table fee(s) are taken before the flop <u>and</u> after the turn. During the introductory period one or both may be waved.
- No Jackpot Drop when a 9 handed game becomes 4 handed or less.
- No Jackpot Drop when an 8 or 7 handed game becomes 3 handed or less.

THREE CARD POKER©

OBJECT OF THE GAME

The object of Three Card Poker© is to beat the player/dealer in a three-card poker game using the following ranking system:

- **Ranking of Hands:**
  - o Straight flush
  - o Three of a kind
  - o Straight
  - o Flush
  - o Pair
  - o High card

RULES OF PLAY

1. Three Card Poker© is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have signage displaying the name of the game, the minimum and maximum permitted wager, and collection fees.
4. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. The game is played with up to seven players, plus a player/dealer. The house dealer deals the cards and administers the rules of the game.
6. Players must Ante and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards - two face down and one face up.
7. Players inspect their hand and view the player/dealers up card and then have two wagering options:
   a. Fold the hand and forfeit the Ante; or
   b. Stay in the game by making a Play Bet. The Play Bet must equal the Ante.
8. If a player elects not to make the Play Bet, they forfeit their Ante wager, and are no longer in the game.
9. The player/dealer must qualify to play with a minimum Queen-high:
   a. If the player/dealer' hand does <u>not</u> Qualify and:
      i. The player's hand is ranked higher than the player/dealer's hand, the player wins even money on the Ante and receives no action on the Play Bet.
      ii. The player's hand and player/dealer's hand tie, it's a push and the house dealer returns the player's Ante and Play Bet.
   b. If the player/dealer's hand Qualifies, the house dealer shall immediately stack each player's wager atop the Ante.
      i. If the player's hand beats the player/dealer's hand, the player wins even money on the Ante and Play Bet;
      ii. If the player/dealer's hand beats the player's hand, the player loses the Ante and Play Bet.
      iii. If player's hand ties the player/dealer's hand, it is a push and the house dealer returns the player's Ante and Play Bet.
10. All bets receive action to the extent that the player/dealer's wager covers.
11. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

BONUS BET

1. An optional Bonus Bet may be wagered prior to the initial deal by placing a wager, not to exceed the Ante, in the Bonus Bet spot the playing table. No additional table fee collection is required to make a Bonus Bet.

2. Bonus Bets are wagered against the player/dealer. The player/dealer will pay all winning Bonus Wagers and collect all losing Bonus Wagers. Bonus bets receive action to the extent that the player/dealer's wager covers. Each player's wager receives action in the following order: Ante Bet, Play Bet, Bonus Wager. Once the Player/Dealer's wager has been exhausted, the wagers not covered by the Player/Dealer will be returned to the Players. As an additional option, a Third Provider of Proposition Player Services may cover the rest of the wagers.

3. A Bonus Bet qualifies a player for a Bonus Bet prize. Bonus Bets are paid regardless of whether the player/dealer's hand Qualifies and pay off as follows:

a. Royal Flush	200:1
b. Straight Flush	40:1
c. Three of a Kind	30:1
d. Straight	6:1
e. Flush	3:1
f. One Pair	1:1

GLOSSARY:

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional wager for players who placed an Ante and paid a collection. The Bonus Bet may not exceed the Ante. See Bonus Bet pay chart above.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play Bet: An optional bet that players make after seeing their three-card hand and the player/dealers up card. The Play Bet must equal the Ante.

Qualify: The player/dealer must qualify to play with a minimum Queen-high.

SECTION III - GAME INFORMATION/SPECIFICS

1. Name of the controlled game.

Texas Stud Poker™

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

None.

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

a. Standards of play.
b. "Standard" 52-card deck or other type of card deck.
c. Describe dealing procedures.
d. Number of players in the game.
e. Description of how and when are house fees collected.
f. Betting limits.
g. Betting scheme.
h. How winners determined and paid.

Standards of Play:

Texas Stud Poker™ is played with a standard 52-card deck, with 9 or less players on a standard poker table. The game utilizes a player-dealer button or "Texas Stud button" to designate the player whose button is last to receive cards on the initial deal and has the right of last action after the first betting round. The player-dealer button rotates clockwise. During the initial betting round, players have the option to 'bet', 'raise' or 'fold'. After each bet, subsequent players must either match a raise ('call'), forfeit their hand ('fold') or increase the bet ('raise').

Blinds:

Blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet. The player seated immediately to the left of the player-dealer posts the small blind and the player seated two positions left of the player-dealer posts the big blind. All players must meet the total amount of their blind obligations every round they play.

Betting Limits:

Betting limits vary and are set depending on whether the game is limit or no limit. Checking, raising and folding are permitted in all games. Any bet must be at least the size of the previous bet or raise in that betting round, unless a player goes 'All-In'.

No Limit Games: This is a type of game where players are permitted to bet any amount (no limit) after the big and small blinds are placed. No Limit games have no maximum bet and allow for an unlimited number of raises.

Limit Games: This is a type of game where players are permitted to only bet a 'capped' amount. Players may make three (3) raises per betting round. The cap determines the bet amount and there are three allowable raises per betting round. In limit play, an 'All-In Bet' (players bet all her/his remaining money on table) of less than half a bet does not re-open the betting for any player who has already acted and is in the pot for all previous bets. An 'All-In Bet' of half the capped bet or more is treated as a full bet, and other players may fold, call or make a full raise.

Betting Rounds:

Round One: In Texas Stud Poker™ the Casino dealer delivers three cards to dealt face down ("downcards") to each player starting from the left of the dealer button, after which there is a round of betting;

Round Two: The Casino dealer burns one card and exposes one card face up on the table ("community cards"] after which there is a second betting round;

Round Three: The Casino dealer burns one care and exposes a second community card face up on the table after which there is a third round of betting;

Round Four: The Casino dealer burns one card and exposes a third community card face up on the table after which there is a third round of betting ("round four"); and

Round Five: The Casino dealer burns one card and exposes the fourth and final community card face up on the table after which there is a third round of betting.

After the final round of betting, a player may use any combination of downcards and community cards to form the best hand possible. The player must use at least one downcard. Playing the board is not permitted.

How winners determined:

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

The hand rankings to determine the winner are listed below beginning with the best possible hand, a 'Royal Flush':

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House

5. Flush
6. Straight
7. Three of a Kind
8. Two Pair
9. One Pair
10. High Card

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

See above

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

6. List other equipment used.

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

Glossary:

The Glossary of Terms contained in Commerce Casino's Poker Rule Book is incorporated by reference. See attached.

Pot Collection Procedures for Texas Stud Poker™:

Table Fees are determined prior to the start of play of any hand or round.

No fee may be calculated as a fraction or percentage of wagers made or winnings earned.

Different collection rates may be assessed on each hand, but no more than three collection rates may be established per table.

The three (3) established collection rates for **Texas Stud Poker™** are as follows:

Regular Table Fee,
Designated Table Fee and
Jackpot Fee, if applicable.

A Jackpot Fee will be collected for all hands that are eligible to win a Jackpot prize. Collection rates are noted below.

The Regular Table Fee will be collected for all hands that reach the Opening Round. In **Texas Stud Poker™**, the hand is deemed to have reached the Opening Round when there is a Flop.

The Designated Table Fee will be collected for all hands that conclude prior to reaching the Opening Round (i.e., **Texas Stud Poker™**, where the hand concludes prior to the Flop).

7. The Casino shall provide ample notice to its patrons of the fee collection rates and procedures. Table and Jackpot Fees will be conspicuously posted within view of every gaming table.

8. The collection of the Table Fees may occur before the start of play or after any round of play.

9. Proposed collection rates are attached.

Texas Stud Poker

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
1 ~ 2 with 7 or more players	0. 50 , 1	0. 50	0. 50	2. 00 per hand
1 ~ 2 with 6 players	0. 50 , 1	0. 50	0. 50	1. 50 per hand
1 ~ 2 with 5 or less players	0. 50 , 1	0. 50	0. 50	1. 00 per hand
2 ~ 4 with 7 or more players	1 , 2	0. 50	0. 50	2. 50 per hand
2 ~ 4 with 6 players	1 , 2	0. 50	0. 50	2. 00 per hand
2 ~ 4 with 5 or less players	1 , 2	0. 50	0. 50	1. 50 per hand
3 ~ 6 with 7 or more players	1 , 3	1. 00	1. 00	3. 00 per hand
3 ~ 6 with 6 players	1 , 3	1. 00	1. 00	2. 00 per hand
3 ~ 6 with 5 or less players	1 , 3	1. 00	1. 00	1. 50 per hand
4 ~ 8 with 7 or more players	2 , 4	1. 00	1. 00	3. 00 per hand
4 ~ 8 with 6 players	2 , 4	1. 00	1. 00	2. 00 per hand
4 ~ 8 with 5 or less players	2 , 4	1. 00	1. 00	1. 50 per hand
6 ~ 12 with 7 or more players	2 , 6	1. 00	1. 00	4. 00 per hand
6 ~ 12 with 6 players	2 , 6	1. 00	1. 00	3. 00 per hand
6 ~ 12 with 5 or less players	2 , 6	1. 00	1. 00	2. 00 per hand
9 ~ 18 with 7 or more players	3 , 9	1. 00	1. 00	4. 00 per hand
9 ~ 18 with 6 players	3 , 9	1. 00	1. 00	3. 00 per hand
9 ~ 18 with 5 or less players	3 , 9	1. 00	1. 00	2. 00 per hand

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

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

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

California Commerce Casino

POKER COLLECTION RATES
Texas Stud Poker

Limits & number of players	Blind	Jackpot Collection	Designated Table Fee *Note 1*	Regular Table Fee
10 ~ 20 with 7 or more players	5 , 10	$ 1.00 per hand	1.00	4. 00 Per hand
10 ~ 20 with 6 players	5 , 10	$ 1.00 per hand	1.00	3. 00 Per hand
10 ~ 20 with 5 players	5 , 10	$ 1.00 per hand	1.00	2. 00 Per hand
10 ~ 20 with 4 or less players	5 , 10	$ 1.00 per hand	1.00	1. 00 Per hand
15 ~ 30 with 7 or more players	5 , 15	$ 1.00 per hand	1.00	4. 00 Per hand
15 ~ 30 with 6 players	5 , 15	$ 1.00 per hand	1.00	3. 00 Per hand
15 ~ 30 with 5 players	5 , 15	$ 1.00 per hand	1.00	2. 00 Per hand
15 ~ 30 with 4 or less players	5 , 15	$ 1.00 per hand	1.00	1. 00 Per hand
20 ~ 40 with 7 or more players	10 , 20	$ 1.00 per hand	1.00	4. 00 Per hand
20 ~ 40 with 6 players	10 , 20	$ 1.00 per hand	1.00	3. 00 Per hand
20 ~ 40 with 5 players	10 , 20	$ 1.00 per hand	1.00	2. 00 Per hand
20 ~ 40 with 4 or less players	10 , 20	$ 1.00 per hand	1.00	1. 00 Per hand
30 ~ 60 with 7 or more players	20 , 30	$ 1.00 per hand	1.00	4. 00 Per hand
30 ~ 60 with 6 players	20 , 30	$ 1.00 per hand	1.00	3. 00 Per hand
30 ~ 60 with 5 players	20 , 30	$ 1.00 per hand	1.00	2. 00 Per hand
30 ~ 60 with 4 or less players	20 , 30	$ 1.00 per hand	1.00	1. 00 Per hand
40 ~ 80 with 7 or more players	20 , 40	$ 1.00 per hand	1.00	4. 00 Per hand
40 ~ 80 with 6 players	20 , 40	$ 1.00 per hand	1.00	3. 00 Per hand
40 ~ 80 with 5 players	20 , 40	$ 1.00 per hand	1.00	2. 00 Per hand
40 ~ 80 with 4 or less players	20 , 40	$ 1.00 per hand	1.00	1. 00 Per hand

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

Limits	Blind	Jackpot Collection	New Player*	Regular *
50 ~ 100 with 6 or more players	25 , 50	$ 1.00 per hand	5.00	11. 00
50 ~ 100 with 5 or less players	25 , 50	$ 1.00 per hand	5.00	5. 00
60 ~ 120 with 6 or more players	40 , 60	$ 1.00 per hand	6.00	12. 00
60 ~ 120 with 5 or less players	40 , 60	$ 1.00 per hand	6.00	6. 00
75 ~ 100 with 6 or more players	50 , 75	$ 1.00 per hand	6.00	12. 00
75 ~ 100 with 5 or less players	50 , 75	$ 1.00 per hand	6.00	6. 00
80 ~ 160 with 6 or more player s	40 , 80	$ 1.00 per hand	6.00	13. 00
80 ~ 160 with 5 or less players	40 , 80	$ 1.00 per hand	6.00	6. 00
100 ~ 200 with 6 or more players	50 , 100	$ 1.00 per hand	6.00	13. 00
100 ~ 200 with 5 or less players	50 , 100	$ 1.00 per hand	6.00	6. 00
150 ~ 300 with 6 or more players	100 , 150	$ 1.00 per hand	7.00	14. 00
150 ~ 300 with 5 or less players	100 , 150	$ 1.00 per hand	7.00	7. 00
200 ~ 400 with 6 or more players	100 , 200	$ 1.00 per hand	7.00	15. 00
200 ~ 400 with 5 or less players	100 , 200	$ 1.00 per hand	7.00	7. 00
300 ~ 600 with 6 or more players	200 , 300	$ 1.00 per hand	8.00	16. 00
300 ~ 600 with 5 or less players	200 , 300	$ 1.00 per hand	8.00	8. 00
500 ~ 1000 with 6 or more players	300 , 500	$ 1.00 per hand	8.00	17. 00
500 ~ 1000 with 5 or less players	200 , 300	$ 1.00 per hand	8.00	8. 00

$ 17. 00 is the cap for all collection games. If a game is not listed, it will take the collection of the **next highest game**. Please inform Shift Manager when a game is larger than listed. Half and Half game will pay the **lowest game rate**.

POKER COLLECTION RATES

POT LIMIT **Texas Stud Poker**

Blind	Jackpot Collection	Table Fee New Player *	Table Fee Regular *
2 , 3 , 5 with 6 or more players	$ 1.00 per hand	4.00	8. 00
2 , 3 , 5 with 5 or less players	$ 1.00 per hand	4.00	4. 00
2, 3, 5, 10 with 6 or more players	$ 1.00 per hand	4.00	9. 00
2, 3, 5, 10 with 5 or less players	$ 1.00 per hand	4.00	4. 00
5 , 5 , 10 with 6 or more players	$ 1.00 per hand	5.00	10. 00
5 , 5 , 10 with 5 or less players	$ 1.00 per hand	5.00	5. 00
5 , 10 , 15 with 6 or more players	$ 1.00 per hand	5.00	11. 00
5 , 10 , 15 with 5 or less players	$ 1.00 per hand	5.00	5. 00
5 , 10 , 25 with 6 or more players	$ 1.00 per hand	6.00	12. 00
5 , 10 , 25 with 5 or less players	$ 1.00 per hand	6.00	6. 00
25 , 25 , 50 with 6 or more players	$ 1.00 per hand	7.00	14. 00
25 , 25 , 50 with 5 or less players	$ 1.00 per hand	7.00	7. 00

*** Per Player Per Half Hour Collection Rate**

NO LIMIT **Texas Stud Poker**

Blind	Jackpot Collection	Table Fee New Player *	Table Fee Regular *
3 , 5 with 6 or more players	$ 1.00 per hand	4.00	8. 00
3 , 5 with 5 or less players	$ 1.00 per hand	4.00	4. 00
5 , 10 with 6 or more players	$ 1.00 per hand	4.00	9. 00
5 , 10 with 5 or less players	$ 1.00 per hand	4.00	4. 00
10 , 15 with 6 or more players	$ 1.00 per hand	5.00	10. 00
10 , 15 with 5 or less players	$ 1.00 per hand	5.00	5. 00
15 , 25 with 6 or more players	$ 1.00 per hand	5.00	11. 00
15 , 25 with 5 or less players	$ 1.00 per hand	5.00	5. 00
25 , 50 with 6 or more players	$ 1.00 per hand	6.00	13.00
25 , 50 with 5 or less players	$ 1.00 per hand	6.00	6. 00

$ 17. 00 is the cap for all collection games.

Please inform Shift Manager when a game is larger than listed.

If a game is not listed, it will take the collection of the **next highest game**.

Half and Half game will pay the **lowest game rate**.

$40 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$40 Buy-In No Limit with 7 or more	. 50	1 , 2	. 50	2.50 per hand
$40 Buy-In No Limit with 6 players	. 50	1 , 2	. 50	2. 00 per hand
$40 Buy-In No Limit with 5 players	. 50	1 , 2	. 50	1. 50 per hand
$40 Buy-In No Limit **with 4 or less players**	. 50	1 , 2	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

$100 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$100 Buy-In No Limit with 7 or more	1. 00	2, 3	1. 00	3. 00 per hand
$100 Buy-In No Limit with 6 players	1. 00	2, 3	1. 00	2. 00 per hand
$100 Buy-In No Limit with 5 players	1. 00	2, 3	1. 00	1. 00 per hand
$100 Buy-In No Limit **with 4 or less players**	1. 00	2, 3	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

$200 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$200 Buy-In No Limit with 7 or more	1. 00	3, 5	1. 00	4. 00 per hand
$200 Buy-In No Limit with 6 players	1. 00	3, 5	1. 00	3. 00 per hand
$200 Buy-In No Limit with 5 players	1. 00	3, 5	1. 00	2. 00 per hand
$200 Buy-In No Limit **with 4 or less players**	1. 00	3, 5	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

California Commerce Casino

$300 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$300 Buy-In No Limit with 7 or more	1. 00	5, 10	1. 00	4. 00 per hand
$300 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$300 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$300 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

$400 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$400 Buy-In No Limit with 7 or more	1. 00	5, 10	1. 00	4. 00 per hand
$400 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$400 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$400 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

$500 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$500 Buy-In No Limit with 7 or more	1. 00	5, 10	1. 00	4. 00 per hand
$500 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$500 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$500 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

California Commerce Casino

$200 - $500 BUY-IN NO LIMIT HOL **Texas Stud Poker**
D'EM
(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$200 - $500 Buy-In No Limit with 7 or more	1. 00	3, 5	1. 00	4. 00 per hand
$200 - $500 Buy-In No Limit with 6 players	1. 00	3, 5	1. 00	3. 00 per hand
$200 - $500 Buy-In No Limit with 5 players	1. 00	3, 5	1. 00	2. 00 per hand
$200 - $500 Buy-In No Limit **with 4 or less players**	1. 00	3, 5	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

$300 - $800 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$300 - $800 Buy-In No Limit with 7 or more	1. 00	5, 10	1. 00	5. 00 per hand
$300 - $800 Buy-In No Limit with 6 players	1. 00	5, 10	1. 00	3. 00 per hand
$300 - $800 Buy-In No Limit with 5 players	1. 00	5, 10	1. 00	2. 00 per hand
$300 - $800 Buy-In No Limit **with 4 or less players**	1. 00	5, 10	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

California Commerce Casino

$400 - $1,000 BUY-IN NO LIMIT **Texas Stud Poker**

(WITH RESTRICTED BUY-IN RULE)

Limits & number of players	Designated Table Fee *Note 1*	Blind	Jackpot Collection	Table Fee
$400 - $1,000 Buy-In No Limit with 7 or more	1. 00	10, 10	1. 00	5. 00 per hand
$400 - $1,000 Buy-In No Limit with 6 players	1. 00	10, 10	1. 00	3. 00 per hand
$400 - $1,000 Buy-In No Limit with 5 players	1. 00	10, 10	1. 00	2. 00 per hand
$400 - $1,000 Buy-In No Limit **with 4 or less players**	1. 00	10, 10	**0. 00**	**1. 00 per hand**

Note1 **Designated Table Fee will be taken when the first up-card and the fourth up-card is delivered**

Fortune Pai Gow Poker

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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

Dealing procedures:

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

Fortune Pai Gow Poker

Number of players in the game:

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

How and when are house fees collected:

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

Betting scheme:

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

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

How winners determined and paid:

- Once the player/dealer's hands are set, each player's hand is exposed, in turn, and compared to the player/dealer's hands to determine the winners, losers, or tie hands.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
    - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.

Fortune Pai Gow Poker

- The player/dealer pays any Envy Bonuses at the end of the round.
  - If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
  - In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
  - A player cannot win an Envy Bonus for their own or for the player/dealer's hand.

Round of Play

- Each player and the player/dealer put up any bets they wish to place for the next hand. Players have the option of placing a Fortune Bonus bet at this time as well.
- The Casino dealer will then follow the, Bureau approved, procedures for the standard Pai Gow Poker game(s) offered at the cardroom.
- Once the player/dealer's hand is set, each player's hand is exposed, in turn, and compared to the player/dealer's hand to determine the winners, losers, or tie hands.
- Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the Casino dealer will determine if the player's hand qualifies for the Fortune Bonus and/or the Envy Bonus.
- The Fortune Bonus bet considers the best hand possible among the player's seven cards.
- If the player's hand qualifies for payouts, the player is paid according to the posted pay table.
  - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- If the player's hand does not qualify for payouts, the player/dealer collects the Fortune Bonus wager.
  - The dealer leaves the Envy button, if applicable, next to the player's original wager and payouts. The dealer will not pick up envy buttons until all wagers are reconciled.
- The player/dealer pays any Envy Bonuses at the end of the round.

Fortune Pai Gow Poker

- If at least one player has a four of a kind or higher, all players with Envy buttons win (see pay table).
- In the event more than one player has at least four of a kind, then all players with envy buttons win multiple payouts.
- A player cannot win an Envy Bonus for their own or for the player/dealer's hand.

- The player/dealer collects all losing Bonus wagers and pays all winning Bonus wagers.
- The cards are collected, shuffled and a new round begins.
- The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Type of gaming table utilized for this game:

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

Fortune Pai Gow Poker

<u>Glossary of terms used in the controlled game:</u>

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

Fortune Pai Gow Poker

PAYTABLE OPTIONS

Option A

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

Option B

Joker is totally WILD		
	Pays	**Envy**
5 Aces	500 to 1	$200
5 of a Kind	200 to 1	$100
Royal Flush	100 to 1	$50
Straight Flush	50 to 1	$25
Straight Flush w/a Joker	30 to 1	$10
4 of a Kind	10 to 1	
Full House	5 to 1	
Flush	4 to 1	
Straight	2 to 1	

Fortune Pai Gow Poker

Collection Fees

The fee collections in this game, which are pre-determined based on the table limits are: A) A fee collection is taken per betting spot of every player, prior to the start of any play of hand or round. B) The player/dealer pays a per-hand fee collection. C) The player/dealer pays the Jackpot Collection Fee. D) Any player posting a Fortune Pai Gow Bonus Bet wager pays a bonus bet table fee. The collection rates are not calculated as a portion of wagers made or winnings earned.

Option A

Table Limit	Player Table Fee (per spot)	Player/Dealer Table Fee (per hand)	Jackpot Collection Fee (Player/dealer fee)	Fortune Bonus Bet Table Fee (per hand)
$10 - $100	$1.00	$2.00	$1.00	$1.00
$25 - $100	$1.00	$2.00	$1.00	$1.00
$25 - $200	$2.00	$3.00	$1.00	$1.00
$50 - $300	$2.00	$4.00	$1.00	$1.00
$100 - $400	$3.00	$4.00	$1.00	$1.00
$100 - $500	$4.00	$5.00	$1.00	$1.00
$300 - $1,000	$5.00	$10.00	$1.00	$1.00
$500 - $1,500	$10.00	$10.00	$1.00	$1.00
$1,000 - $5,000	$15.00	$15.00	$1.00	$1.00

Option B

Table Limit	Player Table Fee (per spot)	Player/Dealer Table Fee (per hand)	Jackpot Collection Fee (Player/dealer fee)	Fortune Bonus Bet Table Fee (per hand)
$10 - $100	$1.00	$2.00	$1.00	$0.00

Fortune Pai Gow Poker

$25 - $100	$1.00	$2.00	$1.00	$0.00
$25 - $200	$2.00	$3.00	$1.00	$0.00
$50 - $300	$2.00	$4.00	$1.00	$0.00
$100 - $400	$3.00	$4.00	$1.00	$0.00
$100 - $500	$4.00	$5.00	$1.00	$0.00
$300 - $1,000	$5.00	$10.00	$1.00	$0.00
$500 - $1,500	$10.00	$10.00	$1.00	$0.00
$1,000 - $5,000	$15.00	$15.00	$1.00	$0.00

Option C

Table Limit	Player Table Fee (per spot)	Player/Dealer Table Fee (per hand)	Jackpot Collection Fee (Player/dealer fee)	Fortune Bonus Bet Table Fee (per hand)
$10 - $100	$1.00	$2.00	$1.00	$2.00
$25 - $100	$1.00	$2.00	$1.00	$2.00
$25 - $200	$2.00	$3.00	$1.00	$2.00
$50 - $300	$2.00	$4.00	$1.00	$2.00
$100 - $400	$3.00	$4.00	$1.00	$2.00
$100 - $500	$4.00	$5.00	$1.00	$2.00
$300 - $1,000	$5.00	$10.00	$1.00	$2.00
$500 - $1,500	$10.00	$10.00	$1.00	$2.00
$1,000 - $5,000	$15.00	$15.00	$1.00	$2.00

ASIA POKER

GAME SUMMARY

Asia poker is similar to the authorized game of pai gow poker. Like pai gow poker, asia poker is played using a standard 52 card deck, with one joker, and is played on a traditional "pai gow poker style" table with six player positions. The player and player dealer are dealt 7 cards which they must split into 3 different hands. The first hand is a hand of 4 cards, the second is a hand of 2 cards and the third is a single card hand. The only restriction is that the 4 card hand cannot be higher than the 2 card hand, and the single card cannot be higher than the 2 card hand. After both the player and the player dealer divide their cards into hands, they set the cards and a card to card comparison is done. An asia poker wager will win if any two of the player's three hands are higher in rank than any of the player dealer's three cards. There will always be a winner.

ROUND OF PLAY

1. Asia poker is played on a raised game table. The table seats seven players, including the player dealer, who face the casino dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stand opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her.

2. The game utilizes a standard 52-card deck with one joker.

3. All tables will have signage displaying the name of the game, along with the minimum and maximum wager allowed, and collection fees for the players and player dealer. A maximum of five collection rates are allowed in compliance with the California Penal Code.

4. A standard round of play begins when a player dealer is designated. The player dealer places a wager in front of his/her betting circle. This wager is used to pay the winners. The casino will place a “Bank 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 the betting circle.

5. In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of asia poker, a gaming licensee may, in its discretion, use an “asia poker shaker” a random number generator, or if an automatic shuffler is being used, a flat disc button that is moved by the casino dealer clockwise around the table as each round of play is completed.

6. Players at the table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or “action”.

7. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

8. Play commences with the casino dealer distributing the cards to the players and the player dealer.

9. The casino dealer shall deal the first card to the starting position as determined above and, moving clockwise around the table, deal a card to all other positions, including the player dealer, regardless of whether there is a wager at the position. The casino dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the player dealer, has seven cards. Alternatively, if an automatic shuffler is used, the casino dealer

shall deliver pre-shuffled stacks of seven cards to the starting position, as determined above, and moving clockwise around the table deal a stack of seven cards to all other positions.

10. After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand (four cards), medium hand (two cards) and low hand (one card). When setting the three hands, the four–card high hand must be higher in rank than the two-card medium hand, and the two-card medium hand must be higher in rank than the one-card low hand. For example, if the two-card hand contains a pair of sevens, the four card hand must contain at least a pair of sevens and the two remaining cards.

11. The player dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the player dealer's cards is standard in all games.

12. After all the players have set their hands and placed their cards on the table, the seven cards of the player dealer shall be returned over and the player dealer shall set his hands by arranging the cards into a high, medium and low hand in the manner prescribed in the gaming licensee's house ways. The player dealer shall then place the three hands face up on the appropriate area of the layout. A player may forfeit his or her wager before the player dealer exposes his cards. In such case, the player dealer shall collect the wager and the seven cards without exposing the cards to anyone.

13. Once the player dealer's hands are set, the casino dealer shall expose all three hands of each player, starting with the player to the player dealer's right and proceeding counterclockwise. The casino dealer shall compare the high, medium and low hand of each player to the corresponding high, medium and low hand of the player dealer. The

casino dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the player dealer and continuing clockwise around the table. 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.

14. All losing asia poker wagers may be immediately collected by the casino dealer and put in the table inventory container or may be placed face down with the losing wager placed on top. All losing aisa poker hands shall also be collected. An asia poker wager shall lose if:

a. Any two of the player's three hands (high, medium or low hand) are identical ("copy hand") or lower in rank than any of the player dealer's corresponding three hands;

b. The high hand of the player was not set so as to rank higher than the medium hand, or the medium hand of the player was not set so as to rank higher than the low hand of that player; or

c. The three hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a one-card medium hand and a five-card high hand).

15. All hands that result in a winning asia poker wager may be immediately paid by the casino dealer or may be left face up to signify that it is a winning hand. After being paid, winning asia poker hands shall also be collected. An asia poker wager made by a player shall win if any two of the player's three hands (high, medium, or low hand) are higher in rank than any of the player dealer's corresponding three hands. A winning asia poker wager shall be paid at odds of 1 to 1.

16. 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 clockwise fashion around the table.

17. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casing dealer will also change the Bank Button, and if necessary (if the same person has already held the player dealer position twice), rotate the player dealer position clockwise to the next position on the table. If there is no person that intervenes on the player dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

18. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will posted at each gaming table and will not be based on a percentage of the amount wagered or one.

19. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the "Gaming Control Act"), are permitted to play.

LEGAL

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

DEFINITIONS

The following words and terms shall have the following meanings unless the context clearly indicates otherwise:

"**Copy hand**" shall mean either a high hand, medium hand or low hand of a player which is identical in rank to the corresponding high, medium hand or low hand of the player dealer.

"**High hand**" shall mean the four-card hand which is formed from the seven cards dealt so as to rank equal to or higher than the medium hand and low hand.

"**Low hand**" shall mean the one-card hand which is formed from the seven cards delat so as to rank lower than the high hand and higher than the low hand.

"**Rank or ranking**" shall mean the relative position of a card or group of cards.

"**Set or setting the hands**" shall mean the process of forming a high hand, medium hand and low hand from the seven cards dealt.

"**Suit**" shall mean one of the four categories of cards, that is, diamond, spade, club or heart.

RANKING OF CARDS

1. The rank of the cards used in Asia poker, in order of highest to lowest ranks shall be: ace, king , queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a two, three and four. Except as otherwise provided in (c) below, the joker shall be used and ranked as an ace.

2. The permissible poker hands at the game of asia poker, in order from highest to lowest rank, shall be:

a. "**Four aces**" is a high hand consisting of all four aces or three aces and the joker;

b. "**Royal flush**" is a high hand consisting of an ace, king, queen and jack of the same suit;

c. "**Straight flush**" is a high hand consisting of four cards of the same suit in consecutive ranking, with ace, two, three and four being the highest ranking straight flush; king, queen, jack and 10 being the second highest ranking straight flush, and five, four three and two being the lowest ranking straight flush;

d. "**Four–of-a-kind**" is a high hand consisting of four cards of the same rank regardless of suit, with four kings being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

e. "**Flush**" is a high hand consisting of four cards of the same suit. When comparing two flushes; the provision of (e) below shall be applied;

f. "**Straight**" is a high hand consisting of four cards of consecutive rank, regardless of suit with an ace, king, queen and jack being the highest ranking straight; an ace, two, three, and four being the second highest ranking straight, and a five, four, three and two being the lowest ranking straight;

g. "**Three-of-a-kind**" is a high hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

h. "**Two pairs**" is a high hand containing two "pairs," with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and

i. "**Pair**" is either a high hand or a medium hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

3. For purposes of setting the hands, a joker may be used as any card to complete a "straight", a "flush", a "straight flush" or a "royal flush".

4. Notwithstanding the provisions of (c) above, a gaming licensee may, in its discretion, determine that a straight flush formed with an ace, two, three, and four of the same suit shall be the highest ranking straight flush and that a straight formed with an ace, two, three, and four, regardless of suit, shall be the lowest ranking straight.

5. When comparing two high hand, tow medium hands, or two hands which are of identical poker hand rank pursuant to the provisions of this section, or which contain none of the poker hands authorized herein, the hand which contains the highest ranking card as provided in (a) above not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be considered a copy hand.

IRREGULARITES

1. If the player dealer uncovers the asia poker shaker and all three dice do not land flat on the bottom of the shaker, the player dealer shall call a “No roll” and reshake the dice.

2. If the player dealer uncovers the asia poker shaker and a die or dice falls out of the shaker, the player dealer shall call a “No roll” and reshake the dice.

3. If the player dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the player dealer shall reshuffle the cards.

4. If the player dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision to either play out the hand or to void the hand.

5. If a card or cards in the hand of the player dealer is exposed, all hands shall be void and the cards shall be reshuffled.

6. If any player or the player dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

7. If the player dealer does not set his or her hands in the manner submitted, the hands must be reset and the round play completed.

8. If a card is exposed while the player dealer is dealing the seven stacks, the cards shall be reshuffled.

9. If cards are being dealt from the hand and the player dealer fails to deal the seven stacks, the cards shall be reshuffled.

10. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

11. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cars during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt.

12. Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at the table.

COLLECTION RATES

Table Limit	Player/Dealer Table Fee (per hand)	Player Table Fee (per bet)
$10 - $100	$2.00	$1.00
$25 - $100	$2.00	$1.00
$25 - $200	$3.00	$2.00
$50 - $300	$4.00	$2.00
$100 - $400	$4.00	$3.00
$100 - $500	$5.00	$4.00
$300 - $1,000	$10.00	$5.00
$500 - $1,500	$10.00	$10.00
$1,000 - $5,000	$15.00	$15.00

Let It Ride Bonus

Standards of play:

Let It Ride (LIR) is a five-card poker game that utilizes a player/dealer position. As in other games featuring a player/dealer, the players play against another player where they will collect all winning bets and pay all losing bets to the extent that money covers.

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

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

Type of gaming table utilized for this game:

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

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

Number of players in the game:

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

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Let It Ride shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Let It Ride shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Let Let It Ride shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

    a. The backs of the cards of the two decks are of different color;
    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

    c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
    d. The cards from only one deck shall be placed in the discard rack at any given time.

Let It Ride Bonus

Betting scheme:

1. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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

3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.

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

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

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.

2. The dealer shall wait for each player to place three equal bets and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will announce “No more bets.”

3. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player/dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in-turn, to each of the other players, including the player/dealer, moving clockwise around the table. The dealer shall deliver each stack face down and shall place each stack behind the bets in the player’s betting area. The stack dealt to the player/dealer shall be delivered as follows:

    a. The stack shall be placed to the right of the area designated for placement of community cards.
    b. The dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face down over to the right rectangle.
    c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player/dealers cards have become the community cards which will be available to all players.

Let It Ride Bonus

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

<u>Round of Play</u>

1. After the dealing procedures above have been completed, each player shall examine his or her cards.

2. Each player who wagers at Let It Ride poker shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the dealer at all times.

3. After each player has examined his/her cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.

    a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.

4. After each player has made a decision regarding Bet #1, the dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.

5. After the first community card is exposed, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.

    a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
    c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.

6. The dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.

7. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.

Let It Ride Bonus

8. After the second community card is turned face up, the dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.

9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two (2) community cards, to determine if the player's hand is a winning or losing hand.
10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player/dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and one of the attached payout tables.
11. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

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

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

3 Card Bonus Bet:

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

1. Bonus Bets must be placed prior to the initial deal.

2. An additional collection fee will be taken for placing a 3 Card Bonus Bets.

3. The Bonus Bet only considers the three cards each player received on the initial deal.

4. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.

5. If the player's hand does not qualify for payouts, the player/dealer collects the 3 Card Bonus Bet wager.

6. The player/dealer will pay all winning bonus bets and will collect all losing bonus bets.

7. The player plays the base game as usual. The bonus bet is resolved before the base game is resolved.

8. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Let It Ride Bonus

Glossary of terms used in the controlled game:

Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action	The player position where the settling of bets begins.
Community Card	Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Let It Ride	When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position is/are also referred to as the player/dealer.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Let It Ride Bonus

LET IT RIDE PAYTABLE

Basic Game Paytable

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

3 CARD BONUS PAYTABLES

Paytable 1

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1

Paytable 2

Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1

*Only one paytable may be used at any one time. Patrons will be given ample notice which option is being used prior to being offered.

Let It Ride Bonus

Collection Rates:

Let It Ride Bonus

Table Limit	Player Table Fee (per spot)	Player/Dealer Table Fee (per hand)	3 Card Bonus Bet Table Fee (per spot)	Jackpot Collection Fee (player/dealer)
$5 - $100	$1.00	$2.00	$1.00	$1.00
$10 - $100	$1.00	$2.00	$1.00	$1.00
$25 - $100	$1.00	$2.00	$1.00	$1.00
$25 - $200	$2.00	$3.00	$2.00	$1.00
$50 - $300	$2.00	$4.00	$2.00	$1.00
$100 - $400	$3.00	$4.00	$3.00	$1.00
$100 - $500	$4.00	$5.00	$4.00	$1.00
$300 - $1,000	$5.00	$10.00	$5.00	$1.00
$500 - $1,500	$10.00	$10.00	$10.00	$1.00
$1,000 - $5,000	$15.00	$15.00	$15.00	$1.00

21st CENTURY

5.1 Version

21st CENTURY BACCARAT 5.1

SUMMARY OF GAME

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

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

BASIC CONCEPT& RULES

1) The object of the game is to form a hand that equals nine (9) or as close to it as possible

2) The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

3) The game is played with multiple decks of 52 standard cards. Four (4), six (6), or eight (8) decks of cards may be used. There are no Jokers.

4) The game may be played on two different types of tables. One table is a blackjack style gaming table with eight (8) seats. The other table is a baccarat style table with eight (8) or fourteen (14) seats respectively.

5) Cards between 1 and 9 have face value.

6) Picture cards and 10's are counted as 0.

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

8) Prior to the deal, all players must place a wager in accordance with table limits.

9) Players have the following options when placing their bet:

   a) Player line which pays 1 to 1
   b) Player/dealer line which pays 19 to 20 or 9 ½ to 10
   c) Early tie bet which pays 8 to 1

10) The house dealer deals two hands with two cards in each hand, in rotation, one at a time.

11) The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. The player's hand is dealt face up.

12) The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the player/dealer line. The player/dealer's first card is dealt face up and the second card is face down.

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

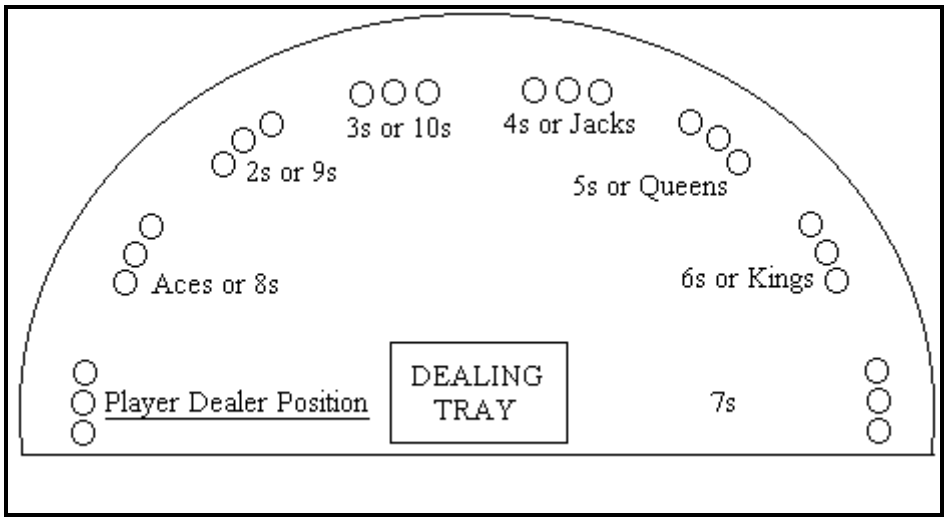
14) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:

    a) Stand and keep their wager on the stand line;
    b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.

15) The house dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

16) The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number	**Is Represented By**
Player Dealer position	0
Seat 2	Ace or 8
Seat 3	2 or 9
Seat 4	3 or 10
Seat 5	4 or Jack
Seat 6	5 or Queen
Seat 7	6 or King
Seat 8	7



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

18) The player hand must stand when the cards dealt are valued between 6 and 9.

19) The player hand must hit when the cards dealt are valued between 0 and 4.

20) Each player, with a wager on the player line, has the following two options if the cards dealt to the player hand are valued at 5:

    a) Stand and keep their wager on the stand line;
    b) Hit and take a community card by moving wager to hit line or place a hit button on his/her cards.

21) The player/dealer hand must hit when the hand is valued at five (5) or below.

22) The player/dealer hand must stand when the hand is valued at six (6) or more.

23) Natural 8 & 9: When the first two cards of the player or player/dealer's hand has a value of eight (8) or nine (9), the other hand will not be allowed to draw.

24) The player/dealer hand wins all ties on zero (0) and one (1) on the base game.

25) The player/dealer will lose all ties to any player that made a tie wager.

26) All ties on two (2) through nine (9) are a "Push" and wagers are called off on the base game.

27) 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.

28) Backline betting is allowed. Each seat has betting circles for the player line, player/dealer line, and tie bets.

29) All bets for the base game and tie bet must be between the minimum and maximum table limit.

EARLY TIE BET

1) The early tie bet is an optional bet that, if made, must be placed prior to deal of any cards.
2) The tie wager must be within table limits and may not exceed the base game wager.
3) Players must place a wager for the base game to be able to wager on the tie bet.
4) There is no collection for the tie bet.
5) All winning early tie bets will be paid 8 to1
6) Wagers are collected or paid; to the extent that player/dealer's wager covers in order from the action button seat by seat.

BONUS PAIR BET

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

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

1st Two Card Dealt	**Payoff**
No Pair	Lose
Pair	6:1
Pair of Same Color	12:1
Pair of Same Suit	25:1

PLAYER- DEALER & DEAL

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

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

21st CENTURY BACCARAT 5.1

VALUE OF CARDS

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

Ranking Chart

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

D E A L E R

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

Rules for Player / Dealer		
Must Stand On	**Must Hit On**	**Have Option On**
6 OR MORE	**5 OR LESS**	**N/A**

P L A Y E R S

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

21st CENTURY BACCARAT 5.1

Rules for Players		
Must Stand On	**Must Hit On**	**Have Option On**
6 OR MORE	**4 OR LESS**	**5**

** Natural 8 & 9: When the first two cards of the player or player/dealer's hand has a value of eight (8) or nine (9), the other hand will not be allowed to draw.

TABLE LIMITS & COLLECTION RATES

The fee collections in this game, which are pre-determined based on the table limits are: A) taken per betting spot of every player, prior to the start of any play of hand or round. B) taken per hand from the player/dealer. C) the jackpot collection fee is taken per hand from the player/dealer.

Table Limit	Player Table Fee (per spot)	Player/Dealer Table Fee (per hand)	Jackpot Collection Fee (player/dealer)
$5 - $100	$1.00	$2.00	$1.00
$10 - $100	$1.00	$2.00	$1.00
$25 - $100	$1.00	$2.00	$1.00
$25 - $200	$2.00	$3.00	$1.00
$50 - $300	$2.00	$4.00	$1.00
$100 - $500	$3.00	$5.00	$1.00
$200 - $500	$3.00	$5.00	$1.00
$300 - $1,000	$4.00	$5.00	$1.00
$500 - $1,500	$4.00	$5.00	$1.00

ASIA POKER BONUS

GAME SUMMARY

Asia Poker Bonus is similar to the authorized game of pai gow poker. Like pai gow poker, Asia Poker Bonus is played using a standard 52 card deck, with one joker, and is played on a traditional "pai gow poker style" table with six player positions. The player and player/dealer are dealt 7 cards which they must split into 3 different hands. The first hand is a hand of 4 cards, the second is a hand of 2 cards and the third is a single card hand. The only restriction is that the 4 card hand must be higher than the 2 card hand, and the single card cannot be higher than the 2 card hand. After both the player and the player/dealer divide their cards into hands, they set the cards and a card to card comparison is done. An Asia Poker Bonus wager will win if any two of the player's three hands are higher in rank than any of the player/dealer's three cards. There will always be a winner.

ROUND OF PLAY

1. Asia Poker Bonus is played on a raised game table. The table seats seven players, including the player/dealer, who face the casino dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players in the center of the table.
2. The game utilizes a standard 52-card deck with one joker.
3. All tables will have signage displaying the name of the game, along with the minimum and maximum wager allowed, and collection fees for the players and player/dealer. A maximum of five collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a player/dealer is designated. The player/dealer places a wager in front of his/her betting circle. This wager is used to pay the winners. The casino will place a "Bank 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 the betting circle.

5. In order to determine the starting position for the dealing of cards or the delivery of stacks of cards for the game of Asia Poker Bonus, a gaming licensee may, in its discretion, use an “asia poker shaker” a random number generator, or if an automatic shuffler is being used, a flat disc button that is moved by the casino dealer clockwise around the table as each round of play is completed.

6. Players at the table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or “action”.

7. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

8. Play commences with the casino dealer distributing the cards to the players and the player/dealer.

9. The casino dealer shall deal the first card to the starting position as determined above and, moving clockwise around the table, deal a card to all other positions, including the player/dealer, regardless of whether there is a wager at the position. The casino dealer shall then return to the starting position and deal a second card in a clockwise rotation and shall continue dealing until each position, including the player/dealer, has seven cards. Alternatively, if an automatic shuffler is used, the casino dealer shall deliver pre-shuffled stacks of seven cards to the starting position, as determined above, and moving clockwise around the table deal a stack of seven cards to all other positions.

10. After the dealing of the cards has been completed, each player shall set his or her hands by arranging the cards into a high hand (four cards), medium hand (two cards) and low hand (one card). When setting the three hands, the four–card high hand must be higher in rank than the two-card medium hand, and the two-card medium hand must be higher in rank than the one-card low hand. For example, if the two-card hand contains a pair of sevens, the four card hand must contain at least a pair of sevens and the two remaining cards.

11. The player/dealer’s cards will always be dealt and placed in front of the casino dealer’s tray. The placement of the player/dealer’s cards is standard in all games.

12. After all the players have set their hands and placed their cards on the table, the seven cards of the player/dealer shall be returned over and the player/dealer shall set his hands by arranging the cards into a high, medium and low hand in the manner prescribed in the gaming licensee's house ways. The player/dealer shall then place the three hands face up on the appropriate area of the layout. A player may forfeit his or her wager before the player/dealer exposes his cards. In such case, the player/dealer shall collect the wager and the seven cards without exposing the cards to anyone.

13. Once the player/dealer's hands are set, the casino dealer shall expose all three hands of each player, starting with the player to the player/dealer's right and proceeding counterclockwise. The casino dealer shall compare the high, medium and low hand of each player to the corresponding high, medium and low hand of the player/dealer. The player/dealer shall pay all winning wagers and collect all losing wagers, in order, beginning with the player farthest to the right of the player/dealer and continuing clockwise around the table. 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.

14. All losing Asia Poker Bonus wagers may be immediately collected by the player/dealer or may be placed face down with the losing wager placed on top. All losing aisa poker hands shall also be collected. An Asia Poker Bonus wager shall lose if:

a. Any two of the player's three hands (high, medium or low hand) are identical ("copy hand") or lower in rank than any of the player/dealer's corresponding three hands;

b. The high hand of the player was not set so as to rank higher than the medium hand, or the medium hand of the player was not set so as to rank higher than the low hand of that player; or

c. The three hands of the player were not otherwise set correctly in accordance with the rules of the game (for example, a player forms a one-card medium hand and a five-card high hand).

15. All hands that result in a winning Asia Poker Bonus wager may be immediately paid by the player/dealer position or may be left face up to signify that it is a winning hand. After being paid, winning hands shall also be collected. A wager made by a player shall win if any two of the player's three hands (high, medium, or low hand) are higher in

rank than any of the player/dealer's corresponding three hands. A winning wager shall be paid at odds of 1 to 1.

16. 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 clockwise fashion around the table.

17. 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 clockwise to the next position on the table. If there is no person that intervenes on the player/dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

18. All table fees are collected by the casino dealer prior to the start of play. Table fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will posted at each gaming table and will not be based on a percentage of the amount wagered or one.

19. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the "Gaming Control Act"), are permitted to play.

BONUS BET

The Asia Poker Bonus Bet is an optional bet for players who placed a wager at the beginning of the game.

1. The bonus bet wager must be placed prior to the initial deal.
2. A bonus bet wager may be made in any amount, within table limits.
3. The bonus bet compares all seven (7) cards in a player's hand and attempots to find the best possible seven (7) card hand. If the possible hand results in a bonus hand, the player will recevie a monetary payout based on their bonus bet wager and the payout tables, as shown below.
4. There is a $0.50 collection fee taken for placing a bonus bet wager.
5. The player/dealer will pay all winning bonus bets and will collect all losing bonus bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager

covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Hand Dealt	**Payout Amount**
Four Eights & Three Aces	10,000 : 1
7 Picture Cards	1,000 : 1
Three of a Kind Twice	400 : 1
Three Pair Straight	200 : 1
Four Card Straight Flush	40 : 1
3 Pairs	9 : 1
Three of a Kind	3 : 1

LEGAL

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

DEFINITIONS

The following words and terms shall have the following meanings unless the context clearly indicates otherwise:

"**Copy hand**" shall mean either a high hand, medium hand or low hand of a player which is identical in rank to the corresponding high, medium hand or low hand of the player/dealer.

"**High hand**" shall mean the four-card hand which is formed from the seven cards dealt so as to rank equal to or higher than the medium hand and low hand.

"**Low hand**" shall mean the one-card hand which is formed from the seven cards delat so as to rank lower than the high hand and higher than the low hand.

"**Rank or ranking**" shall mean the relative position of a card or group of cards.

"**Set or setting the hands**" shall mean the process of forming a high hand, medium hand and low hand from the seven cards dealt.

"**Suit**" shall mean one of the four categories of cards, that is, diamond, spade, club or heart.

RANKING OF CARDS

1. The rank of the cards used in Asia Poker Bonus, in order of highest to lowest ranks shall be: ace, king , queen, jack, 10, nine, eight, seven, six, five, four, three, and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a two, three and four. Except as otherwise provided in (c) below, the joker shall be used and ranked as an ace.

2. The permissible poker hands at the game of Asia Poker Bonus, in order from highest to lowest rank, shall be:

   a. "**Four aces**" is a high hand consisting of all four aces or three aces and the joker;

   b. "**Royal flush**" is a high hand consisting of an ace, king, queen and jack of the same suit;

   c. "**Straight flush**" is a high hand consisting of four cards of the same suit in consecutive ranking, with ace, two, three and four being the highest ranking straight flush; king, queen, jack and 10 being the second highest ranking straight flush, and five, four three and two being the lowest ranking straight flush;

   d. "**Four–of-a-kind**" is a high hand consisting of four cards of the same rank regardless of suit, with four kings being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

   e. "**Flush**" is a high hand consisting of four cards of the same suit. When comparing two flushes; the provision of (e) below shall be applied;

   f. "**Straight**" is a high hand consisting of four cards of consecutive rank, regardless of suit with an ace, king, queen and jack being the highest ranking straight; an ace, two, three, and four being the second highest ranking straight, and a five, four, three and two being the lowest ranking straight;

g. "**Three-of-a-kind**" is a high hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

h. "**Two pairs**" is a high hand containing two "pairs," with two aces and two kings being the highest ranking two pairs and two threes and two twos being the lowest ranking two pairs; and

i. "**Pair**" is either a high hand or a medium hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

3. For purposes of setting the hands, a joker may be used as any card to complete a "straight", a "flush", a "straight flush" or a "royal flush".

4. Notwithstanding the provisions of (c) above, a gaming licensee may, in its discretion, determine that a straight flush formed with an ace, two, three, and four of the same suit shall be the highest ranking straight flush and that a straight formed with an ace, two, three, and four, regardless of suit, shall be the lowest ranking straight.

5. When comparing two high hand, two medium hands, or two hands which are of identical poker hand rank pursuant to the provisions of this section, or which contain none of the poker hands authorized herein, the hand which contains the highest ranking card as provided in (a) above not contained in the other hand shall be considered the higher ranking hand. If the two hands are of identical rank after the application of this subsection, the hands shall be considered a copy hand.

IRREGULARITES

1. If the player/dealer uncovers the asia poker shaker and all three dice do not land flat on the bottom of the shaker, the player/dealer shall call a "No roll" and reshake the dice.

2. If the player/dealer uncovers the asia poker shaker and a die or dice falls out of the shaker, the player/dealer shall call a "No roll" and reshake the dice.

3. If the player/dealer incorrectly totals the dice and deals the first card or delivers the first stack to the wrong position, all hands shall be called dead and the player/dealer shall reshuffle the cards.

4. If the player/dealer exposes any of the cards dealt to a player, the player has the option of voiding the hand. Without looking at the unexposed cards, the player shall make the decision to either play out the hand or to void the hand.

5. If a card or cards in the hand of the player/dealer is exposed, all hands shall be void and the cards shall be reshuffled.

6. If any player or the player/dealer is dealt an incorrect number of cards, all hands shall be void and the cards reshuffled.

7. If the player/dealer does not set his or her hands in the manner submitted, the hands must be reset and the round play completed.

8. If a card is exposed while the player/dealer is dealing the seven stacks, the cards shall be reshuffled.

9. If cards are being dealt from the hand and the player/dealer fails to deal the seven stacks, the cards shall be reshuffled.

10. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

11. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cars during a round of play, the round of play shall be void, and the cards shall be removed from the device and reshuffled with any cards already dealt.

12. Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at the table.

COLLECTION RATES

There are three types of fee collections in this game, which are pre-determined based on the table limits. A) A fee collection is taken per betting square of every player, prior to the start of play of any hand or round, for the base game wager. B) A fee collection is taken per bonus bet placed, prior to the start of play of any hand or round. C) The player/dealer pays a per-hand fee collection. The collection rates are not calculated as a portion of wagers made or winnings earned.

Table Limit	**Player/Dealer Table Fee** (per hand)	**Player Table Fee** (per bet)	**Bonus Bet Fee** (per bet)
$2 - $20	$2.00	$0.50	$0.50
$5 - $50	$2.00	$0.50	$0.50
$10 - $100	$3.00	$1.00	$0.50
$25 - $100	$4.00	$1.00	$0.50
$50 - $300	$4.00	$2.00	$0.50
$100 - $500	$5.00	$3.00	$0.50

Commerce Casino

L.A.'s FRIENDLIEST

21st CENTURY

BACCARAT

8.1 Version

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21st CENTURY BACCARAT Version 8.1

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

The following details are provided per BGC-APP. 026:

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the Player/Dealer position follows the industry standard 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 is played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) seated players can participate in the game, depending on the type of table utilized. Backline betting is allowed.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat are 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 must be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

3. At the beginning of each round of play, players have the following options when placing their wager(s):

a. Player line which pays 1 to 1
b. Dealer line which pays 19 to 20 or 9 ½ to 10
c. Tie bet which pays 8 to 1

4. Each player at a 21st Century Baccarat 8.1 table, who has placed a base game wager as required above, shall also have the option to make additional "bonus wagers" that awards a bonus payout to the player(s) who wager on a hand that has a pair (e.g., two Kings) or who receives a hand that meets the requirements as described below in the Dragon *Bonus Bet*.

5. All bets for the base game and tie bet must be between the minimum and maximum table limits.

Dealing Procedures

At the start of a game, a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to place their wager(s) (within posted table limits) on base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer's first card. The decision, if any, is made by the player's betting on the Player hand and then the Dealer's hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player or dealer's hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between 0 and 9 are considered a "push" and the original wagers are called off.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 4 or 5, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to h5it line or place a hit button on their cards.
- The house dealer will deliver one additional hit card to player's hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player's hand, in order to make a complete hand, for comparison purposes to the dealer's second card.
- The casino dealer will then expose the dealer's hand.

- **Dealer Hand:**

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Tie Bet

A player has the option of making a tie bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may be less than, equal to, or greater than the base game wager. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay 8 to 1.

Round of Play

- The Player/Dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops it in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the Action Button. The Action Button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the Action Button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

An electronic shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the dealer will shuffle the cards.

A card shoe will be used to deal the cards

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An electronic reader board will be used. This electronic display allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Dragon Bonus Bet

The optional bonus bet is called the "Dragon Bonus" (DB). This bonus bet is patented and owned by Shuffle Master Gaming, Inc. It is licensed exclusively to 21st Century Gaming Concepts, Inc.

Each player wagering in the base game has the option of placing a wager (minimum of $5.00, maximum of $300.00) on the designated DB spot located next to each player's position on the gaming felt layout. There will be two circles in front of each player position. One will be labeled "Player Dragon Bonus" and the other will be "Dealer Dragon Bonus."

Players have two ways to win:

1. If the hand the wager is placed on (Player or Dealer) is a "natural or;
2. If the hand they wager on is a non-natural that wins by four (4) or more points from the losing hand. The higher margin of victory, the higher the payout. If the spread is three (3) points or less, the DB bet loses.
3. Regardless of what hand a player wagered on, a player may wager on the Player Dragon Bonus Bet circle, the Dealer Dragon Bonus Bet circle, or both.
4. There is no collection fee for the DB bet.
5. Players must place a wager for the base game to be able to wager on the Dragon Bonus.
6. During a round of play, if a player places a Dragon Bonus Bet wager and a Bonus Pair bet and both qualify for a payout, only the higher of the two bonus bets will be paid, based on the highest payout. The other bonus bet will lose.
7. The player/dealer will pay all Dragon Bonus Bet wagers and will collect all losing Dragon Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

DRAGON BONUS PAYTABLE

Hand (Points Won By)	Payout
NaturalWinner	1 to 1
Natural Tie	Push
4 Point Spread	1 to 1
5 Point Spread	2 to 1
6 Point Spread	4 to 1
7 Point Spread	6 to 1
8 Point Spread	10 to 1
9 Point Spread	30 to 1

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BONUS PAIR BET

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

1) The bonus pair bet is an optional bet that, if made, must be placed prior to deal of any cards.
2) The bonus pair wager may be any amount between the minimum of $5 and the maximum of $300.
3) Players must place a wager for the base game to be able to wager on the bonus pair.
4) Regardless of what hand a player wagered on, a player may wager on the Player Bonus Pair circle, the Dealer Bonus Pair circle, or both.
5) There is no collection fee for the bonus pair bet.
6) During a round of play, if a player places a Dragon Bonus Bet wager and a Bonus Pair bet and both qualify for a payout, only the higher of the two bonus bets will be paid, based on the highest payout. The other bonus bet will lose.
7) Wagers are collected or paid to the extent that player/dealer's wager covers in order from the action button seat by seat.
8) Bonus Pair Bets pay as follows:

1st Two Card Dealt	**Payoff**
No Pair	Lose
Pair	6:1
Pair of Same Color	12:1
Pair of Same Suit	25:1

Glossary of Terms

Action Button	Designates which player receives first action on their wager.
Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word "dealer" affixed on it
Dragon Bonus	Optional wager the player can make when making a base game bet
Natural 8:	When the first two cards of the player or dealer's hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer's hand has a value of nine (9)

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Table Limits & Collection Rates

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

Table Limits	Player/dealer	Player
$5- $50	$1	$0.50
$10-$100	$2	$ 1
$50-$300	$3	$ 2
$100-$500	$5	$ 3
$100-$500	$6	$ 5
$100-$500	$6	$ 8

No Bust 21st Century Blackjack©

Buster Blackjack
Side Bet

Version 6.1

US Patent 6,845,981

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

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

*Additional pending patents

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

Submitted by:
Andrew A. Schneiderman
Vice President/General Counsel
Revised:
October 30, 2009

21st CENTURY
NO BUST BLACKJACK©
BUSTER BLACKJACK

Version 6.1

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack© is for the Players and the designated Player/Dealer to obtain a "Natural" or "22". A "Natural" beats all other hands.

Winning "Natural" hands are paid odds of 6 to 5.

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked "Bonus" or "No Bust" Aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :
    - 12 on the first two cards when the other card has a value of 10.
    - 1 or 11 when combined with cards valued at 2-9.
    - 1 or 11 with three or more cards.
- Two-Aces have a value of 2 or 12

    ºAll cards from 2-10 have their face value.

    ºPicture or face cards have a value of 10.

RANKING CHART

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

ROUND OF PLAY

No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Player/Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Player/Dealer sit or stands opposite of the players, and in the center of the table. The casino Player/Dealer's chip tray is set in front of him/her. The play starts from the left of the Player/Dealer and proceeds in a clockwise fashion.

The game utilizes a 52-card deck. Aces are wild and have three values:

a. 12 on first two cards when paired with a card with the value of 10.

b. 1 or 11 on first two card when paired with a card with value of 2-9.

c. 1 or 11 in a hand with three or more cards.

All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player/Dealer.

A 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 Table Fee collection fee in front of her betting circle.

Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted Table Fee and Jackpot (if applicable) collection for their wager(s) in any betting circle where they have money or "action".

Prior to the start of play, the casino dealer will gather the collection fees and place the chips in the appropriate collection box.

Play commences with the casino dealer distributing the cards to the Players and the Player/Dealer. The casino dealer delivers all cards face up. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino 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 delivers the first card to the Player seated to the left of casino dealer, in a clockwise fashion. Each Player is dealt one card face up. The Player/Dealer's first card is placed in front of the casino dealer.

The casino dealer will deal a second face up card to the players, again starting at the Player in the first seated position to the left of the casino dealer, in a clockwise fashion. The Player/Dealer will receive a face down card in front of the casino dealer.

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

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

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's hole (second) card.

Beginning with the player to the right of the casino dealer, the settling of the wagers is completed in a counterclockwise manner until all wagers have been resolved.

The Player/Dealer's cards are dealt and placed in front of the casino dealer's tray.

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 adhere to the following hit rules:

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

Once the Player/Dealer's hand is set, 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.

After all wagers are settled, the casino dealer collects all cards from the table and places them in the discard tray. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.

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 clockwise 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 and is the best possible hand.
2. If the Player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
3. Winning "Natural" hands are paid odds of 6 to 5.
4. Commerce Casino will prominently post the designated Natural hand in the Blackjack pit.
5. If the value of a Player's hand is less than a "Natural" and the value of the Player/Dealer's hand is more than a "Natural" the Player wins the hand.
6. 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.
7. If a Player and the Player/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.
8. If a Player's and the Player/Dealer's hands both have a value of more than a "Natural", the following rules apply:
    a. If the value of the Player/Dealer's hand is closer to a "Natural," the Player/Dealer wins the hand.
9. If the value of the Player's hand is closer to a "Natural," the Player loses except when the Player/Dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit. The Player/Dealer wins all ties over a "Natural."
10. If the value of a player's hand is greater than a "Natural" and the Player/Dealer's hand has a value of less than a "natural," the Player/Dealer wins.
11. A two card "Natural" beats all other hands.
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. The Player/Dealer may not win or lose more than the amount of their wager placed on the table prior to the start of the hand.

Double-Down:

a. Players can double-down on the first two-cards only, with the exception of a "Natural" hand and 21. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Doubling down for less is not permitted. 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 executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

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 hand to form the best possible hand. Players may double-down after each split.

b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.

c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

d. There is no extra collection fee taken by the casino on any split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

Insurance:

- Players may make an optional insurance wager.
- When the Player/Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

Rules of Play

Buster Blackjack Side Bet

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

The Buster Blackjack Side Bet is played on a regular Blackjack or No Bust 21 table with a minimum of one (1) and a maximum of eight (8) decks. In addition to the mandatory **NBBJ** wager, the player has the option to make a "Buster" side bet.

Rules of Play

1. Buster Blackjack is played in rotation against the Player/Dealer.

2. Prior to any cards being dealt, all players have the option to make a Buster Blackjack side wager if they make the **NBBJ** wager. The Buster Blackjack side wager cannot exceed the **NBBJ** wager.

3. Players are not required to pay a Table Fee Collection to make a Buster Blackjack Side Bet.

4. If the Player-Dealer does not or cannot have a Natural and the player has a Natural, the **NBBJ** wager is paid and the casino dealer collects the Player's cards.

5. The Buster Blackjack wager remains in action whether or not the player busts or is dealt a Natural.

6. Once all players have made the decisions concerning their hands according to the rules for **NBBJ**, the casino dealer will reveal the Player-Dealer's hole card and play out her hand. If the Player-Dealer hand busts, she must pay all Buster Blackjack side wagers according to the posted Buster Blackjack pay table (See, below). 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.

7. If the Player-Dealer does not bust, she wins all Buster Blackjack wagers in rotation to the extent of the money in action.

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

Buster Blackjack Pay Table

(All payouts are "to 1")

Number of Cards in Player/Dealer's Busted Hand	Payout
3 or 4	2
5	4
6	15
7	50
8 or more	250

COLLECTION RATES
For

21st Century No Bust Blackjack

Version 6.1

Limit	*Player/Dealer Collection*	*Player Collection*
$2 - $ 10	**$0.50**	**$0.25**
$5 - $ 50	**$1**	**$.50**
$10 - $ 100	**$2**	**$1**
$25 - $ 100	**$2**	**$1**
$25 - $ 200	**$3**	**$2**
$50 - $ 300	**$4**	**$2**

LEGAL

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

Baccarat

With Optional Bonus Pair Wager

BASIC CONCEPT & RULES

The object of the Baccarat is to have the highest total point count hand with the maximum possible point count being nine. Face cards and ten value cards have a point count value of 0, aces have a point count value of 1, deuces through nine have a value equal to their face value. The card's point values are summed modulo ten, such that if the sum of the card point values exceeds ten, the sum is equal to the remainder after the sum is divided by ten (for example, a hand consisting of a King, a 4 and a 7 has a total point count of 1). Put differently, if the sum of the hand exceeds ten, the total point count of the hand is the right digit of that sum.

Baccarat is played with between two (2) to eight (8) decks of 52 standard cards. There are no Jokers.

The game is played on a blackjack style gaming table with seven seated players. The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 seated players.

TABLE FEES

Table Fees will be charged for all Base Game Wagers and shall be determined prior to the start of play of any hand or round. The actual collection of the fee will occur prior to the start of a hand.

Ample notice shall be provided to players relating to the assessment of Table and Jackpot (if applicable) fees. Flat fees on each wager may be assessed at different collection rates (see, Table Limits &Collection Rates table).

DEALING PROCEDURE

Prior to the deal, all players must place a wager on Player, or Dealer, or Tie or a combination of the above ("Base Game Wager") and post a Table Fee in accordance with the posted table limits. Players that have placed a Base Game Wager may also place a "Bonus Pair Wager" (see, below). All wagers must be between the minimum and maximum table limit.

Cards are shuffled using an electronic shuffler/shoe or manually. The house rules determine who is permited to remove cards from the shoe and the order of selection of players permitted to remove cards from the shoe.

The house dealer deals two hands with two cards in each hand, in rotation, one at a time. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the Player Line. The Player Line hand is dealt face up.

The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the Dealer Line. The first card dealt to the Dealer line is placed face up and the second card is face down.

HIT RULES

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

- When the Player Line's or the Dealer Line's first two cards total eight or nine, no further cards are drawn. An 8 or a 9 on the first two cards is called a Baccarat Natural.
- When the Player Line has a point value of zero, one, two, three, four or five on its first two cards, it receives one more card.
- When the Player Line has a point value of six or a seven, it stands and does not receive another card.
- When the Player Line does not draw a card, the Dealer Line does not draw a card when it has a point value of six or a seven.
- When the Player Line does not draw a card and the Dealer Line has a point total of five or less, the Dealer Line draws an additional card.
- When the Player Line draws a card with a value of two or three, the Dealer Line draws a second hit card if it has a point value of zero, one, two, three or four. If the Dealer Line has a point value of five, six or seven, it stands.
- When the Player Line draws a card and it is a point value of four or five, the Dealer Line stands if it has a point value of six or seven and draws another card if it has a point value of five or lower.
- When the Player Line draws a six or seven, the Dealer Line stands if it has a point value of seven and draws on any hand with a point value of six or lower.
- When the Player Line draws an eight, the Dealer Line draws if it has a point value of zero, one or two and stands on everything else.
- When the Player Line draws a face card, ten, ace or nine, the Dealer Line draws if its point value is zero, one, two or three and stands all hands with a point value of four and higher.

The following chart, where "S"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

The player to the left of the player/dealer receives first action on their wager and the action then rotates clockwise.

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.

Resolution of Wagers:

Wagers are resolved as follows:

- In the case of a Dealer Line win, Dealer Line wagers are paid 19 to 20 or 9 ½ to 10. Player Line and Tie wagers lose.
- In the case of a Player Line win, Player Line wagers are paid 1 to 1. Dealer Line and Tie wagers lose.
- In the case of a Tie, Tie wagers are paid 8 to 1. Player Line and Dealer Line wagers push.

Backline betting is allowed. Each seat has betting areas for the Player Line, Dealer Line, Player Line Tie, Dealer Line Tie and Pair Bet Wagers.

BONUS PAIR WAGER

Players making a Base Game Wager have the option of placing an additional wager to bet that the first two cards of the hand that he/she wagered on will be a pair. There will be two circles in front of each player position. One will be labeled "Player Bonus Pair" and the other will be "Dealer Bonus Pair."

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

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

Baccarat may be offered with an electronic display that provides players with valuable statistical data, enabling them to calculate trends and percentages. Information included on the display includes:

Table Game Minimum and Maximum Wagers
Numbers and Percentages for player, Banker and Tie Bets
The Occurrence of Naturals
The number of hands per shoe
Previous shoe statistics

PLAYER-DEALER & DEAL

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

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

TABLE LIMITS & COLLECTION RATES

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

LIMIT			Player-Dealer Table Fee	Player Table Fee
$5	to	$99	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$500	$ 5.00 per hand	$ 3.00 per bet
$200	to	$500	$ 5.00 per hand	$ 3.00 per bet
$300	to	$1,000	$ 6.00 per hand	$ 4.00 per bet
$500	to	$1,000	$ 6.00 per hand	$ 4.00 per bet

No Bust 21st Century Blackjack© 4.1

US Patent 6,845,981

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

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

*Additional pending patents

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

OBJECT OF THE GAME

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

- Obtain the best possible hand of 21.5 or "Natural." (This hand pays 6 to 5)
- A "Natural" beats all other hands.
- Winning "Natural" hands are paid odds of 6 to 5.
- Draw additional cards if needed.

VALUE OF CARDS

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

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :

  a) 11.5 on first two cards if the other card has a value of 10.
  b) 1 or 11 when combined with cards valued at 2 - 9.
  c) 1 or 11 in any hand with three or more cards.

- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	
Ace	a) 11.5 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

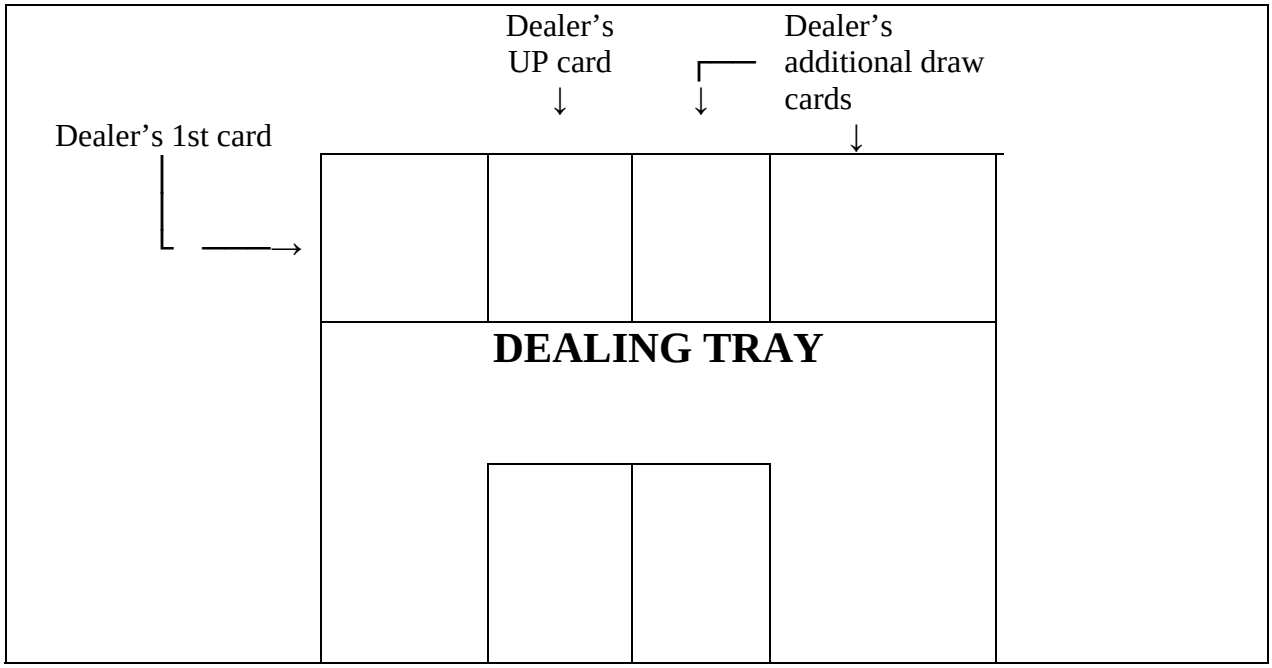
ROUND OF PLAY

1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:

   a) 11.5 on first two cards with all 10-value cards.
   b) 1 or 11 with all cards with value of 2-9.
   c) 1 or 11 with three or more cards.
3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of five collection rates per table limit are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of their betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino Dealer.
9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the left of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner using the bottom card to determine where paying and collecting will begin, An Ace will result in starting from the first seat, a 2 will result in starting at the 2nd seat, etc. The player-dealer position is not counted. Jacks count as 11, Queens as 12, and Kings as 13. Paying and collecting will continue until all wagers have been acted upon, or the player-dealer's funds are exhausted.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



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

Rules For Player-Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

14. Once the Player-Dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the Player's hands with the Player-Dealer's hand. The Player-Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
15. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player-Dealer position is rotated in a clock-wise fashion around the table.

16. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player-Dealer position twice) rotate the Player-Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player-Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

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

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**
- DOUBLE-DOWN
  - Players can double-down only on the first two cards dealt to them. The Player must place a second wager equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. Players may double-down on two cards after they split.
  - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.

- SPLIT
    - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split, and split up to two times.
    - Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a second, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
    - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a “Natural” after the split.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
    - Players may surrender for the player’s first two cards only. Players may surrender for half of their original wager.
- INSURANCE
    - When the Dealer has an Ace showing, Players can take insurance by betting half of their original wager. If the Player-Dealer has a ‘Natural’ (and the Player does not), the insurance bet is paid 2 to 1 and the Player’s original wager loses.
- ODDS
    - A ‘Natural’ 22 hand pays odds of 6 to 5.

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

Buster Blackjack

Buster Blackjack features an optional wager (Buster Bet) attached to No Bust 21st 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.
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 cannot exceed the **NB21** original 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
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Option B
3	2
4	2
5	4
6	15
7	50
8 or more	200

LEGAL

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

(A) Standards of play:

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

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

(B) Gaming Table & Number of Players:

(1) Caribbean Stud Poker shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

(2) A maximum of eight players including the player/dealer position shall play in the game.

(3) Backline betting is not allowed.

(4) The cloth covering a Caribbean Stud Poker table (the layout) shall have betting areas for eight players. Within each betting area there shall be thre separate designated betting spaces labeled 'Ante,' 'Bet,' and Insurance Bonus Bet for the placement of bets.

(C) Type of card deck used:

(1) ***Shuffling Machine:*** An automated card shuffling device shall be used, provided that:

(a) Two decks are used.

(b) Each deck of cards shall be a standard 52-card deck with backs of the same color and design; No joker is used.

(c) The backs of the cards in the two decks are of different color;

(d) One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

(e) Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and

(f) The cards from only one deck shall be placed in the discard rack at any given time.

(D) ***<u>Ranking of Hands:</u>***

(1) The rank of the cards used in Caribbean Stud Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or "straight" formed with a two, three, four and five.

(2) The permissible Poker hands at the game of Caribbean Stud Poker, in order of highest to lowest rank, shall be:

(a) "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;

(b) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;

(c) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

(d) "Full house" is a hand consisting of "three-of-a- kind" and a "pair," with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;

(e) "Flush" is a hand consisting of five cards of the same suit;

(f) "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack, and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);

(g) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a kind and three twos being the lowest ranking three-of-a-kind;

(h) "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

(i) "One pair" is a hand containing two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

(3) When comparing two hands which are of identical Poker hand rank pursuant to the provisions of this Section, or which contain none of the hands authorized in this Section, the hand which contains the highest ranking card as provided in (D)(1) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this Section, the hands shall be considered a push.

(E) <u>Shuffle and Cut of the Cards</u>

(1) Immediately prior to the commencement of play and after each round of play has been completed, the casino dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

(2) After the cards have been shuffled and stacked, the casino dealer shall deal or deliver the cards in accordance with the procedures set forth in (G) below;

(3) If a cut of the cards is required, the dealer shall:

(a) Cut the deck, using one hand, by:

(j) Placing the cover card on the table in front of the deck of cards;

(ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;

(iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (E)(3)(a)(ii) above; and

(iv) Removing the cover card and placing it in the discard rack; and

(v) Deal the cards in accordance with the procedures set forth in (G) below.

(F) Dealing procedures:

(1) A casino shall have the cards used to play Caribbean Stud Poker dealt from an automated dealing shoe which dispenses cards in stacks of five cards.

(2) The casino dealer shall announce "No more bets."

(3) The casino dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed a wager. As the remaining stacks are dispensed to the casino dealer by the automated dealing shoe, the casino dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager. The dealer shall then deliver a stack of five cards face down to the area designated for the player/dealer's hand.

(4) After each stack of five cards has been dispensed and delivered, the casino dealer shall remove the stub from the automated dealing shoe and, place the cards in the discard rack without exposing the cards.

(5) The stack of five cards comprising the player/dealer's hand shall then be spread in a row directly in front of the table inventory container with the top card to the casino dealer's right and the bottom card to the casino dealer's left. The casino dealer shall then expose the bottom card of the player/dealer's hand, or that card farthest to the dealer's left, and the round of play shall proceed.

(G) Betting scheme/Wagers:

(1) All wagers in Caribbean Stud Poker shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

(2) All ante wagers shall be placed prior to the dealer announcing "No more bets." Except as provided in (H) below, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

(3) At the beginning of each round of play, each player shall be required to place an ante wager.

(4) Each player will have the option to place a ‘bet’ wager in accordance with (H) below.

(H) ***<u>Procedure for Completion of Each Round of Play</u>***

(1) After the dealing procedures required by (F) above, have been completed but before the casino dealer exposes the hole cards, each player shall, after examining his or her cards, either place a bet wager, which must be equal to double the amount of the ante, in the designated betting area or fold and forfeit the ante wager. If a player folds, the entire ante wager shall be collected by the casino dealer and given to the player/dealer. A folded hand shall then be immediately collected by the casino dealer and placed in the discard rack.

(2) Each player who makes a bet wager shall be responsible for his or her own hand and no other person other than the casino dealer may touch the cards of that player. Each player shall be required to keep the five cards in full view of the casino dealer at all times. Once each player has examined his or her cards and placed the five cards face down on the appropriate area of the layout, the player shall not touch the cards again.

(3) No player may exchange or communicate information regarding his or her hand prior to the casino dealer revealing the player/dealer's hole cards. Any violation shall result in a forfeiture of all wagers on that round by the players communicating.

(4) After all players have either placed a bet wager or folded, the casino dealer shall turn over and reveal the player/dealer's hole cards and set the highest ranking Poker hand.

(5) Except as otherwise provided in (H)(7) below after the hole cards are revealed, the dealer shall, starting with the player farthest to his or her right, turn over the player's cards and if the dealer has a qualifying hand of an Ace-King or higher:

(a) All losing wagers shall immediately be collected by the dealer and pushed to the player/dealer. All losing hands shall then be immediately collected by the casino dealer and placed in the discard rack. Ante and bet wagers made by a player shall lose if the qualifying hand of the dealer has a hand rank, which is higher than the hand of that player.

(b) If the hand of the player ties with that of the player/dealer's qualifying hand, the hand of the player shall be a push. The casino dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

(c) After all losing wagers and pushes have been settled, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning ante and bet wagers are paid. Winning wagers shall be paid in accordance with the payout odds listed in (I) below. The dealer shall pay, on behalf of the player/dealer, all winning wagers beginning with the player farthest to the right of the casino dealer and continuing counterclockwise around the table. Any wager made by a player shall win if the hand of the player has a hand rank higher than that of the player/dealer's qualifying hand. After paying all winning ante and bet wagers, the casino dealer shall immediately collect the cards of all winning players and place them in the discard rack, together with the remaining cards in the deck used for that round of play provided.

(6) After the hole cards are revealed, if the dealer does not have a qualifying hand of Ace-King or higher:

(a) The casino dealer shall immediately announce "No hand" and shall pay all ante wagers, on behalf of the player/dealer, at payouts odds of 1 to 1. The casino dealer shall pay all ante wagers, on behalf of the player/dealer, beginning with the player farthest to the right of the casino dealer and continuing counterclockwise around the table;

(iii) All bet wagers shall be considered void and the dealer shall neither collect nor pay said wagers; and

(iv) After paying all ante wagers, the casino dealer shall immediately collect the cards of all players and place them in the discard rack, together with the remaining cards in the deck used for the round of play.

(7) All cards collected by the casino dealer shall, be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

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

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

(I) Payout Odds

(1) A casino shall pay out winning ante wagers at payout odds of 1 to 1.

(2) A casino shall pay off each winning 'bet' wager at the game of Caribbean Stud Poker as listed below:

Hand	Payout Odds
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
One Pair or less	1 to 1

(J) Irregularities

(1) If a hole card is exposed prior to the casino dealer announcing "No more bets", all hands shall be void.

(2) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

(3) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

(4) If any player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.

(5) If the automated card shuffling device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.

(K) Definitions:

(1) The following words and terms, as used in the rules above, shall have the following meanings unless the context clearly indicates otherwise:

(a) "Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

(b) "Bet wager" means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.

(c) "Fold" means the withdrawal of a player from a round of play by discarding his or her hand of cards after all cards have been dealt and prior to placing a bet wager.

(d) "Hand" means the five card hand dealt to each player and the dealer.

(e) "Hole card" means any of the four cards which are dealt face down to the dealer.

(f) "Push" means a tie.

(g) "Qualifying hand" means the player/dealer's hand has at least a rank of ace, king, four, three and two or better.

(h) "Rank" or "ranking" means the relative position of a card or group of cards.

(i) "Round of play" or "round" means one complete cycle of play during which all players then playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid off or collected in accordance with the rules of this game.

(j) "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.

(k) "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

Caribbean Stud Poker Bonus Insurance (Optional Bet)

Each player wagering in the base game of Caribbean Stud has the option of placing a wager within table limits on the designated Bonus Insurance Bet spot located next to each player's position on the gaming felt layout. The Bonus Insurance Bet awards a bonus payout, as described below, to the player(s) who make this wager. There will be a designated circle in front of each player position in which a player may wager.

The following rules apply:

1. The bonus bet wager takes into account all cards dealt to the player or the player/dealer's hand. <u>The bet wins only if the player/dealer can't qualify with Ace-King.</u>

2. If the player/dealer's up card is 2 through 5, the player who has made the Bonus Insurance bet has the option to <u>double up</u> by matching his original Bonus Insurance bet. After all players have made their decisions concerning their Ante, Call bet and the Bonus Insurance bet, the dealer will reveal his entire hand. The pay table is shown below:

3. Doubling up when the player/dealer's up card is 2 through 5 is allowed only before the player/dealer reveals his hand. Both the original bet and the double up bet are paid the odds according to the pay table.

4. Only the highest winning combination is paid. For example, if the player/dealer hand is 9-high and the player hand is 4 of a kind, the player is paid 20 to 1 instead of 2 to 1 for the player/dealer's 9-high.

5. Players may make one bonus bet wager for each base game wager placed.

6. The Bonus Insurance bet will win or lose independent of the outcome of the base game wager.

7. The Bonus Insurance Bet may be less than, equal to, or may exceed the base game wager. However, the bonus bet may not exceed the table limit.

8. There is no additional collection fee for placing a Bonus Insurance Bet.

9. The player/dealer will pay all winning Baccarat Insurance Bet wagers and will collect all losing Baccarat Insurance Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Bonus Insurance Bet Payout Table

Player Hand (when the player/dealer hand is less than Ace-King)	Pay
Royal Flush	100
Straight Flush	50
4 of a Kind	20
Full House	10
Flush	7
Player/Dealer Hand	
7-HIGH	6
8-HIGH	3
9- or 10-HIGH	2
Less than Ace-King	1

Player/Dealer and Deal

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in the player/dealer position may not act as the player/dealer for more than two consecutive hands or rounds of play without the player/dealer position being offered to all seated players. See *Oliver v. County of Los Angeles* (1988) 66 Cal. App. 4th 1397, 1408 – 09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the Californai Gambling Control Commission with respect to the operation of controlled games featuring a player/dealer position.

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

Table Limits and Collection Rates

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

Collection Fees

Limit	Collection	
	Player/Dealer (per Hand)	Player (per Betting Square)
$5 - $50	**$ 1**	**$0.50**
$10 - $100	**$ 2**	**$1**
$25 - $100	**$ 2**	**$1**
$25 - $200	**$ 3**	**$2**
$50 - $300	**$ 4**	**$2**

21st CENTURY

BACCARAT

ROYALE

V 9.2

BGC ID: GEGA-002878 (July 2010)

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the player/dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack or batwing table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

4. At the beginning of each round of play, players have the following options when placing their wager(s):

    a. Player line which pays 1 to 1
    b. Dealer line which pays 19 to 20 or 9 ½ to 10

5. Each player at a 21st Century Baccarat 9.2 table, who has placed a base game wager as required above, shall also have the option to make additional "bonus wagers" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the various “bonus wager” outlines.

6. All bets for the base game and “bonus wager” bets must be between the minimum and maximum table limits, as described in each “bonus wager” outline.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer’s first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer’s hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player’s or dealer’s hand has a value of eight (8) or nine (9). When this occurs, the other hand will not be allowed to draw an additional card.

How Winners are Determined and Paid

After the cards are dealt, the closest to 9 will be declared the winner and all winners will be paid and all losers will have their wagers awarded to the player/dealer. All ties between the player line and the dealer line on zero through nine (0-9) are considered a “push,” and the original wagers are called off.

Player Hand:

- The player hand must stand when the cards dealt are valued between 6 and 9.
- The player hand must hit when the cards dealt are valued between 0 and 4.
- The player hand must hit when the cards dealt are valued at 5 except when the dealer hand is valued at 5 or 6, and then they will have the following options:
    - Stand and keep their wager on the stand line;
    - Hit and take a community card by moving wager to hit line or place a hit button on their cards.
- The house dealer will deliver additional hit card to player’s hand. If all player bets choose to stand on an option hand, the dealer will still deliver the additional hit card to the player’s hand, in order to make a complete hand, for comparison purposes to the dealer’s second card.
- The casino dealer will then expose the dealer’s hand.

Dealer Hand:

- If the player stands, then the dealer hand hits on a total of 5 or less.
- If the player does hit for a complete hand then the dealer hand hits using the following rules:
    - If the dealer's hand total is 3, then the dealer hand is dealt a third card unless the player's third card was an 8.
    - If the dealer's hand total is 4, then the dealer hand is dealt a third card unless the player's third card was a 0, 1, 8, or 9.
    - If the dealer's hand total is 5, then the dealer hand is dealt a third card if the player's third card was 4, 5, 6, or 7.
    - If the dealer's hand total is 6, then the dealer hand is dealt a third card if the player's third card was a 6 or 7.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Super Tie Bet

A player has the option of making a Super Tie Bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number. This wager wins or loses independent of the base game bet. The tie bet may a minimum of $5 to a maximum of $300, as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay according to the pay table. Backline betting is allowed. So long as the hands tie at seven (7), a player can win both the Super Tie Bet and the Lucky 7 Bonus Bet in the same hand.

Winning Super Tie Bet Hands	Payout
Tie with a total of six thru nine (6 – 9) with all six cards the same color	100 to 1
Tie with a total of 6 thru 9 (6 – 9) with the six cards being different colors	25 to 1
All other ties	7 to 1

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The player/dealer's hole card determines the position of the action button. The player/dealer's position is always zero. Other seats, in clockwise rotation, respectively represent other numbers.
- All wagers are settled to the extent the player/dealer's wager covers the action.

- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized. In the event that the shuffle machine does not work, the house dealer will shuffle the cards.

A card shoe will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Bonus Pair Bet

The optional bonus bet is called the Bonus Pair Bet. Each player wagering in the base game has the option of placing a wager of $5 to $300, staying within table limits, on one of the two designated Bonus Pair spots located next to each player's position on the gaming felt layout.

Rules are as follows:

1. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
2. Only the highest hand will be paid out.
3. There are two Bonus Pair Bet spots in front of each player – one labeled "Player Bonus Pair" and the other labeled "Dealer Bonus Pair."
4. Players must place a base game wager to be eligible to place a Bonus Pair Bet.
5. Bonus Pair Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
8. There is no collection fee for the Bonus Pair Bet.
9. The player/dealer will pay all Bonus Pair Bet wagers and will collect all losing Bonus Pair Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Bonus Pair Bet Paytable

Hand	Pays
Same Suit Pairs	25 to 1
Same Color Pairs	12 to 1
Pair	6 to 1
No Pair	Lose

Lucky 7 Bonus Bet

The optional bonus bet is called the Lucky 7 Bonus Bet. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on the designated Lucky 7 Bonus Bet spot located next to each player's position on the gaming felt layout.

Rules are as follows:

1. If a player has placed a Lucky 7 Bonus Bet and that player and the dealer tie with each having a total of "7", the player wins.
2. The Lucky 7 Bonus Bet pays 45 to 1.
3. The Lucky 7 Bonus Bet applies to all completed hands, regardless of the number of cards dealt for each hand.
4. Players must place a base game wager to be eligible to place a Lucky 7 Bonus Bet.
5. Lucky 7 Bonus Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
8. There is no collection fee for the Lucky 7 Bonus Bet.
9. The player/dealer will pay all Lucky 7 Bonus Bet wagers and will collect all losing Lucky 7 Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Banked Game

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in the player-dealer position may not act as the player-dealer for more than two consecutive hands. The opportunity to act as player-dealer must be offered to all seated players after two hands, or rounds of play, so that a single player may not repeatedly act as the player-dealer within the maening of *Oliver v. County of Los Angeles,* (1998) 66 Cal. App. 4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control 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 limit on the player-dealer's wager.

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

Table Limits & Collection Rates

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

Table Limit	Player Collection Fee (per betting spot)	Player-dealer Collection Fee (per hand)
$5 - $99	$1	$2
$10 - $100	$1	$2
$25 - $100	$1	$2
$25 - $200	$2	$3
$50 - $300	$2	$4
$100 - $500	$3	$5
$200 - $500	$3	$5
$300 - $1,000	$4	$6
$500 - $1,000	$4	$6

OMAHA 5 CARD POKER

DESCRIPTION

OMAHA 5 CARD uses a standard, 52-card deck, without the Joker. The pot is awarded to the best exposed High hand. Players must use two of their five hole cards along with three of the five community cards to form a traditional Poker hand.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt five cards, one at a time, in turn, face down, as their hole cards.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three community cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth community card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final community card is turned next to the previous four. (The River Card/" or At the River").
9. These five community cards are common to all active Players.
10. A final round of betting occurs.
11. Active Players now expose their cards. The best High hand wins the pot. Players must use exactly two of their five hole cards and three of the five community cards.

GENERAL RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.

2. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button-among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank-spades; hearts; diamonds; and clubs.

DEALING RULES

The only difference between standard Omaha and 5 Card Omaha is that each player is dealt five hole cards (instead of four), one at a time, in turn, face down. The rest of the rules are the same as a standard Omaha game.

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.

3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.

4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.

5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not bum a card before dealing out a new flop

6. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.

7. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the 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 not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.

2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.

3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.

3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following: a) Wait and come in on their big blind.
b) Place an additional blind in the pot.
c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
* A player who makes up their blind is still required to take the blind in normal rotation.

5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

7. An established Player who misses all or part of their blinds on a round can make the up by posting a "straddle blind". A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

8. Only one straddle is permitted on a deal.

9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.

10. The person on the immediate left of the straddler initiates the action before the flop.
(a) The straddle is a live blind; that Player may raise the pot.
(b) The button never has the option of posting a straddle blind

11. No sleeper bets are allowed.

12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.

13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a $3-$6 game, on the last card, the first Player bets $6. The next Player goes “All-In” for $10. The next Player to act may call the initial bet and all-in wager by placing $10 in the pot or they may raise the initial bet by placing $12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., “I raise”, before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.

3. Check and raise is permitted.

4. Anyone who checks out of turn may not initiate any action.

5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce “raise”. Exception; In spread limit, after the flop, if a player initiates the first bet with an “over-size” chip, the wager is the value of the chip.

7. All blinds are “live”, meaning the Player with a blind has the option of raising the pot when the action reaches them even If there has been no previous raise.

SHOWDOWN

1. **Cards Speak:** Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

2. Although verbal declarations with regard to the content of a Player’s hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

5. A Player CANNOT play the board and must be in possession of their hand.

6. After the final round of betting has been completed, a player must use any combination of two (2) hole cards and any combination of three (3) community cards to make the highest ranking five (5) card poker hand.

7. If two (2) or more players have the same hand, they will split the pot equally.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

Action: What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."

Active Player: A player with a live hand still in the pot.

All-In: Having all one's chips in the pot.

Ante: A fixed amount of money, required per player, to be posted before the start of a hand.

Bet: Chips placed in the pot.

Board: The four cards that are dealt face up.

Bring it In: Means to start the betting on the first round.

Burn: To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.

Buy-In: The minimum amount of money required to sit down in a particular game

Call: To put in the pot an amount of money equal to an opponent's bet or raise.

Cap: The last raise allowed on a betting round.

Check: To decline to bet when it is your turn.

Check Raise: To check and then raise after an opponent bets.

Chip: A round token in various denominations representing money.

Community Card: A card turned up in the center of the table, which is used by all active players.

Control Hand: The hand that controls the betting.

Dead Hand: A hand that a player may not continue to play because of an irregularity.

Down Card: Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.

Drop: This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.

Fold: To drop out of a pot rather than call a bet or raise.

Force Bet: A bet that one player is required to put into a pot to start the first betting round

Limit: The amount a player may bet or raise on any round of betting.

Limit Poker: A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.

Off-suit: Two different suits, used to describe the first two cards.

Open: To make the first bet in a poker hand.

Open Pair: The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All-In".

Split Limit: A game with two distinct betting structures.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

COLLECTION FEES

Each table will have the per-hand, and timed, fee amounts (collections) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than one set of posted rates at a table. If the game being played is not listed, the collection fee will be the same as the posted amount for the next highest game. A Half and Half game will pay the lowest game rate. The Regular Table Collection Fee will be taken from the pot after the flop. If the game does not go to the flop, the Designated Table Collection Fee will be taken from the pot after the turn. The collection will occur prior to the end of the play of the hand. The New Player Table Fee will be collected from a new player to the table who begins play after the half hour timed session has begun. The Jackpot Drop will be taken from the pot during each hand of play, regardless of whether the collection fees are per-hand or time based. There will be no Jackpot drop if the following conditions exist: A 9 handed game becomes 4 handed or less, or a 7 or 8 handed game becomes 3 handed or less.

Omaha 5 Card — Limit Games (Per Hand Collection)

Table Limit	Blinds	Number of Players	Regular Table Fee	Designated Table Fee	Jackpot Collection
$2 - $4	$1, $2	8 or More	$2.50	$0.50	$0.50
		7	$2		
		6 or Less	$1		
$2 - $4 Kill	$1, $2	8 or More	$3	$0.50	$0.50
		7	$2		
		6 or Less	$1		
$3 - $6	$1, $3	8 or More	$3	$1	$1
		7	$2		
		6 or Less	$1		
$4 - $8	$2, $4	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$4 - $8 Kill	$2, $4	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$5 - $10	$2, $5	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$6 - $12	$3, $6	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$6 - $12 Kill	$3, $6	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$9 - $18	$3, $9	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$10 - $20	$5, $10	8 or More	$4	$1	$1
		7	$3		
		6	$2		
		5 or Less	$1		

$15 - $30	$5, $15	8 or More	$4	$1	$1
		7	$3		
		6	$2		
		5 or Less	$1		
$20 - $40	$10, $20	8 or More	$4	$1	$1
		7	$3		
		6	$2		
		5 or Less	$1		

Omaha 5 Card — Limit Games (Timed Collection)

Table Limit	Blinds	Number of Players	Regular Table Fee	New Player Table Fee	Jackpot Collection
$30 - $60	$20, $30	5 or More	$10	$5	$1
		4 or Less	$5		
$40 - $80	$20, $40	5 or More	$11	$5	$1
		4 or Less	$5		
$50 - $100	$25, $50	5 or More	$11	$5	$1
		4 or Less	$5		
$60 - $120	$40, $60	5 or More	$12	$6	$1
		4 or Less	$6		
$75 - $150	$50, $75	5 or More	$12	$6	$1
		4 or Less	$6		
$80 - $160	$40, $80	5 or More	$13	$6	$1
		4 or Less	$6		
$100 - $200	$50, $100	5 or More	$13	$6	$1
		4 or Less	$6		
$150 - $300	$100, $150	5 or More	$14	$7	$1
		4 or Less	$7		
$200 - $400	$100, $200	5 or More	$15	$7	$1
		4 or Less	$7		
$300 - $600	$200, $300	5 or More	$16	$8	$1
		4 or Less	$8		
$500 - $1,000	$300, $500	5 or More	$17	$8	$1
		4 or Less	$8		

***New Player Fee applies only to players' first collection if they started in the middle of a timed session.**

OMAHA 5 CARD HI–LOW SPLIT POKER (8 QUALIFIER)

DESCRIPTION

OMAHA 5 CARD HI/LO SPLIT uses a standard, 52-card deck, without the Joker. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8-Or-Better" to qualify, the entire pot is awarded to the best exposed High hand. As in Omaha Hi, Players must use two of their five hole cards along with three of the five community cards to form a traditional Poker hand, High and/or Low. They may use a different set of two hole cards and three community cards to form each hand. It is possible for one player to have the best High and the best Low hands.

METHOD OF PLAY

1. Blinds are posted as in many other Poker games.
2. Each Player is dealt five cards, one at a time, in turn, face down, as their hole cards.
3. A round of betting ensues for Players who wish to continue and contend for the pot.
4. Three community cards are turned face up in the middle of the table (Flop)
5. A round of betting ensues for Players who wish to continue and contend for the pot.
6. A fourth community card is turned next to the initial three. (Fourth Street or Turn)
7. A round of betting ensues for Players who wish to continue and contend for the pot.
8. A fifth and final community card is turned next to the previous four. (The River Card/" or At the River").
9. These five community cards are common to all active Players.
10. A final round of betting occurs.
11. Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "Eight-Or-Better", split the pot. Otherwise, the High hand wins the pot. Players must use exactly two of their five hole cards and three of the five community cards. Should there be an "odd" chip, the High hand receives it. It is possible for one player to win both the High and Low hands.

GENERAL RULES

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT THEIR HAND AT ALL TIMES.** Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the house nor the dealer can be held accountable for the Player's failure to protect their hand. At management's discretion, a hand may be considered retrievable.

2. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button-among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank-spades; hearts; diamonds; and clubs.

DEALING RULES

The only difference between standard Omaha Hi-Lo and 5 Card Omaha Hi-Lo is that each player is dealt five hole cards (instead of four), one at a time, in turn, face down. The rest of the rules are the same as a standard Omaha Hi-Lo game.

1. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. The next card below it in the deck replaces a boxed card. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among their down cards before acting on their hand, then they have a foul hand and forfeit all rights to the pot and all monies involved.

2. If a Player's hole card is exposed due to a dealer error, they may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card before the flop, after all wagering action is completed.

3. If a Player is dealt more cards than the game they are playing in calls for; and it is discovered before they act on their hand; the extra card will be retrieved and placed on the top of the deck as the bum card. A Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on their hand, the Player forfeits ALL antes and blinds.

4. If the flop has too many cards, it will be taken back and reshuffled except the bum card, which will remain burned. The dealer will not burn a card before dealing out a new flop. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the Dealer will not bum the top card before dealing another round of cards.

5. If the Dealer puts up the flop before all the betting is completed, the entire flop is taken back and reshuffled except the bum card which will remain burned. The Dealer will not bum a card before dealing out a new flop.

6. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the bum card or discards. The Dealer will not bum a card before dealing out the fifth card.

7. If the fifth (5th.) card is turned up before the round of betting is completed, the card is not in play. After the 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 not burn a card before dealing out the fifth card.

RULES OF PLAY

1. A Player who allows substantial action to occur behind them risks forfeiting their right to initiate action on their hand, and in certain circumstances, may have their hand nullified.

2. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.

3. Initial round betting action begins with the Player who is to the immediate left of the 'big blind". Thereafter, action begins with the Player to the immediate left of the dealer button.

4. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

BLINDS

1. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead and, in turn, save a Player at the table a blind position on any given round.

2. When a new Player enters a game they must wait for the big blind or post the amount of the big blind. If they choose to post the amount of the big blind, the blind acts as their opening bet and they may either call by rapping the table or raise.

3. An established Player who misses all or part of their blinds on a round can make them up by posting the total of the blinds. The excess amount over the bring-in (the big blind) becomes dead money and is placed in the center pot. It is not part of the bet. The additional blind plays in turn and is a live blind.

4. An established Player who misses all or part of their blinds will be given a "missed blind" button. To receive a hand when they return, a Player with a missed blind button must do one of the following: a) Wait and come in on their big blind.
b) Place an additional blind in the pot.
c) Place a straddle blind in the pot, if the position is to the immediate left of the big blind.
* A player who makes up their blind is still required to take the blind in normal rotation.

5. An established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand.

6. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including “taking it in the middle” of the existing blinds. The dealer button will skip over the Player who receives a hand in this manner on the next deal. Only one live blind is permitted on a deal.

7. An established Player who misses all or part of their blinds on a round can make the up by posting a “straddle blind”. A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

8. Only one straddle is permitted on a deal.

9. A specific size straddle is set for each game. A straddle of larger size than the regulation is not permitted.

10. The person on the immediate left of the straddler initiates the action before the flop.
    (a) The straddle is a live blind; that Player may raise the pot.
    (b) The button never has the option of posting a straddle blind

11. No sleeper bets are allowed.

12. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.

13. A Player, who has fulfilled all their blind obligations, then moves to a new seat, has the option of letting the blinds pass by without penalty after waiting out the appropriate number of hands. They have not unfairly received any hand because their relative position to the blinds has not improved.

14. A Player who needs to make up a blind and looks at any of their cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on their hand. If the player acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.

15. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, they are not required to make up the short.

BETTING

1. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a $3-$6 game, on the last card, the first Player bets $6. The next Player goes “All-In” for $10. The next Player to act may call the initial bet and all-in wager by placing $10 in the pot or they may raise the initial bet by placing $12 in the pot.

2. String raises are not allowed. A Player must put in an amount at least equal to one half a raise to be allowed to return to their stack to complete a raise. A verbal declaration, i.e., “I raise”, before action is started, clarifies the action and allows the Player to return to their stack to fulfill their raise.

3. Check and raise is permitted.

4. Anyone who checks out of turn may not initiate any action.

5. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.

6. A Player who puts a single chip into the pot that is larger than the bet to them is assumed to have called the bet, unless they announce “raise”. Exception; In spread limit, after the flop, if a player initiates the first bet with an “over-size” chip, the wager is the value of the chip.

7. All blinds are “live”, meaning the Player with a blind has the option of raising the pot when the action reaches them even If there has been no previous raise.

SHOWDOWN

1. **Cards Speak:** Winning hand must show all cards before the pot is awarded. Cards read for themselves. The Player instituting the last action, (by either betting or checking) must turn their hand over first upon completion of all action.

2. Although verbal declarations with regard to the content of a Player’s hand are not binding, a Player miscalling a hand and causing another Player to discard their hand may, at the discretion of management, risk forfeiting the pot and further disciplinary action.

3. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.

4. The winning hand must show all cards face up on the table before the pot is awarded unless all other active hands have been discarded and only one intact hand remains.

5. A Player CANNOT play the board and must be in possession of their hand.

6. After the final round of betting has been completed, a player must use any combination of two (2) hole cards and any combination of three (3) community cards to make the highest and lowest ranking five (5) card poker hands.

7. Players do not have to use the same two (2) hole cards to make their high and low hands.

8. Players do not have to use the same three (3) community cards to make their high and low hands.

9. A qualifying low hand consists of any five (5) unpaired cards made up of A, 2, 3, 4, 5, 6, 7 or 8.

10. If there are no qualifying low hands, then the highest ranking five (5) card poker hand wins the entire pot.

11. A, 2, 3, 4, 5 is the lowest possible hand. Straights and flushes are not considered for low hands.

12. The pot will be divided equally in half between the high hand and the low hand winners if there is a qualifying low hand.

13. If there is a qualifying low hand, the pot will be equally divided in half. If two (2) or more players have the same high or low hand, they will split half of the pot equally.

Hand Ranks

1. Royal Flush
2. Straight Flush
3. Four of a Kind
4. Full House
5. Flush (5 cards of the same suit)
6. Straight (A-2-3-4-5-is the smallest Straight)
7. Three of a Kind
8. Two Pairs
9. One Pair
10. No Pair (Nothing)

GLOSSARY

Action:	What the betting and playing in a particular hand or game is called. A game with a lot of betting is an action game. The player who is first to start the betting is referred to as the "action." Any player whose turn it is to act will be told "the 'action' is on you."
Active Player:	A player with a live hand still in the pot.
All-In:	Having all one's chips in the pot.
Ante:	A fixed amount of money, required per player, to be posted before the start of a hand.
Bet:	Chips placed in the pot.
Board:	The four cards that are dealt face up.
Bring it In:	Means to start the betting on the first round.
Burn:	To take the top card of the deck off and place it out of play by protecting it under chips or separated from the rest of the cards. A burn is removed from the deck at the start of each round of cards except the initial deal.
Buy-In:	The minimum amount of money required to sit down in a particular game
Call:	To put in the pot an amount of money equal to an opponent's bet or raise.
Cap:	The last raise allowed on a betting round.
Check:	To decline to bet when it is your turn.
Check Raise:	To check and then raise after an opponent bets.
Chip:	A round token in various denominations representing money.
Community Card:	A card turned up in the center of the table, which is used by all active players.
Control Hand:	The hand that controls the betting.
Dead Hand:	A hand that a player may not continue to play because of an irregularity.
Down Card:	Is a card that is delivered face down so that no other Player knows its value. Is also referred to as a "hole" card.
Drop:	This is an interchangeable term for Time Collection, Fee, Time Fee, and any other term used to describe the amount paid by the players for the time spent at the table.
Fold:	To drop out of a pot rather than call a bet or raise.
Force Bet:	A bet that one player is required to put into a pot to start the first betting round
Limit:	The amount a player may bet or raise on any round of betting.
Limit Poker:	A poker game where the minimum and maximum amounts a player may bet or raise on any given round of betting are fixed.
Off-suit:	Two different suits, used to describe the first two cards.
Open:	To make the first bet in a poker hand.
Open Pair:	The first two up cards are a pair.

Overcall: A call of a bet after another player has already called.

Over-Card: Any card on board higher than your pair.

Pass: To check. Also, to fold.

Position: The spot in the sequence of betting in which a player is located.

Pot: The total amount of money wagered at any point in a hand. A hand itself is also referred to as a pot.

Qualifier: The highest card a player may have in their hand to be eligible for a portion of the pot.

Raise: To bet an additional amount after someone else has bet.

River: The River is the last card delivered (face down).

Round of Betting: Sequences of betting after one or more cards have been dealt. A round of betting continues until each active player has either folded or called.

Showdown: The turning up of all active player's cards at the end of the final round of betting to determine who has the winning hand.

Side Pot: A second pot for the other active players when one or more players are "All-In".

Split Limit: A game with two distinct betting structures.

String Bet: Any bet wherein a player has to go back to his stack to get additional chips to complete a bet or a raise which was not verbally declared.

Substantial Action: Three players acting or two players putting money in the pot by a bet, call, or raise.

Suited: Two or more cards of the same suit.

Third Street: Describes the first three cards delivered.

Top Pair: Pairing the highest card on board

Up Card: The card that is turned face up on the table either in front of a Player as part of the individual hand or face up in the middle of the table as a "community" card that plays as part of all hands.

Wager: A bet.

Wired Pair: A pair in your hand.

COLLECTION FEES

Each table will have the per-hand, and timed, fee amounts (collections) for that table, game type, and game limit, posted. The fee shall be determined (fixed) in advance of play. There shall be no more than one set of posted rates at a table. If the game being played is not listed, the collection fee will be the same as the posted amount for the next highest game. A Half and Half game will pay the lowest game rate. The Regular Table Collection Fee will be taken from the pot after the flop. If the game does not go to the flop, the Designated Table Collection Fee will be taken from the pot after the turn. The collection will occur prior to the end of the play of the hand. The New Player Table Fee will be collected from a new player to the table who begins play after the half hour timed session has begun. The Jackpot Drop will be taken from the pot during each hand of play, regardless of whether the collection fees are per-hand or time based. There will be no Jackpot drop if the following conditions exist: A 9 handed game becomes 4 handed or less, or a 7 or 8 handed game becomes 3 handed or less.

Omaha 5 Card — Limit Games (Per Hand Collection)

Table Limit	Blinds	Number of Players	Regular Table Fee	Designated Table Fee	Jackpot Collection
$2 - $4	$1, $2	8 or More	$2.50	$0.50	$0.50
		7	$2		
		6 or Less	$1		
$2 - $4 Kill	$1, $2	8 or More	$3	$0.50	$0.50
		7	$2		
		6 or Less	$1		
$3 - $6	$1, $3	8 or More	$3	$1	$1
		7	$2		
		6 or Less	$1		
$4 - $8	$2, $4	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$4 - $8 Kill	$2, $4	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$5 - $10	$2, $5	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$6 - $12	$3, $6	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$6 - $12 Kill	$3, $6	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$9 - $18	$3, $9	8 or More	$4	$1	$1
		7	$3		
		6 or Less	$1		
$10 - $20	$5, $10	8 or More	$4	$1	$1
		7	$3		
		6	$2		
		5 or Less	$1		

$15 - $30	$5, $15	8 or More	$4	$1	$1
		7	$3		
		6	$2		
		5 or Less	$1		
$20 - $40	$10, $20	8 or More	$4	$1	$1
		7	$3		
		6	$2		
		5 or Less	$1		

Omaha 5 Card — Limit Games (Timed Collection)

Table Limit	Blinds	Number of Players	Regular Table Fee	New Player Table Fee	Jackpot Collection
$30 - $60	$20, $30	5 or More	$10	$5	$1
		4 or Less	$5		
$40 - $80	$20, $40	5 or More	$11	$5	$1
		4 or Less	$5		
$50 - $100	$25, $50	5 or More	$11	$5	$1
		4 or Less	$5		
$60 - $120	$40, $60	5 or More	$12	$6	$1
		4 or Less	$6		
$75 - $150	$50, $75	5 or More	$12	$6	$1
		4 or Less	$6		
$80 - $160	$40, $80	5 or More	$13	$6	$1
		4 or Less	$6		
$100 - $200	$50, $100	5 or More	$13	$6	$1
		4 or Less	$6		
$150 - $300	$100, $150	5 or More	$14	$7	$1
		4 or Less	$7		
$200 - $400	$100, $200	5 or More	$15	$7	$1
		4 or Less	$7		
$300 - $600	$200, $300	5 or More	$16	$8	$1
		4 or Less	$8		
$500 - $1,000	$300, $500	5 or More	$17	$8	$1
		4 or Less	$8		

***New Player Fee applies only to players' first collection if they started in the middle of a timed session.**

21st CENTURY

BACCARAT

ROYALE

V 9.2

“NO COMMISSION”

BGC ID: GEGA-002984 (September 2010)

SUMMARY OF GAME

The object of the game is to assemble two hands of two (2) or three (3) cards with a point value as close to nine (9) as possible.

DETAILS

Standards of Play

The game features a rotating player/dealer position that collects from all losers and pays all winners to the extent that their wager covers the action. The rotation of the player/dealer position is the same of industry standard games and complies with 330.11 of the California Penal Code. The object of the game is to form a hand that equals nine (9) or as close to it as possible. The player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.

Type of Gaming Table Used

The game shall be played on a standard blackjack table having eight places on one side for the players and the player/dealer, and a place for the Casino dealer on the opposite side.

The game may also be played on a "batwing" or "figure-eight" table that can accommodate up to 14 players.

Number of Players in the Game

A minimum of two (2) and a maximum of fourteen (14) players can participate in the game, depending on the type of table utilized.

Type of Card Deck

A standard 52 deck of cards is utilized in a multiple deck shoe. A minimum of three (3) decks and a maximum of eight (8) decks can be used during the play of the game. There are no Jokers.

All cards 2 through 9 hold their face value. 10, J, Q & K have a value of zero (0). The Ace has a value of one (1). A hand with cards whose sum is in double figures is ranked with the tens (10s) digit ignored. For example, a hand totaling eighteen (18) would count as eight (8).

Betting Scheme

1. All wagers in 21st Century Baccarat shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.

2. Backline betting is allowed.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased, or withdrawn after the dealer has begun dealing.

4. At the beginning of each round of play, players have the following options when placing their wager(s):

    a. Player line which pays 1 to 1
    b. Dealer line which pays 1 to 1

5. Each player at a 21st Century Baccarat 9.2 table, who has placed a base game wager as required above, shall also have the option to make additional "bonus wagers" that awards a bonus payout to the player(s) who receives a hand that meets the requirements as described below in the various “bonus wager” outlines.

6. All bets for the base game and “bonus wager” bets must be between the minimum and maximum table limits, as described in each “bonus wager” outline.

Dealing Procedures

At the start of a game a player is offered the player/dealer position. Once accomplished, the casino dealer shall wait for each player to make their wager (within posted table limits) on the base game as well as any bonus bets. Once all wagers are placed, the house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer is a community hand that belongs to those that placed a bet on the dealer line. The hand to the right of the house dealer is a community hand that belongs to those that placed a bet on the player line. All cards are dealt face down. The dealer opens the player hand first and then the dealer’s first card. The decision, if any, is made by the player(s) betting on the Player hand and then the Dealer’s hand is resolved. The position that is closest to 9 wins.

A Natural 8 or 9 is accomplished when the first two cards of the player’s 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

The value of a hand is determined by adding the values of its individual cards. Tens and face cards are counted as zero, while all other cards are counted by the number of “pips” on the card face. Only the last digit of the two or three card hand total is used. The hand with the value closest to 9 wins. If both dealer and player hands have the same total, the result is a push. The wagers are paid as follows:

- If the dealer hand wins, all players that wagered on the dealer hand will be paid 1 to 1, and the player and tie hands will lose.
- If the player hand wins, all players that wagered on the player hand will be paid 1 to 1, and the dealer and tie hands will lose.
- If the dealer and player hands have the same value, regardless of the number of cards in each hand, both the dealer and play hand wagers will push. However, if both hands have a total of 7, then the dealer hand automatically loses and the player hand still pushes.

After the casino dealer delivers the first two cards to both the Player Line and Dealer Line, the following Baccarat rules are followed.

- For the Player's Line, when the initial two (2) cards dealt to the player hand equal five (5) or less, the player hand will be dealt one (1) additional card, which shall be on behalf of each player with a wager on the player line. The hand must stand on 6-9 and will not be dealt an additional card. No option. The hit and stand chart are fixed. The player/dealer line has no stand or hit options.
- If the player stands, the dealer hand will be dealt one (1) additional card, which shall be on behalf of all players with a wager on the Dealer Line on a total of 5 or less and must stand on 6-9.
- If the Player's hand was required to draw an additional card, the dealer's hand will be dealt an additional card according to the table below. The top row represents the point value of the player's draw card. The left column represents the point value of the dealer hand's initial two card hand.

    - If the dealer's hand total is 2 or less, then the dealer hand is dealt a third card regardless of what the player's third card was.
    - 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"= Dealer Line "stands" and "H"= Dealers Line "hits" demonstrates how each hand combination is resolved:

	0	1	2	3	4	5	6	7	8	9
7	S	S	S	S	S	S	S	S	S	S
6	S	S	S	S	S	S	H	H	S	S
5	S	S	S	S	H	H	H	H	S	S
4	S	S	H	H	H	H	H	H	S	S
3	H	H	H	H	H	H	H	H	S	H
2	H	H	H	H	H	H	H	H	H	H
1	H	H	H	H	H	H	H	H	H	H
0	H	H	H	H	H	H	H	H	H	H

Once all cards have been dealt, the hand with the highest total point count is declared the winner. Wagers will then be settled.

House Way

Player hand hits on five (5) or below and stands on six (6) or more. The casino dealer must use the house way when a player requests the casino dealer to play an additional wager.

Round of Play

- The player/dealer makes their wager.
- All players place their wagers on the player or dealer line.
- The dealer takes all casino collections and drops them in the affixed drop box.
- The dealer deals the cards and then determines the winner (Player or Dealer) or whether the hand is a tie.
- The dealer places the action button. The action button determines which player receives first action on their wager. The 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 from player to player: each player line and dealer line wager placed, then all bonus bet wagers, then all tie bet wagers. When determining where the action button will be placed, cards will hold the following values:

  Action Button Card Chart:

Player-dealer's Second Card	Card Value
Ace	1
2 through 10	Hold their face value
Jack	11
Queen	12
King	13

- All wagers are settled to the extent the player/dealer's wager covers the action.
- The dealer (if applicable) records whether the preceding hand was won by the player, dealer or was a Tie on the affixed electronic reader board.

Other Equipment Used

A Shuffle Master shuffler will be affixed at or near the table and utilized to shuffle all of the decks used. In the event that the shuffle machine does not work, the house dealer will shuffle the cards manually.

Once all cards are shuffled, either with the shuffler or manually by the house dealer, they will be placed in a card shoe which will be used to deal the cards.

An electronic reader board will be used. This is an electronic display that allows the players to see the history of past hands dealt and whether the outcome was a win for the Player, Dealer or a Tie.

Super Tie Bet

A player has the option of making a Super Tie Bet when they have also made a base game bet. The tie occurs when the player's hand and the dealer's hand equal the same number, regardless of the number of cards in each hand. This wager wins or loses independent of the base game bet. The tie bet may a minimum of $5 to a maximum of $300, as long as it is within table limits. There is no collection fee taken for placing a tie bet wager. Winning tie bets pay according to the pay table. Backline betting is allowed. So long as the hands tie at seven (7), a player can win both the Super Tie Bet and the Lucky 7 Bonus Bet in the same hand.

Winning Super Tie Bet Hands	Payout
Tie with a total of six thru nine (6 – 9) with all six cards the same color	100 to 1
Tie with a total of 6 thru 9 (6 – 9) with the six cards being different colors	25 to 1
All other ties	7 to 1

Bonus Pair Bet

The optional bonus bet is called the Bonus Pair Bet. Each player wagering in the base game has the option of placing a wager of $5 to $300, staying within table limits, on one of the two designated Bonus Pair spots located next to each player's position on the gaming felt layout.

Rules are as follows:

1. The pair can only be made utilizing two cards from the player hand or two cards from the dealer hand. They may not be combined.
2. Only the highest hand will be paid out.
3. There are two Bonus Pair Bet spots in front of each player – one labeled "Player Bonus Pair" and the other labeled "Dealer Bonus Pair."
4. Players must place a base game wager to be eligible to place a Bonus Pair Bet.
5. Bonus Pair Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
8. There is no collection fee for the Bonus Pair Bet.
9. The player/dealer will pay all Bonus Pair Bet wagers and will collect all losing Bonus Pair 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.
10. A player can place either a Player Bonus Pair Bet or a Dealer Bonus Pair Bet, or may both, as long as they have a base game wager.
11. The player can wager on a Bonus Pair Bet as long as they have a bet on the base game. They can place a wager on a Bonus Pair Bet with no restriction. The Bonus Pair Bet does not have to correspond to the base game wager.

Bonus Pair Bet Paytable

Hand	Pays
Same Suit Pairs	25 to 1
Same Color Pairs	12 to 1
Pair	6 to 1
No Pair	Lose

Lucky 7 Bonus Bet

The optional bonus bet is called the Lucky 7 Bonus Bet. Each player wagering in the base game has the option of placing a wager of $1 to $300, staying within table limits, on the designated Lucky 7 Bonus Bet spot located next to each player's position on the gaming felt layout.

Rules are as follows:

1. If a player has placed a Lucky 7 Bonus Bet and that player and the dealer tie with each having a total of "7", the player wins.
2. The Lucky 7 Bonus Bet pays 45 to 1.
3. The Lucky 7 Bonus Bet applies to all completed hands, regardless of the number of cards dealt for each hand.
4. Players must place a base game wager to be eligible to place a Lucky 7 Bonus Bet.
5. Lucky 7 Bonus Bet wagers must be placed prior to the initial deal of the cards.
6. Backline betting is allowed.
7. The base game wagers will be settled first, then the bonus bets, and tie bets will be settled last.
8. There is no collection fee for the Lucky 7 Bonus Bet.
9. The player/dealer will pay all Lucky 7 Bonus Bet wagers and will collect all losing Lucky 7 Bonus Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.

Banked Game

The player-dealer position rotates in a systematic and continuous way so that the opportunity to act as the player-dealer does not constantly remain with a single person for many hands. The person in the player-dealer position may not act as the player-dealer for more than two consecutive hands. The opportunity to act as player-dealer must be offered to all seated players after two hands, or rounds of play, so that a single player may not repeatedly act as the player-dealer within the meaning of *Oliver v. County of Los Angeles,* (1998) 66 Cal. App. 4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control 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 limit on the player-dealer's wager.

<u>Table Limits & Collection Rates</u>

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

Glossary of Terms

Bonus Bet	Optional wager the player can make when making a base game bet
Dealer Button	A white plastic disc with the word “dealer” affixed on it
Natural 8:	When the first two cards of the player or dealer’s hand has a value of eight (8)
Natural 9:	When the first two cards of the player or dealer’s hand has a value of nine (9)

Collection Rates

Table Limit	Player Collection Fee (per betting spot)	Player-dealer Collection Fee (per hand)
$5 - $99	$1	$2
$10 - $100	$1	$2
$25 - $100	$1	$2
$25 - $200	$2	$3
$50 - $300	$2	$4
$100 - $500	$3	$5
$200 - $500	$3	$5
$300 - $1,000	$4	$6
$500 - $1,000	$4	$6

NO BUST BLACKJACK 4.1A

August 21, 2010

No Bust Blackjack games are owned, patented and/or copyrighted by 21st Century Gaming Concepts. 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.

BGC ID: GEGA-003042 (November 2010)

OBJECT OF THE GAME

The object of the No Bust 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.
- The object of the game is not 21 and the game also offers element of no bust.
- The foundation of this game is based on three value specially marked aces cards. The game identifies ace cards with three values and designating others of the cards (K,Q,J,10) as pre-designated second cards. Each specially marked " Natural" cards aces worth a value less than its normal value when received in an initial two –card hand in combination a pre-designated second value to herby total a blackjack hand value that is not 21 and do not bust automatically .
- If a player does not receive a "Natural", three or more cards with the value of 21 are the best hands.
- Winning "Natural" hands are paid odds of 1 to 1.

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked "Natural" aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has three value 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.

RANKING CHART

Card	Value
Ace Has 3 Values	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

ROUND OF PLAY

1. No Bust Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Natural " aces with three values. The aces are wild cards with the 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. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt two cards face up. The Player/Dealer's first card will be placed in front of the casino dealer. The player/dealer will be dealt first card after all other players received their first card. The player/dealer will be dealt second card after all other players received their second card.

8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

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

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

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the casino Dealer will turn over the Player/Dealer hole (second) card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.
13. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer must follow the following hit rules:

Rules For Player/Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
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 a special marked "Natural" Ace and any card with a value of 10 and is the best possible hand.
    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 1 to 1

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. The "Natural" hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10's.
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 player is closer to " Natural " the player loses except when the player has a hand with three or more card with the value of 22,23,24 and 25. The player's hand with the value of 22,23,24 and 25 will "PUSH"
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 two card "Natural" beats all other hands.
9. There is no extra collection fee taken by the casino on any double-down, split, surrender and insurance executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.
10. 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. Player may not double down for less than his original wager

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. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
    c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.
    d. Player may not split for less than his original wager.
12. Insurance:
    a. Players may make an optional insurance wager.
    b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
13. Surrender:
    Players can surrender at anytime if they do not exceed 20 regardless of number of card. 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.
14. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
15. 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.
16. Backline betting is allowed.
17. 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.
18. 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.

PLAYER-DEALER & DEAL

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

TABLE LIMITS & COLLECTION RATES

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

LIMIT			Player-Dealer Table Fee	Player Table Fee
$5	to	$99	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$500	$ 5.00 per hand	$ 3.00 per bet
$200	to	$500	$ 5.00 per hand	$ 3.00 per bet
$300	to	$1,000	$ 6.00 per hand	$ 4.00 per bet
$500	to	$1,000	$ 6.00 per hand	$ 4.00 per bet

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

21st

BLACKJACK

6.1A

August 21, 2010

21st Century Blackjack games are owned, patented and/or copyrighted by 21st Century Gaming Concepts. 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.

OBJECT OF THE GAME

The object of 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.
- The object of the game is not 21 and the game also offers element of no bust.
- The foundation of this game is based on three value cards with specially marked aces . The game identify Aces with three value cards and designating others of the cards (K,Q,J,10) as pre-designated second cards, each specially marked " Natural" cards aces worth a value less than its normal value when received in an initial two –card hand in combination a pre-designated second value to herby total a blackjack hand value that is not 21.
- If a player do not receive a "Natural", three or more cards with the value of 21 are the best hands.
- Winning "Natural" hands are paid odds of 6 to 5.

VALUE OF CARDS

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

- Any two cards of 52 cards consisting of special marked "Natural" aces with any 10 or face card is a Natural and beats all other hands.
- An Ace has three 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.

RANKING CHART

Card	Value
Ace With 3 Values	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

ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special marked "Natural " aces with wild value. The aces are wild cards with the 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. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
6. Prior to the start of play, the casino dealer will take the collection fees.
7. Play commences with the casino Dealer distributing the cards to the Players and the Player/Dealer. All cards are dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt two cards face up. The Player/Dealer's first card will be placed in front of the casino dealer. The player/dealer will be death first card after all other players received their first card. The player/dealer will be death second card after all other players received their second card.

8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

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

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

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

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

12. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray.

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

Rules For Player/Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
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 a specially marked "NATURAL" Ace and any card with a value of 10 and is the best possible hand.

    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 6 to 5

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. The "Natural hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10's.

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. The "Natural" hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10's.

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. The "Natural" hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10's.

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 Player loses except when the Dealer has one of the following variations of hands occurs and then they will "PUSH".

        If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.

6. The "Natural" hand consist of specially marked NATURAL ace with the value of 10 ½ on first two cards with all cards with the value of 10's.

7. The Player/Dealer wins all ties over a "Natural."

8. 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.

9. A two card "Natural" beats all other hands.

10. There is no extra collection fee taken by the casino on any double-down, split, surrender and insurance executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

11. Double-Down:

    a. Players can double-down on the first two-cards only, with the exception of all "Natural" hand . 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. Player may not double down for less than his original wager.

12. Splits:

    a. Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.

    b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand follow the split of a ten-value card.

    c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may only be split once and cannot qualify for a "Natural" hand after the split.

    d. Player may not split for less than his original wager.

13. Surrender:
    Players can surrender at anytime if they do not exceed 20 regardless of number of cards . If they choose to
    surrender, half of their wager will be forfeited. The Player must indicate they wish
    10 surrender before the Player/Dealer's second card is dealt.

14. Insurance:

    a. Players may make an optional insurance wager.

    b. When the Dealer has an Ace showing, Players can take insurance by betting half (1/2) of their original wager. If the Player/Dealer has Blackjack (and the Player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.

15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

16. 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.

17. Backline betting is allowed.

18. 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.

19. 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.

PLAYER-DEALER & DEAL

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

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

TABLE LIMITS & COLLECTION RATES

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

LIMIT			Player-Dealer Table Fee	Player Table Fee
$5	to	$99	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$500	$ 5.00 per hand	$ 3.00 per bet
$200	to	$500	$ 5.00 per hand	$ 3.00 per bet
$300	to	$1,000	$ 6.00 per hand	$ 4.00 per bet
$500	to	$1,000	$ 6.00 per hand	$ 4.00 per bet

21st 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 21.5 or "Natural." (This hand pays 6 to 5)
- A "Natural" beats all other hands.
- Winning "Natural" hands are paid odds of 6 to 5.
- Draw additional cards if needed.
- Hierarchy of Hands: 'Natural,' 21 with three or more cards, 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2.

VALUE OF CARDS

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

- Any two card hand consisting of any special NATURAL ace with any 10 or face card is a Natural and beats all other hands.
- An Ace has a value of :

  a) 11.5 on first two cards if the other card has a value of 10.
  b) 1 or 11 when combined with cards valued at 2 - 9.
  c) 1 or 11 in any hand with three or more cards.
  d) 2 or 12 on first two cards if both cards are aces

- Two aces have a value of 2 or 12
- Deuces through Tens count as their face value.
- Picture or face cards have a value of 10.

CARD RANKING CHART

Card	Value
Ace	a) 11.5 on first two cards when paired with another 10-value card b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards. d) 2 or 12 on first two cards when they are both aces
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.

2. The game utilizes a 52-card deck with special bonus aces. The aces are NATURAL cards with the value of:

   a) 11.5 on first two cards with all 10-value cards.
   b) 1 or 11 with all cards with value of 2-9.
   c) 1 or 11 with three or more cards.
   d) 2 or 12 when the first two cards are two aces.

3. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the Players and Player-Dealer. A maximum of five collection rates per table limit are allowed in compliance with the California Penal Code.

4. A standard round of play begins when a Player-Dealer is designated. The Player-Dealer places a wager in front of their betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the Player-Dealer and a designation whether it is the first or second turn for the Player-Dealer in the banking position. The Player-Dealer will place the collection fee in front of his betting circle.

5. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each Player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".

6. Prior to the start of play, the casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.

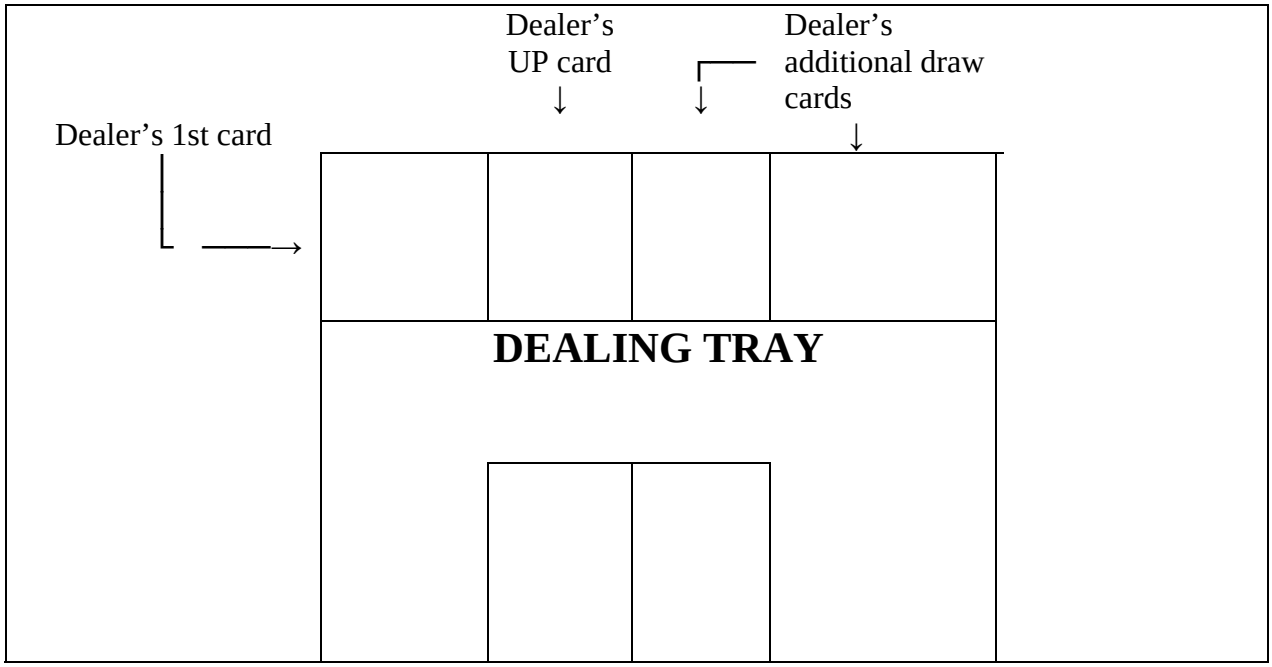
7. Play commences with the casino dealer distributing the cards to the Players and the Player-Dealer. All cards are dealt face up. The casino dealer is the only person on the table to touch the cards. The Players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand 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. If the player/dealer is to the left of the casino dealer, the player to the left of the player/dealer will receive the first card. Each Player will be dealt one card face up. The Player-Dealer's first card will be placed in front of the casino dealer.

8. The casino dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino dealer, in a clock-wise fashion. The Player-Dealer will receive a face down card in front of the casino dealer.

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

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
"Naturals" 21 with three or more cards	11 Or Less	12 - 20

10. After all Players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the Player-Dealer hole (second) card.
11. Beginning with the player to the left of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner using the bottom card to determine where paying and collecting will begin, An Ace will result in starting from the first seat, a 2 will result in starting at the 2nd seat, etc. The player-dealer position is not counted. Jacks count as 11, Queens as 12, and Kings as 13. Paying and collecting will continue until all wagers have been acted upon, or the player-dealer's funds are exhausted. Furthermore, wagers will be settled from seat to seat, starting with the player that is chosen by the player/dealer's face down card, in the following order: game wager, Buster Blackjack Bonus Bet wager, Perfect Pair Bonus Bet wager.
12. The Player-Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player-Dealer's cards is standard in all games and is depicted in the chart below:



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

Rules For Player-Dealer		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

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

GAME RULES

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

- **DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE**
- DOUBLE-DOWN
    - Players can double-down only on the first two cards dealt to them. The Player must place a second wager equal to the amount of the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total. Players may double-down on two cards after they split.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SPLIT
    - Players can split any two cards of the same value or rank originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split, and split up to two times.
    - Players may split any ten-value card (i.e. “10”, Jack, Queen, or King) of the same rank. A player may make a second, consecutive split only if their dealt-card is of the same value or rank as the original card. A player may make a second, consecutive split if their dealt-card is of the same value or rank and of the same suit as the original card.
    - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces do not qualify for a “Natural” after the split.
    - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player-Dealer.
- SURRENDER
    - Players may surrender for the player’s first two cards only. Players may surrender for half of their original wager.
- INSURANCE
    - When the Dealer has an Ace showing, Players can take insurance by betting half of their original wager. If the Player-Dealer has a ‘Natural’ (and the Player does not), the insurance bet is paid 2 to 1 and the Player’s original wager loses.
- ODDS
    - A ‘Natural’ hand pays odds of 6 to 5.

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

Buster Blackjack Bonus Bet

Buster Blackjack features an optional wager (Buster Blackjack Bonus Bet) attached to No Bust 21st 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 Blackjack Bonus Bet is an optional bet offered to all players who placed an **NB21** wager.
2. A player must participate in the base game in order to make the additional wager.
3. Buster Blackjack Bonus Bet must be placed prior to the initial deal.
4. Backline bettors are eligible for the Buster Blackjack Bonus Bet.
5. The Buster Blackjack Bonus Bet cannot exceed the **NB21** original 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 Blackjack Bonus 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 Blackjack Bonus Bet will be paid according to the posted Buster Blackjack pay table.
    b. If the Player-Dealer does not bust, all Buster Blackjack Bonus Bet will be collected in rotation to the extent of the money in action.
6. The Player-Dealer will pay all winning Buster Blackjack Bonus Bet and will collect all losing Buster Blackjack Bonus Bet.
7. In the event that the player/dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: NB21 wager, Buster Blackjack Bonus Bet, Perfect Pairs Bonus Bet.

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

Buster Blackjack Bonus Bet Pay Table
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Payout
3	2
4	2
5	4
6	15
7	50
8 or more	200

Perfect Pairs Bonus Bet

The Perfect Pairs Bonus Bet is a side bet that compliments the 21st Century Blackjack game, version 4.1. It is a bonus bet that allows a player to bet that the player's hand will be dealt a pair.

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 Perfect Pairs Bonus Bet is an optional bet offered to all players who placed an **NB21** wager.
2. A player must participate in the base game in order to make the additional wager.
3. Perfect Pairs Bonus Bets must be placed prior to the initial deal.
4. Backline bettors are eligible for the Perfect Pairs Bonus Bet.
5. The Perfect Pairs Bonus Bet may be less than, equal to, or greater than the base game wager.
6. The Perfect Pairs Bonus Bet wager takes into account the first two (2) cards dealt to a player's hand. In the event that the first two (2) cards dealt to a player that placed a bonus bet wager are a pair, the bonus bet wager will win. Any other combination of the first two (2) cards dealt will lose. All winning and losing bonus bet wagers will be paid at the conclusion of the draw in order of the action. The side bet may win regardless of the outcome of the base game.
7. There is no additional collection fee taken for placing a Perfect Pairs Bonus Bet wager.
8. The Player-Dealer will pay all winning Perfect Pairs Bonus Bets and will collect all losing Perfect Pairs Bonus Bets.
9. 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, Perfect Pairs Bonus Bet.

Perfect Pairs Bonus Bet Pay Table
(All payouts are "to 1")

Mixed Pair (Any Pair)	6
Colored Pair (Same Color, Not Same Suit)	12
Perfect Pair (Same Color, Same Suit)	25

LEGAL

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

Collection Fees

A collection fee will be taken per hand from the player-dealer position based on the posted table limit, prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from the players for each betting square that they place a game wager on. However, there is no additional collection fee when a player places a Buster Blackjack Bonus Bet wager or a Perfect Pairs Bonus Bet wager.

Table Limit	Player Collection Fee	Player- Dealer Collection Fee
$2 - $10	$0.50	$1
$5 - $20	$0.50	$1
$10 - $100	$1	$2
$25 - $100	$1	$2
$50 - $300	$2	$4
$100 - $500	$3	$5

Pai Gow Tiles

Object of the Game
The object of the game is for each player to set four tiles received on the deal into two hands that will respectively rank higher than the two hands set by the player-dealer. Each player receives four tiles and they must arrange the four tiles into two hands; a two tile 'high' hand and a two tile 'low' hand. Each hand ('high' and 'low') is considered a separate hand and will be compared against the two tile 'high' hand and two tile 'low' hand of the player-dealer. Both hands must be higher than the player-dealers hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the player-dealer's hands, the player loses. When determining if a hand ranks higher or lower than the player-dealer's hand, a rating system which determines the value of each tile and hand will be used, as shown below.

Table Used
Pai Gow Tiles is played on a regular half-circle table which allows up to eight (8) seated players and no limit of backline players. All players may wager on the available betting circles.

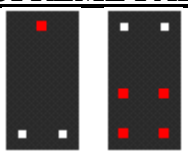
Deck Used
Pai Gow Tiles is played with tiles set, which consists of 32 tiles. Sixteen of these combinations are pairs, either matched pairs or unmatched pairs. There are also four combinations of tiles that may be made which are called Wong and Gong.

Tile and Hand Ranking
Each tile has a ranking as well as each hand made. The object of the game is to make the best possible two tiles hands (high and low), according to the rankings below, from highest to lowest:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less

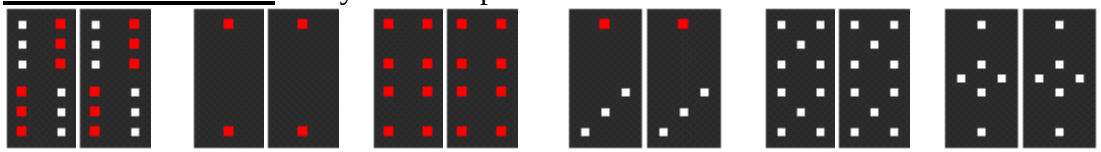
Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically. The highest ranked hand is a Supreme Pair. For each category, the highest ranked hand starts on the left and moves to the right for each lower ranking hand.

SUPREME PAIR



Jee Goon

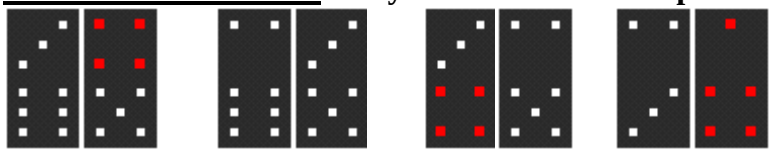
MATCHED PAIRS: Any matched pair.



Teen Day Dey Dey Yun Yun Gor Gor Mooy Mooy Chang Chang

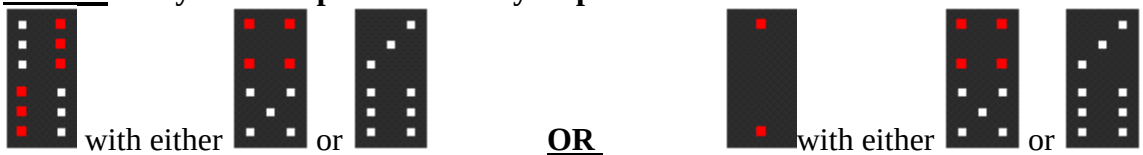
Bon Bon Foo Foo Ping Ping Tit Tit Look Look

<u>UNMATCHED PAIRS</u>: Any of the below mixed pairs.



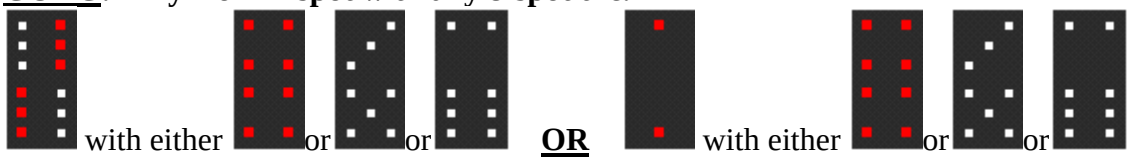
Mixed 9s Mixed 8s Mixed 7s Mixed 5s

<u>WONG</u>: Any 2 or 12-spot tile and any 9-spot tile.



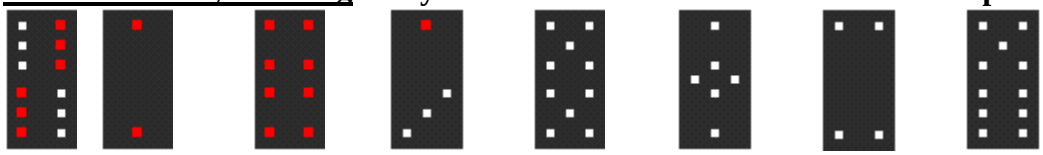
with either or **<u>OR</u>** with either or

<u>GONG</u>: Any 2 or 12-spot with any 8-spot tile.

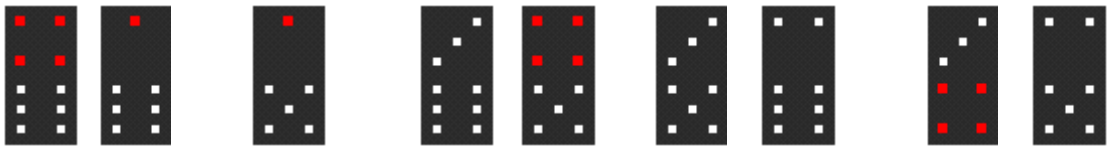


with either or or **<u>OR</u>** with either or or

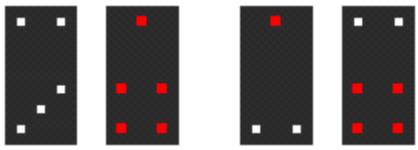
<u>SINGLE Tile by Ranking</u>: Any Combination that totals as close to 9 as possible.



1.Teen 2.Dey 3.Yun 4.Gor 5.Mooy 6.Chong 7.Bon 8.Foo



9.Ping 10.Tit 11.Look 12. Chop Gow 13. Chop Bot 14. Chop Chit



15. Chop Ng 16. Jee Goon

If a player can't play one of the above mentioned combinations in their high hand, low hand, or either, (Supreme Pair, Matched Pairs, Unmatched Pairs, Wong, Gong) the object is to make the hand (low and high) as close to 9 as possible. This is determined by adding the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7.

The player-dealer's hand required to be set according to the 'Logical Way' rules. Players may also request that their hand be played according to the 'Logical Way' rules as well.

The most 'Logical Way' rules are:

1. Play the pairs
2. Play a 2 or a 12 with a 7, 8, or a 9 to produce either a high 9, or a Gong or Wong
3. Play two small tiles that equal 7, 8, or 9.
4. Play the biggest tile with the smallest, making the low hand as high as possible

Dealing Procedures

Once the player-dealer has been established and all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the casino dealer shall scramble and shuffle all of the 'tiles' on the table face-down. Once the tiles are thoroughly shuffled, the casino dealer shall stack the tiles in a row, with four tiles face-down in each row. Once there are eight stacks of four tiles, the player-dealer will randomly select one of the eight stacks of tiles. The 'action button,' which determines the first player to receive first action from the player-dealer, is placed on the selected pile and shall be the first stack of tiles distributed, once the placement of the 'action button' has been determined.

To determine the placement of the 'action button,' a dice cup which contains three six-sided dice is utilized. The dice cup and is used to determine which player receives the 'action button.' The player who receives the 'action button' shall receive the first set of four tiles, as well as receive first action on their wager(s) from the player-dealer. The player-dealer's position is always one, eight, and fifteen. Other seats, in counter-clockwise rotation of the player-dealer, respectively represent the other numbers. If the numerical total of the dice are one, eight, and fifteen, the player-dealer shall receive the first set of 'tiles' that the player-dealer randomly chose, and the player to the left of the player-dealer shall receive the 'action button.' Wagers shall be settled starting with the player with the 'action button,' then proceeding to all other players in a counter-clockwise manner around the table. Furthermore, all wagers shall be settled in the following order from seat to seat: the Pai Gow Tiles game wager, second the Player Bonus Bet wager, and third the Player-dealer Bonus Bet wager.

Once the 'action button' position is determined, the casino dealer shall distribute all eight (8) stacks of four tiles to each seat at the table, regardless of whether a player is seated at each position or if a wager has been placed at that seated position, starting with the 'action button' stack of tiles. Once the first stack of tiles has been distributed, the remaining stacks of tiles shall be distributed to each seat counter-clockwise of the player with the 'action button.' This procedure shall be followed, with each proceeding stack to right of the 'action button' stack of tiles being distributed to each seat counter-clockwise around the table, until each seat has a stack of tiles. The player-dealer shall receive the last stack of tiles unless the player-dealer position was chosen during the dice cup roll, in which case the player-dealer shall receive the first set of two tiles and the player to the left of the player-dealer shall receive the 'action button.' The player-dealer's hand shall be placed in front of the casino dealer. All stacks of tiles shall be distributed face-down.

Once all of the stacks of tiles have been distributed, the casino dealer shall retrieve each stack of tiles that were distributed to a seat that did not have a wager and spread them on the table so they are no longer stacked, keeping them face-down. Each player shall view their stack of four tiles and shall set their hands by arranging the four tiles into a two tile 'high' hand and a two tile 'low' hand. When placing the hands, the two tiles representing the 'high' hand must be stacked on top of each other and the two tiles representing the 'low' hand must be stacked on top of each other to signify which two tiles comprise the hand. Furthermore, the 'high' hand must be placed behind the 'low' hand on the table, with all tiles face down. When setting the 'high' and 'low'

hands, the two tile 'high' hand must rank higher than the two tile 'low' hand, according to the hand ranking and tile ranking chart above. Players may also request that their hand be played 'Logical Way' by leaving their four tile hand stacked in one stack. The casino dealer shall then set that player's hand according to the 'Logical Way,' as shown above.

Once all players have set their hands or their hands have been set according to the 'Logical Way' upon request, the casino dealer shall expose the player-dealer's hand, which shall be set according to the 'Logical Way' rules. The player-dealer is not permitted to set their hand in any other manner than the 'Logical Way.'

The player-dealer's hand required to be set according to the 'Logical Way' rules.
The most 'Logical Way' rules are:

5. Play the pairs
6. Play a 2 or a 12 with a 7, 8, or a 9 to produce either a high 9, or a Gong or Wong
7. Play two small tiles that equal 7, 8, or 9.
8. Play the biggest tile with the smallest, making the low hand as high as possible

<u>Determining a Winner</u>
Once the player-dealer's hand has been revealed and set according to the 'Logical Way' chart above, each player shall compare their two tile 'high' hand and a two tile 'low' hand against the player-dealer's two tile 'high' hand and two tile 'low' hand. All wagers shall be settled in counter-clockwise rotation around the table, starting with the player that received the 'action button.' Furthermore, all wagers shall be settled in the following order from seat to seat: the Pai Gow Tiles game wager, second the Player Bonus Bet wager, and third the Player-dealer Bonus Bet wager. The following shall apply for each possible outcome when determining how each wager wins, loses, or if 'pushes' (tie).

- The Pai Gow Tiles game wager shall win if the two tile 'high' hand and the two tile 'low' hand held by the player ranks higher than the two tile 'high' hand and the two tile 'low' hand held by the player-dealer. The player-dealer shall pay the winning Pai Gow Tiles game wager (1 to 1).
- The Pai Gow Tiles game wager shall lose if the two tile 'high' hand and the two tile 'low' hand held by the player ranks lower than the two tile 'high' hand and the two tile 'low' hand held by the player-dealer. The player-dealer shall collect the losing Pai Gow Tiles game wager.
- The Pai Gow Tiles game wager shall 'push' if one of two hands held by the player, either the two tile 'high' hand or the two tile 'low' hand, ranks higher than the player-dealer's corresponding two tile 'high' hand or the two tile 'low' hand, and the player's other, either the two tile 'high' hand or the two tile 'low' hand, ranks lower than the player-dealer's corresponding two tile 'high' hand or the two tile 'low' hand. In this case, neither the player nor the player-dealer wins or loses; the Pai Gow Tiles game wager shall 'push,' no action shall be taken on the Pai Gow Tiles game wager, and it shall be returned to the player.
- If either the two tile 'high' hand or the two tile 'low' hand held by the player is identical in numeric value to the corresponding two tile 'high' hand or the two tile 'low' hand held by the player-dealer, the highest ranking tile in the hand will be used to determine which hand wins. If both tiles in the player and the player-dealers hand are identical, it is considered a 'copy hand.' The player-dealer wins all 'copy hands.'

Bonanza Pai Gow

U.S. Patent 5,931,472 and 6,811,153

BetWiser Games, LLC
21st Century Gaming, Inc.

Bonanza Pai Gow is owned, patented and/or copyrighted by BetWiser Games LLC.
Patent Nos. 5,931,472 and 6,811,153 (November 2, 2004).

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BONANZA PAI GOW is conventional Pai Gow tiles featuring two additional optional side bets: the Player Bonus Bet and the Player-dealer Bonus Bet. A player can make any combination of the side bets, and the bets need not be equal. Additionally, the Player Bonus Bet wager and/or the Player-dealer Bonus Bet may be less than or equal to, but may not exceed the Pai Gow Tiles game wager. No commission is charged on any winning bet. A player may only place a Player Bonus Bet, Player-dealer Bonus Bet, or both, if they have also placed a Pai Gow Tiles game wager prior to the initial deal. Seated players as well as back-line bettors may place a Player Bonus Bet wager, Player-dealer Bonus Bet wager, or both.

PLAYER BONUS BET

A player can place a Player Bonus Bet prior to the start of the game. If the player's four tiles can form any of the winning combinations shown below, the player is paid according to the following Bonus pay table (all payoff odds are "to 1"). The Player Bonus Bet wager takes into account all four 'tiles' dealt as that player's hand, regardless of how the player sets their two 'tile' high hand and two 'tile' low hand. If a player places a Player Bonus Bet wager and the player's hand contains a pre-determined and designated qualifying hand, as shown in the table below, then the player shall qualify for a Player Bonus Bet payout. The payoff shall vary based on the qualifying hand made by the player's four 'tiles.' If the four 'tiles' dealt as a player's hand do not make any of the qualifying hands, as listed below, the Player Bonus Bet wager shall lose. There is no opportunity for the Player Bonus Bet wager to tie as it is dependent on the four 'tiles' dealt to as the player's hand, not a comparison of 'tiles' or hands**.**

A Player Bonus Bet wager remains in action regardless of whether the player's Pai Gow Tiles game wager wins or loses.

There is no additional collection fee for placing a Player Bonus Bet wager.

The player-dealer shall pay all qualifying Player Bonus Bet wagers and shall collect all Player Bonus Bet wagers that did not qualify. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Qualifying Player Bonus Bet wagers shall be paid according to the table, as shown below.

Player Bonus Bet Pay Table

Winning Combinations	Pays
Gee Joon Pair + Teen Pair	200 to 1
Gee Joon Pair + Day Pair	100 to 1
Teen Pair + Day Pair	50 to 1
Lucky Duck	20 to 1
Two Pair	10 to 1
Gee Joon, Teen, or Day Pair	4 to 1
Any Wong or One Pair	2 to 1

* For the Two Pair payout, the hand may only consist of matched pairs. Unmatched pairs do not qualify.
* For the Lucky Duck payout, the hand must consist of the highest ranking 6 tile the lowest ranking 6 tile, any 7 and any 4. No wild 6 can be included.
* For the Any Wong or One Pair payout, the player is eligible to win the bonus if **any two** of his four tiles can form a pair or Wong. However, only a matched pair will qualify. Unmatched pairs do not qualify. If the hand contains both one pair and Wong, then it is still paid 2 to 1.

PLAYER-DEALER BONUS BET

A player can place a Player-dealer Bonus Bet prior to the start of the game. If the four tiles can form any of the winning combinations shown below, the player is paid according to the following Bonus pay table (all payoff odds are "to 1"). The Player-dealer Bonus Bet wager takes into account all four 'tiles' dealt as the player-dealer's hand, regardless of how the player-dealer's two 'tile' high hand and two 'tile' low hand is set. If a player places a Player-dealer Bonus Bet wager and the player-dealer's hand contains a pre-determined and designated qualifying hand, as shown in the table below, then the player shall qualify for a Player-dealer Bonus Bet payout. The payoff shall vary based on the qualifying hand made by the player-dealer's four 'tiles.' If the four 'tiles' dealt the player-dealer's hand do not make any of the qualifying hands, as listed below, the Player-dealer Bonus Bet wager shall lose. There is no opportunity for the Player-dealer Bonus Bet wager to tie as it is dependent on the four 'tiles' dealt to as the player-dealer's hand, not a comparison of 'tiles' or hands.

A Player-dealer Bonus Bet wager remains in action regardless of whether the player's Pai Gow Tiles game wager wins or loses.

There is no additional collection fee for placing a Player-dealer Bonus Bet wager.

The player-dealer shall pay all qualifying Player-dealer Bonus Bet wagers and shall collect all Player-dealer Bonus Bet wagers that did not qualify. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Qualifying Player-dealer Bonus Bet wagers shall be paid according to the table, as shown below.

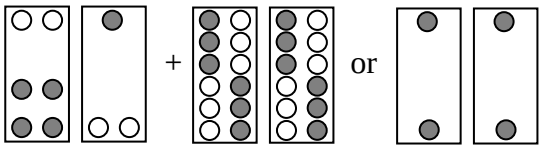
Player-dealer **Bonus Bet Pay Table**

Winning Combinations	**Pays**
Gee Joon Pair + Teen Pair	200 to 1
Gee Joon Pair + Day Pair	100 to 1
Teen Pair + Day Pair	50 to 1
Lucky Duck	20 to 1
Two Pair	10 to 1
Gee Joon, Teen, or Day Pair	4 to 1
Any Wong or One Pair	2 to 1

* For the Two Pair payout, the hand may only consist of matched pairs. Unmatched pairs do not qualify.
* For the Lucky Duck payout, the hand must consist of the highest ranking 6 tile the lowest ranking 6 tile, any 7 and any 4. No wild 6 can be included.
* For the Any Wong or One Pair payout, the player is eligible to win the bonus if **any two** of his four tiles can form a pair or Wong. However, only a matched pair will qualify. Unmatched pairs do not qualify. If the hand contains both one pair and Wong, then it is still paid 2 to 1.

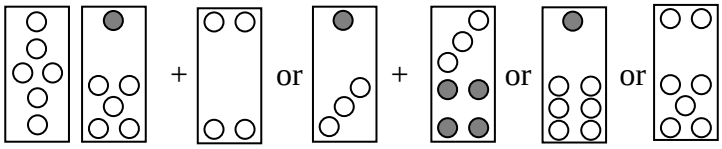
Player and Player-dealer Bonus Bet Winning Tile Combinations

Gee Joon Pair with Teen Or Day Pair

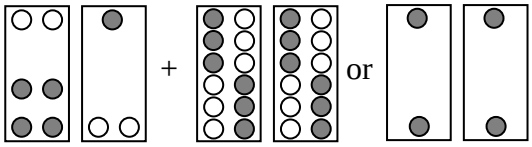


Lucky Duck

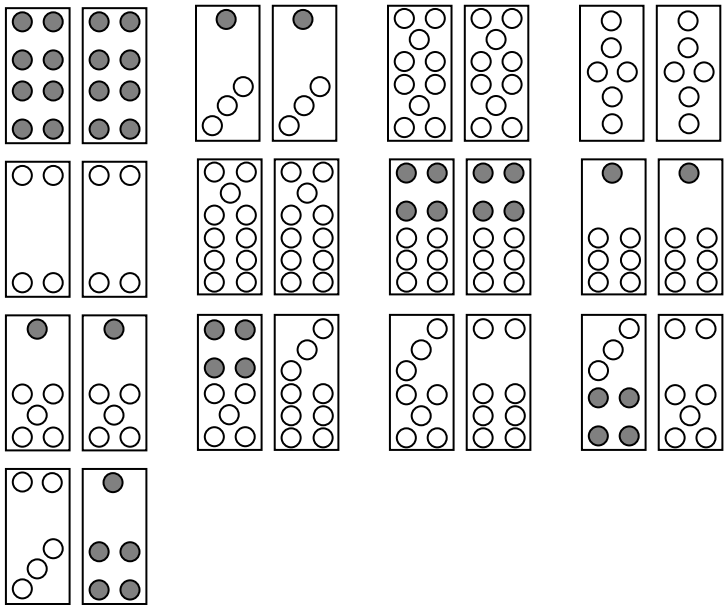
(a high 6, a low 6, any 4 and any 7)



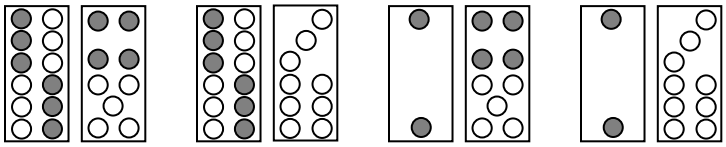
Gee Joon, Teen or Day Pair



One Pair



Wong



<u>California Game</u>

Pai Gow Tiles is played with the player-dealer system, in which each player plays against the player-dealer, whose hands and wager will play against the rest of the table and its players. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the player-dealer position is identified with a 'bank' tile and is placed in front of that player's seat position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original

amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Collection Fees

A collection fee will be taken per hand from the player-dealer position and from each player for each Pai Gow Tiles game wager placed. There is no collection fee taken when a player places a Player Bonus Bet wager or places a Player-dealer Bonus Bet wager. The collection fees shall be collected and dropped by the casino dealer after each player has placed their wagers but prior to tiles being dealt or any round of play being conducted.

Table Limit	Player Fee	Player-Dealer Fee	Bonus Bet Fee
$10 - $100	$1.00	$2.00	$0.00
$25 - $100	$1.00	$2.00	$0.00
$25 - $200	$2.00	$2.00	$0.00
$50 - $300	$3.00	$2.00	$0.00
$100 - $500	$5.00	$2.00	$0.00
$300 - $1,000	$10.00	$5.00	$0.00
$500 - $2,000	$20.00	$5.00	$0.00
$1,000 - $5,000	$50.00	$10.00	$0.00

Super 9

Object of the Game
The object of the game is for a player to assemble a hand with a value of "9" or as close to "9" as possible using either three or four cards, which ranks higher than the player-dealer's three or four card hand value.

Table Used
Super 9 is played on a standard blackjack style table which allows up to seven seated players and a player-dealer for a total of eight seated positions. Backline betting is permitted. Any player may wager on the available betting circles.

Deck Used
Super 9 is played with a standard deck of 52 cards with all 7s, 8s, 9s, and 10s removed, as well as the joker, for a total of thirty six cards per modified deck. The game can be played with a minimum of one and a maximum of twelve modified decks of cards dealt from a shoe.

Card Values and Hand Ranking
The value of each card used in Super 9, will be as follows:

- All cards 2 through 6 hold their face value.
- Jacks, Queens, & Kings have a value of zero.
- An Ace has a value of one.

The value of each hand is the sum of its cards. When the total numerical value of the cards equals ten or more, only the right-hand digit (numeric count) is considered. For example, a hand totaling eighteen would have a value of eight. The highest ranked hand for Super 9, in order from highest to lowest rank, is as follows:

Hand Value	Hand Requirements
9	A three or four card hand that has a value of 9.
8	A three or four card hand that has a value of 8.
7	A three or four card hand that has a value of 7.
6	A three or four card hand that has a value of 6.
5	A three or four card hand that has a value of 5.
4	A three or four card hand that has a value of 4.
3	A three or four card hand that has a value of 3.
2	A three or four card hand that has a value of 2.
1	A three or four card hand that has a value of 1.
0	A three or four card hand that has a value of 0.

Dealing Procedures.
At the beginning of the game, each must place a game wager, which pays 1 to 1. A player that has placed a game wager has the following option of placing one or both of these wagers:

- Lucky 7 Bonus Bet wager which pays 8 to 1;
- Tie Bonus Bet wager which pays 8 to 1.

Once all players have posted their bets by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits, the casino dealer shall deal each player three cards face-down. All cards dealt throughout the game are face-down, with the exception of the player-dealer's third card, which shall be dealt face-up. Each position at the table with a wager shall receive three cards face-down, starting with the first player position to the left of the player-dealer and continuing in a clockwise manner around the table until all positions with a wager has three cards. Positions without a wager shall not receive cards. Once each player has received three cards, the player-dealer shall receive their first and second cards face-down, which shall be placed in front of the casino dealer instead of the actual position of player-dealer. A third card is then dealt to the player-dealer, face-up.

Once all hands have been dealt, each player may look at their hand. Each player, starting with the first player to the left of the player-dealer and continuing clockwise around the table, shall play their hand as follows:

The following tables detail what governs the player's hand:

Rules for a Player Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 – 9	0 – 4	5 & 6

When the initial three cards dealt to a player's hand equal five or six, that player has the following two options:

- Move their hand to the appropriate area on the table in front of their seated position labeled 'stand,' which signifies to the casino dealer that the player wishes to stand on five or six;
- Move their hand to the appropriate area on the table in front of their seated position labeled 'hit,' which signifies to the casino dealer that the player wishes to receive a 'hit' card, for a total of four cards.

Once each player has placed their hand in either the 'stand' or 'hit' box in front of their seated position, the casino dealer shall deliver one additional card to each player whose hand is in the 'hit' box, starting with the player to the left of the player-dealer and continuing clockwise around the table. Players also may request their hand be set 'House Way,' as follows:

House Way:

(House Way Upon Request)		
Must Stand On	**Must Hit On**	**Have Option On**
6 or more	5 or less	N/A

The casino dealer shall use the 'House Way' upon a player's request. The request to use the "House Way" can be made by a player at any time before the player-dealer's hand is exposed.

After all players have exercised their option to either hit or stand or have their hand played 'House Way,' the casino dealer shall expose the player-dealer's first and second cards, which were dealt face-down. The 'action button' shall then be distributed by the casino dealer. The 'action button' is used to determine which player receives first action on their wager. The

player-dealer's second face-down card determines the position of the 'action button.' The player-dealer position is always zero. The other seats, in clockwise rotation, starting with the player to the left of the player-dealer and continuing clockwise, respectively represent the other numbers. If the 'action button' is to be placed at an open position at the table that has no seated player or wager, the next player position in a clockwise manner around the table shall receive the 'action button.' When determining where the 'action button' will be placed, cards shall hold the following values:

Action Button Card Chart:

Player-dealer's Card	Player Position to Receive Action Button
Ace	1st seat clockwise from the player-dealer
2	2nd seat clockwise from the player-dealer
3	3rd seat clockwise from the player-dealer
4	4th seat clockwise from the player-dealer
5	5th seat clockwise from the player-dealer
6	6th seat clockwise from the player-dealer
Jack	7th seat clockwise from the player-dealer
Queen	Open the player-dealer's first face-down card. If the first face-down card is an Ace, 2, 3, 4, 5, 6, or Jack, distributed the action button according to the rules above. If the first face-down card is a Queen, the 2nd seat clockwise from the player-dealer position receives the action button. If the first face-down card is a King, the 5th seat clockwise from the player-dealer position receives the action button.
King	Open the player-dealer's first face-down card.

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 Tie Bonus Bet wager, then the Lucky 7 Bonus Bet wager, and then the game wager.

Once the 'action button' has been placed, the player-dealer's hand shall then be played according to the rules as follows:

The following table details what governs the player-dealer's hand:

Rules for the Player-dealer Hand		
Must Stand On	**Must Hit On**	**Have Option On**
7 – 9	0 – 4	5 & 6

When the initial three cards dealt to the player-dealer's hand equal five or six, the player-dealer has the following two options:

- Move their hand to the appropriate area on the table in front of their seated position labeled 'stand,' which signifies to the casino dealer that the player wishes to stand on five or six;
- Move their hand to the appropriate area on the table in front of their seated position labeled 'hit,' which signifies to the casino dealer that the player wishes to receive a 'hit' card, for a total of four cards.

Determining a Winner

Once the player-dealer's hand has been revealed and played according to the chart above, each player shall compare their three or four card hand against the player-dealer's three or four card

hand. 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 Tie Bonus Bet wager, then the Lucky 7 Bonus Bet wager, and then the game wager. The following shall apply for each possible outcome when determining how each wager wins, loses, or if 'pushes' (tie).

- The game wager shall win if the hand held by the player ranks higher than the hand held by the player-dealer. The player-dealer shall pay the winning game 1 to 1.
- The game wager shall lose if the hand held by the player ranks lower than the hand held by the player-dealer. The player-dealer shall collect the losing game wager.
- The game wager shall 'push' if the hand held by the player is identical in numeric value to the player-dealer's hand and the numeric value is 2 through 9. In this case, neither the player nor the player-dealer wins or loses; the game wager shall 'push,' no action shall be taken on the game wager, and it shall be returned to the player.
- The game wager shall lose if the hand held by the player is identical in numeric value to the player-dealer's hand and the numeric value is 0 or 1. The player-dealer shall collect the losing game wager.
- The Tie Bonus Bet wager shall win if the hand held by the player is identical in numeric value to the player-dealer's hand, regardless of what the value of the hand is. The player-dealer shall pay the winning Tie Bonus Bet wager 8 to 1.
- The Tie Bonus Bet wager shall lose if the hand held by the player is not identical in numeric value to the player-dealer's hand. The player-dealer shall collect the losing Tie Bonus Bet wager.
- The Lucky 7 Bonus Bet wager shall win if the three cards initially dealt to the player have a numeric value of 7, regardless of what three cards they are. The player-dealer shall pay the winning Lucky 7 Bonus Bet wager 8 to 1.
- The Lucky 7 Bonus Bet wager shall lose if the three cards initially dealt to the player have a numeric value of anything other than seven. The player-dealer shall collect the losing Lucky 7 Bonus Bet wager.

TIE BONUS BET

Tie Bonus Bet wagers will be paid 8 to 1. A player must place a game wager in order to make a Tie Bonus Bet wager. Backline bettors are eligible to place a Tie Bonus Bet wager as well. The Tie Bonus Bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit. There is no additional collection fee required when placing a Tie Bonus Bet wager. The Tie Bonus Bet wager takes into account the initial three cards dealt as the player's hand and the player-dealer's hand, as well as the total value of those three cards. It is not dependent on how each hand is played and completed, according to the rules above. In the event that the player's hand and the player-dealers hand are of the same numeric value (push), the Tie Bonus Bet wager shall win. In the event that the player's hand and the player-dealer's hand are not of the same numeric value, the Tie Bonus Bet wager shall lose. There is no opportunity for the Tie Bonus Bet wager to tie as it is dependent on the initial three cards dealt to the player hand and the initial three cards dealt to the player-dealer's hand, not a comparison of cards or hands. Furthermore, the Tie Bonus Bet wager will win or lose regardless of the outcome of the game wager. (Example) If the initial three cards dealt to the player-dealer has a value of 3 and the initial three cards dealt to the player has a value of 6, the player will lose the

Tie Bonus Bet wager. If the initial three cards dealt to the player-dealer has a value of 3 and the initial three cards dealt to the player has a value of 3, the Tie Bonus Bet wager shall win.

LUCKY 7 BONUS BET

Lucky 7 Bonus Bet wagers will be paid 8 to 1. A player must place a game wager in order to make a Lucky 7 Bonus Bet wager. Backline bettors are eligible to place a Lucky 7 Bonus Bet wager as well. The Lucky 7 Bonus Bet wager may be less than, equal to, or greater than the base game wager, but may not exceed the table limit. There is no additional collection fee required when placing a Lucky 7 Bonus Bet wager. The Lucky 7 Bonus Bet wager takes into account the initial three cards dealt as the player's hand as well as the total value of those three cards. It is not dependent on how the player plays their hand according to the rules above. In the event that the player's initial three cards have a value of 7, the Lucky 7 Bonus Bet wager shall win. In the event that the initial three cards dealt to the player do not have a value of 7, the Lucky 7 Bonus Bet wager shall lose. There is no opportunity for the Lucky 7 Bonus Bet wager to tie as it is dependent on the initial three cards dealt to the player's hand, not a comparison of cards/ hands. The Lucky 7 Bonus Bet wager will win or lose regardless of the outcome of the game wager.

California Game

Super 9 is played with the player-dealer system, in which each player plays against the player-dealer, whose hands and wager will play against the rest of the table and its players. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. Additionally, the player-dealer position is identified with a 'bank' tile and is placed in front of that player's seat position. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

Collection Fees

A collection fee will be taken per hand from the player-dealer position. A collection fee shall also be taken from each player for each game wager placed. There shall be no collection fees required from a player when placing a Tie Bonus Bet wager or a Lucky 7 Bonus Bet wager. The collection fees will be collected from the player's and the player-dealer and dropped by the casino dealer after each player has placed their wagers but prior to card being dealt or any round of play being conducted.

Table Limit	Player Fee	Player-dealer Fee	Tie Bonus Fee	Lucky 7 Bonus Fee
$10 - $100	$1.00	$2.00	$0.00	$0.00
$25 - $100	$1.00	$2.00	$0.00	$0.00
$25 - $200	$2.00	$3.00	$0.00	$0.00
$50 - $300	$2.00	$4.00	$0.00	$0.00
$100 - $500	$3.00	$5.00	$0.00	$0.00
$200 - $500	$3.00	$5.00	$0.00	$0.00
$300 - $1,000	$4.00	$5.00	$0.00	$0.00
$500 - $1,000	$4.00	$5.00	$0.00	$0.00

EZ BACCARAT™

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EZ BACCARAT

Type of Game

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

Object of the Game

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

Description of the Deck and Number of Decks Used

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

Card Values and Hand Rankings

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

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

Description of Table Used and Total Number of Seated Positions

The game shall be played on either a standard blackjack table that accommodates up to seven players and a player-dealer position for a total of eight seated positions or a standard baccarat table that accommodates up to thirteen players and a player-dealer position for a total of fourteen seated positions. Within each betting area for each seated player, there shall be five separate betting spaces specifically designated for five separate wagers; the player line, the banker line, the Tie Bet, the Panda 8 wager, and

the Dragon 7 Bonus Bet. Each betting space at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered. Players must bet at least the table minimum. Back-line betting is permitted.

Method used to Determine Action and Distribution of Cards

The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: all player line wagers, all banker line wagers, all Tie Bet wagers, all Panda 8 wagers, and then all Dragon 7 Bonus Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Dealing Procedures and Round of Play

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

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

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

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

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

- If the banker's hand total is 5, then the banker's hand is dealt a third card if the third card dealt to the player's hand was 4, 5, 6, or 7.
- If the banker's hand total is 6, then the banker's hand is dealt a third card if the third card dealt to the player's hand was a 6 or 7.

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

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

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

How Each Wager Wins, Loses, or Pushes

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

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

Tie Bet

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

- The player-dealer shall collect all losing Tie Bet wagers when the total of the player's hand and the total of the banker's hand are not equal.
- Backline betting is permitted on the Tie Bet wager.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Tie Bet and any collection fees that may be taken.
- The Tie Bet takes into account the total value of the player's hand and the total value of the banker's hand, regardless of the number of cards each hand has, at the completion of the round. Each hand must be played according to the guidelines above. In the event that the player's hand and the banker's hand are of the same value (tie), the tie bet wager shall win. In the event that the player's hand and the banker's hand are not of the same value, the player-dealer shall win the tie bet wager.
- All winning Tie Bet wagers shall be paid 8 to 1.
- Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Dragon 7 Bonus Bet

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

Panda 8 Bet

- For each seated position, there shall be one separate and specifically designated area for the placement of a Panda 8 Bet wager. A player may only place a Panda 8 Bet wager if they have also placed a wager on either the player line or on the banker line prior to the initial deal.
- Back-line betting is permitted on the Panda 8 Bet.
- See the collection rate schedule for restrictions on the amount that may be wagered on the Panda 8 Bet and any collection fees that may be taken.

- If the player hand has a point value of eight using three cards and the banker's hand has a value of seven or less, regardless of the number of cards, the Panda 8 Bet wins. The Panda 8 Bet shall lose on all other outcomes.
- All winning Panda 8 Bet wagers shall be paid 25 to 1.
- The player-dealer shall pay all winning Panda 8 Bet wagers and shall collect all losing Panda 8 Bet wagers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the players.

Collection Fee Schedule: How and When are House Fees Collected

Collection fees shall be determined prior to the start of play of any hand or round and shall be conspicuously posted. Ample notice shall be provided to players relating to the assessment of fees. The collection rates may not be calculated as a portion of wagers made or winnings earned.

LIMIT			Player-Dealer Table Fee	Player Table Fee
$5	to	$99	$ 2.00 per hand	$ 1.00 per bet
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$500	$ 5.00 per hand	$ 3.00 per bet
$200	to	$500	$ 5.00 per hand	$ 3.00 per bet
$300	to	$1,000	$ 6.00 per hand	$ 4.00 per bet
$500	to	$1,000	$ 6.00 per hand	$ 4.00 per bet

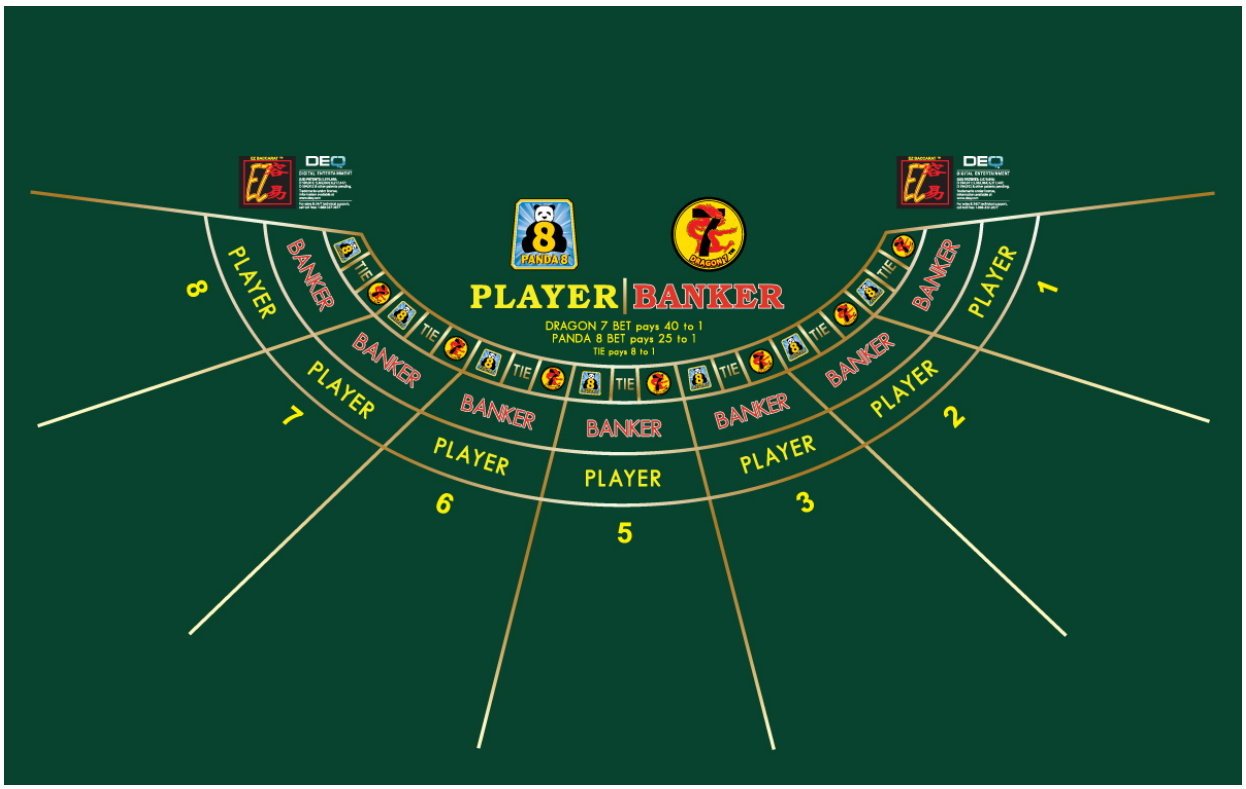
EZ BACCARAT

PLAYER-DEALER & DEAL

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

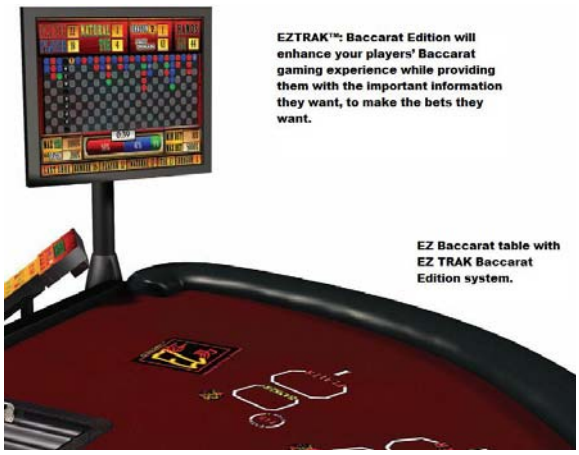
Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's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

Table Layout



EZ BACCARAT

Equipment Used



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

Key Features

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

EZ
PAI GOW™

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BGC ID: GEGA-003265 (September 2011)

Summary of the Game

The object of the game in EZ Pai Gow is to set the seven cards received from the deal into a five-card hand and a two-card hand that will rank higher than the five-card hand and two-card hand of the player/dealer.

EZ Pai Gow plays the same as regular pai gow poker except that before cards are dealt, players can make an optional wager called the “Queen’s Dragon” wager, which pays 50 to 1 when the player/dealer gets the “Queen’s Dragon” hand. A “Queen’s Dragon” hand is defined as a hand where the player/dealer’s highest card is a Queen, where all seven cards are of different ranks and where there is no five-card flush, no five-card straight and no five-card straight-flush possibilities.

To begin the game, players make their EZ Pai Gow game wager and can optionally make a “Queen’s Dragon” wager, a “Dynasty Bonus” wager, a “Red” wager, a “Black” wager, or a “Protection” wager.

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 set the seven cards received from the deal into a five-card hand and a two-card hand that will rank higher than the five-card hand and two-card hand of the player/dealer.

Number of Players in the Game

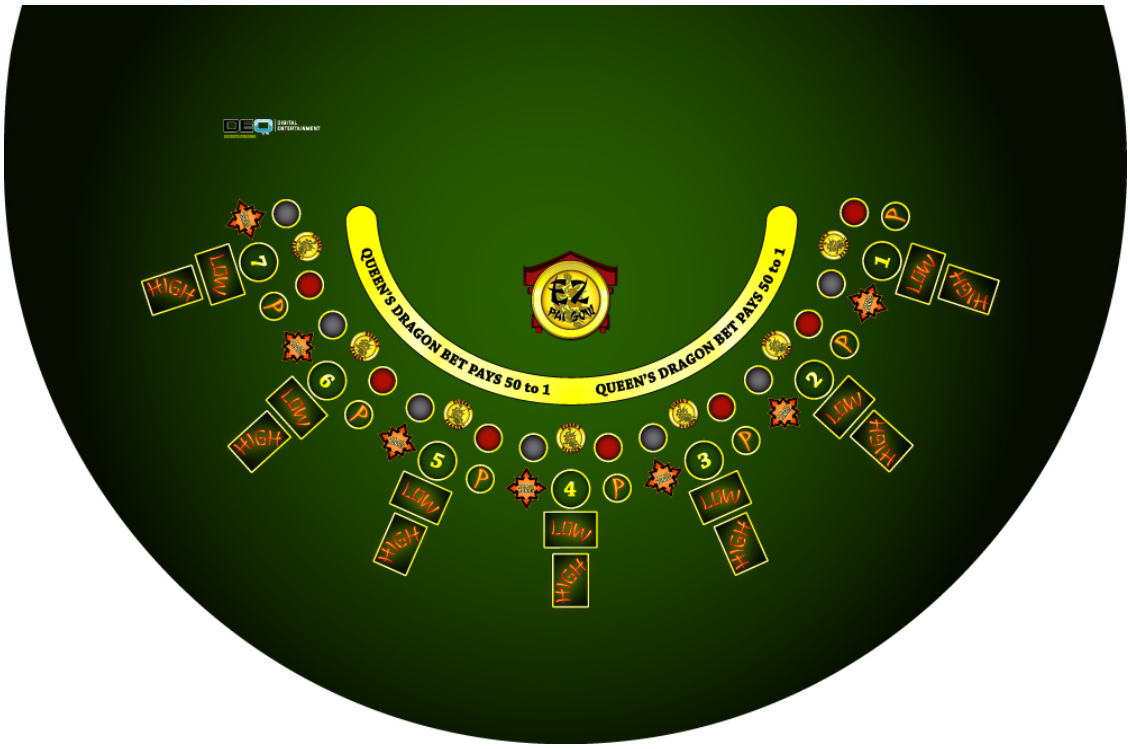
A minimum of two (2) and a maximum of seven (7) players can participate in the game. Backline betting will only be permitted for the EZ Pai Gow game wager. Backline betting will not be permitted for the “Queen’s Dragon” wager, the “Dynasty Bonus” wager, the “Red” wager, the “Black” wager, or the “Protection wager.”

Type of Card Deck

The game is played with a 53-card deck, including one standard deck of 52 cards and one joker. The joker can only be used to complete a five-card flush, a five-card straight or a five-card straight-flush; otherwise it is always treated as an ace. When used to complete a flush, straight, or straight flush, the joker takes the rank of the highest unused card.

Type of Gaming Table Used

The game shall be played on a standard blackjack style table having seven places on one side for the players and the player/dealer, and a place for the house dealer on the opposite side.



Wagering

1. All wagers in EZ Pai Gow 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. Should players win their EZ Pai Gow game wager during the round, it will be paid at 1 to 1 odds.

2. Players can optionally make a “Queen’s Dragon” wager, a “Dynasty Bonus” wager, a “Red” wager, a “Black” wager, or a “Protection” wager.

3. All wagers shall be placed prior to any cards being dealt. No bets shall be made, increased or withdrawn after the house dealer has begun dealing.

Queen’s Dragon Wager

The Queen’s Dragon wager pays 50 to 1 if the player/dealer receives a seven-card hand in which:

- All seven cards are of different ranks
- The highest card is a Queen
- There is no possibility to create a five-card straight or a five-card flush or a five-card straight-flush.
- The minimum amount that may be wagered is $1 and the maximum must be within the table limits.

- The result of the Queen's Dragon wager is independent of the outcome of the EZ Pai Gow wager.
- A player must place an EZ Pai Gow game wager in order to place this optional wager.
- When determining whether the player-dealer's hand qualifies, all seven cards in their hand used or is it dependent on how the hands are set. A Queen's Dragon hand is a 7 card hand with cards of 7 different ranks with no 5 card flush, no 5 card straight and no 5 card straight flush. It is a 7 card hand defined only by a high card.

QUEEN'S DRAGON PAY TABLE	
HAND	**PAY TABLE**
Queen's Dragon	50 to 1

Dynasty Bonus Wager

The Dynasty Bonus wager is a high hand bet against a pay table. To qualify for the Envy Bonus, a player must place a minimum of $1 on the Dynasty Bonus bet.

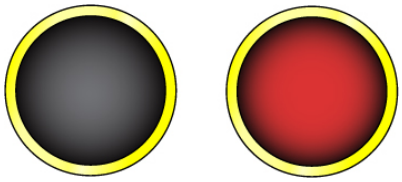
- The result of the Dynasty Bonus wager is independent of the outcome of the EZ Pai Gow wager.
- A player must place an EZ Pai Gow game wager in order to place this optional wager.
- The minimum amount that may be wagered is $1 and the maximum must be within the table limits.
- When determining whether a player's hand qualifies, all seven cards in their hand used or is it dependent on how the player sets their hand. The outcome of the Dynasty Bonus wager is not dependent on how the hands are set. A winning Dynasty Bonus wager is only paid odds for the highest possible prize a hand qualifies for.
- In order to make a "Natural" hand, a Joker may not present in the 7 card hand.
- In order to make a "Wild" hand, a Joker must be present in the 7 card hand.
- For all of the qualifying hands below that do not state either Natural or Wild, all other hands can be made using a Joker or without a Joker.

DYNASTY BONUS PAY TABLE		
Natural Luhn Tao Wheel with AQ suited*	2,000 to 1	$500
Seven Card Natural Straight Flush	2,000 to 1	$400
Natural Royal Flush With AQ Suited	1,000 to 1	$300
Seven Card Wild Straight Flush	1,000 to 1	$200
Five Aces	500 to 1	$100
Luhn Tao Wheel*	120 to 1	$75
Royal Flush	120 to 1	$50
Straight Flush	50 to 1	$20
Four of a Kind	25 to 1	$5
Full House	5 to 1	-
Flush	4 to 1	-
Three of a Kind	3 to 1	-
Straight	2 to 1	-

***** To qualify for the Envy Bonus, players must place a minimum of $5 on the Dynasty Bonus bet.
*A Luhn Toa Wheel is a natural straight flush A-2-3-4-5

Red/Black Wager

The "Red/Black" wager is a bet for a "color" majority hand. Players having placed this wager win if their hand contains at least four cards of the chosen color and will win at a premium rate if every card in their hand is of the chosen color.



- The result of a Red or Black wager is independent of the outcome of the EZ Pai Gow wager.
- A player must place an EZ Pai Gow game wager in order to place this optional wager.
- The minimum amount that may be wagered is $1 and the maximum must be within the table limits.
- Players have the option to place both a Red wager and a Black wager.
- If a player's hand contains a Joker, the Joker counts as neither a red nor a black card.
- A Red card is any card that has the following suit: Heart or Diamond.
- A Black card is any card that has the following suit: Club or Spade.

EZ PAI GOW RED/BLACK PAY TABLE	
HAND	**PAY TABLE**
7 cards of the chosen color	5 to 1

6 cards of the chosen color	1 to 1
5 cards of the chosen color	1 to 1
4 cards of the chosen color	1 to 1

Protection Wager

The "Protection" wager is a low hand wager against a pay table.

- The result of the Protection wager is independent of the outcome of the EZ Pai Gow wager.
- A player must place an EZ Pai Gow game wager in order to place this optional wager.
- The minimum amount that may be wagered is $1 and the maximum must be within the table limits.
- When determining whether a player's hand qualifies, all seven cards in their hand used or is it dependent on how the player sets their hand. The outcome of the Protection wager is not dependent on how the hands are set. A winning Protection wager is only paid odds for the highest possible prize a hand qualifies for.
- A Pai Gow hand is a 7 card hand where all 7 cards are of different ranks and where there are no 5 card straight, no 5 card flush or no 5 card straight flush possibilities. For example: a 9-High Pai Gow will be either 9-8-7-6-4-3-2 or 9-8-7-5-4-3-2 (without having 5 cards or more of 1 particular suit). If the player's hand contains a Pair or better, the hand shall not qualify.

EZ PAI GOW PROTECTION PAY TABLE	
A-5 Natural Straight Flush	120 to 1
9 High Pai Gow	100 to 1
Ten-High Pai Gow	25 to 1
Jack-High Pai Gow	15 to 1
Queen-High Pai Gow	7 to 1
King-High Pai Gow	5 to 1
Ace-High Pai Gow	3 to 1

*For the A-5 Natural Straight Flush, the hand must consist of: Ace, 2, 3, 4, 5 all of the same suit with no joker. The additional two cards can be any cards, with or without the joker

GAME RULES / ROUND OF PLAY

1. EZ Pai Gow is played with a 53-card deck, containing one standard deck of 52 cards and one joker.

2. At the start of a game a player is offered the player/dealer position. The opportunity to cat as Player/Dealer will continuously and systematically be offered to all seated players. The opportunity to act as Player/Dealer rotates to a new player after the second round; no player can occupy the Player/Dealer position for more than two consecutive rounds. Once accomplished, the house dealer shall wait for each player to make their wager (within posted table limits) on base game as well as the following bonus bets.

    - The “Queen’s Dragon” wager where the bet pays 50 to 1 if the player/dealer gets a “Queen’s Dragon” and loses in any other case.
    - The Dynasty Bonus wager is a high hand bet against a pay table. (See the pay table above for odds). To qualify for the Envy Bonus, players must place a minimum of $5 on the Dynasty Bonus bet.
    - The “Red/Black” wager is a “color” majority hand. Players having placed this side bet win if their hand contains at least four cards of the chosen color and will win at a premium rate if every card in their hand is of the chosen color. See pay table above for odds.
    - The “Protection” wager is a low hand bet against a pay table. See pay table above for odds.

3. After all wagers are placed, the house dealer uses an automatic shuffling machine, which will automatically shuffle and dispense groups/stacks of seven cards. The house dealer will then start the deal of the seven card stacks. Starting with the random number generator (RNG) (or dice cup) determined position, the house dealer moves left to right and deals out one card at a time to each player position until there is a seven card hand for each player position.This process of dealing cards left to right, then right to left, shall be completed until each pile has been dealt seven cards face down. The remaining cards shall be placed in the discard pile. Each spot at the table receives a seven card hand, regardless if there is a wager made for the spot or not.

4. An “Action” button will also be used. The “Action” button designates the hand that receives first action in each round of play. Betting positions are assigned a number from one (1) to seven (7), with betting position one being on the house dealers left. Placement of the Action Button is determined by a random number generator that uses computer technology to randomly generate a number between one (1) and seven (7). With a random number generator, the Player/Dealer selects the seat where the count is started. Each of the seven stacks will be distributed clockwise with the Action Button stack. The “Action” button, which determines the first player to receive first action from the player-dealer, is placed on the selected position and will be the first hand distributed after the placement of the “Action” button has been determined. Once the “Action” button position is determined, the casino dealer shall deal the seven piles of cards (as described above), starting with the pile that has the “Action” button. 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. If the player-dealer is randomly selected, that player shall receive the first set of cards and the player to the left of the player-dealer shall receive the “Action” button. In the event the random number generator is inoperable, a dice cup procedure will be utilized, according to the rules below.

The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the “Action” button. The player-dealer’s position is always one, eight, and fifteen. Other seats, in clockwise rotation around the table, 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. The player-dealer then selects one of the seven piles. The “Action” button, which determines the first player to receive first action from the player-dealer, is placed on the selected pile and will be the first hand distributed after the placement of the “Action” button has been determined, as described above. 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” 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.

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: EZ Pai Gow game wager, Queen’s Dragon wager, Dynasty Bonus wager, Red/Black wager, and Protection wager. Wagers are collected or paid, to the extent that the player-dealer’s wager covers. Once the player-dealer’s wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

4. Once the cards are dealt, the house dealer will remove all hands that do not have wagers and place them in the discard pile. Also, there will be 4 extra cards that will be placed in the discard pile as well.

5. Players take their individual cards and create a five-card hand and a two-card hand. The player/dealer cannot look at his cards while players are setting their hands. While setting their hands, the two-card hand may not rank higher than the five-card hand. If it does, both hands will be deemed “foul” and both will lose.

6. After each player has set his hands, the player/dealer looks at his cards and sets his seven cards into a five-card hand and a two-card hand according to the House Way.

7. After the player/dealer has separated set his cards, the house dealer places the two-card hand and the five-card hand of the player/dealer and places both hands face up in front of him for all players to see.

8. The house dealer then proceeds to open each player’s hands one at a time and compare the five-card hand of each player to the five-card hand of the player/dealer’s, starting with the action button position and then moving clockwise around the table. The higher hand wins. In the event of an exact match between both hands, called a copy, the tie goes to the player/dealer.

   The five-card hand is ranked as in poker with the exception that the straight A-2-3-4-5 (the "wheel") is considered the second highest straight after the royal straight A-K-Q-J-T. The following are the general rankings of hands in descending order of values:

   1. Five of a kind

2. Royal Flush
3. Straight Flush (A-2-3-4-5)
4. Straight Flush
5. Four of a Kind
6. Full House
7. Flush
8. Straight (A-K-Q-J-T)
9. Straight (A-2-3-4-5)
10. Straight
11. Three of a Kind
12. Two Pairs
13. One Pair
14. No Pair (High Card)

Likewise, each player's two-card hand is compared to the player/dealer's two-card hand, and the higher hand wins. In the event of an exact match between both hands, called a "copy," the tie goes to the player/dealer.

The two-card hand is scored by pairs beating two singletons, then by the individual ranks. The highest two-card hand is a pair of aces, and the lowest is 3-2.

9. If both of the player's hands beat the player/dealer's hands, the player wins even money. If the player wins one hand and loses the other hand, the wager pushes. If the player loses both hands, the player loses the wager. The house dealer then proceeds to the next player and continues until all players' wagers has been resolved. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button.

10. The optional wagers are resolved individually for each player right after the base game wagers is resolved and pay the odds according to their respective pay tables. 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: Ez Pai Gow game wager, Queen's Dragon wager, Dynasty Bonus wager, Red/Black wager, and Protection wager.

12. Third Party Providers of Proposition Player Services: Third Party Providers of Proposition Player Services, as defined by Section 19980 of the California Business and Professions Code, their agents and employees ("Prop Player"), are not eligible to win any portion of the Jackpot Prize. If a Prop Player receives a Qualifying Hand, its portion of the Jackpot Prize will not be paid and will remain in the Jackpot Fund. If a Prop Player is a participant in a Qualifying Hand with another player(s), the Prop Player will not be eligible to receive its portion of the Jackpot Prize and the full Jackpot Prize will be paid to the other players.

Player/Dealer & Deal

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in the player/dealer position may not act as the player/dealer position more than two consecutive hands or rounds of play. The opportunity to act as the player/dealer must be offered to all seated players after two hands or rounds of play so that a single player cannot repeatedly

act as the player/dealer within the meaning of *Oliver v. County of Los Angeles*,(1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Bureau of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a banker position.

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

Wagering Limits and Collection Fees

A collection fee will be taken per hand from the player-dealer and from each player for each EZ Pai Gow game wager that they place. There will be no collection fee for the Queen's Dragon wager, Dynasty Bonus wager, Protection wager and Red/Black wager.

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 the table fees.

LIMIT			Player-Dealer Table Fee	Player Table Fee
$10	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$100	$ 2.00 per hand	$ 1.00 per bet
$25	to	$200	$ 3.00 per hand	$ 2.00 per bet
$50	to	$300	$ 4.00 per hand	$ 2.00 per bet
$100	to	$400	$ 4.00 per hand	$ 3.00 per bet
$100	to	$500	$ 5.00 per hand	$ 4.00 per bet
$300	to	$1,000	$ 10.00 per hand	$ 5.00 per bet
$500	to	$1,500	$ 10.00 per hand	$ 10.00 per bet
$1,000	to	$5,000	$ 15.00 per hand	$ 15.00 per bet

House Way

Hand	House Way	Example
No Pair, no Straight, and no Flush	Put 1st and 3rd highest card in front	A Q Joker K 9 6 3
No Pair, with Straight, Flush or Straight Flush	Put the highest possible cards in front; leave any complete hand in back.	K Q 10 9 8 Joker 6
No pair, with natural Straight, Flush or Straight Flush	Use the Joker with the highest possible card at front; leave a complete hand in back.	K Joker Q J 10 9 8
Natural one pair	Use the highest non-pair card to form the second pair, and play pair-pair.	J J Joker K 9 6 3
Natural one pair with Straight, Flush or Straight Flush	Form one pair in front and a complete hand at back, otherwise, pair-pair	4 Joker 5 4 3 2 A 9 9 K Joker 10 8 6
Natural two pairs	Form the highest possible pair in front; play at least two pair in the back.	K Joker J J 5 5 2 10 10 Joker 9 9 8 6
Natural two pairs with Straight, Flush or Straight Flush	Follow the natural two pair strategy	K Joker J J 10 10 9
Natural three pairs	Put the highest pair at front.	A A Joker K K 6 6
Natural 3 of a kind with Joker and a Straight, Flush, or Straight Flush	Leave a complete hand in the back and play a pair from the 3 of a kind in the front.	8 8 10 9 8 Joker 6
3 Aces plus Joker, no possible complete hand	Pair of Aces in the front, the other pair of aces in the back	A Joker Joker A 10 6 3
Natural three of a kind	Use the highest unmatched card to form a pair at front.	A Joker 8 8 8 6 3
Natural two sets of three of a kind	Form a pair out of the higher set at front.	J J 8 8 8 Joker J
Natural Full house	Form the best possible pair at front; make sure at least a Full house at the back,	10 10 6 6 6 Joker 3 Joker A 7 7 7 J J
Natural four of a kind	Form the best possible pair at front.	A Joker 8 8 8 8 3 8 Joker 8 8 8 6 3

When applying the House Way (Joker's not wild):

a) If a hand's combination contains both the Straight and the Flush with no pair, the hand should be set according to the House Way guideline; "put two highest cards in front, level any complete hand in back", please see example as the following:

HANDS	CORRECTLY APPLYING THE HOUSE WAY	INCORRECTLY APPLYING THE HOUSE WAY
Joker A 10 6 5 4 3	A 10 Joker 6 5 4 3	5 4 Joker A 10 6 3

b) When a hand's combination fits into two different categories, determine the highest possible ranking among the seven cards first (including the Joker), set the hand according to the highest hand ranking category, please see examples as following:

HANDS	CORRECTLY APPLYING THE HOUSE WAY	INCORRECTLY APPLYING THE HOUSE WAY
joker A 9 8 3 3 3	Joker A 3 3 3 8 9	3 3 A Joker 9 8 3
Joker A 5 4 3 3 3	Joker A 3 3 3 4 5	3 3 A Joker 3 4 5
Joker A 2 2 2 3 5	2 2 A 2 3 Joker 5	A Joker 2 2 2 5 3

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Standards of play:

At the beginning of each game each player must make a Casino War wager ("Primary Wager"). To win the primary wager, the rank of the player's card must exceed the rank of the player/dealer's card.

If the player's and player/dealer's cards have the same rank the player is given the option to go to "War" with the player/dealer. The player must make another bet equal to their primary wager to exercise the “War” option, the player/dealer also matches the player's primary wager and places it next to the player's. The dealer then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to the player/dealer. If the player's card has a higher rank than the player/dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. The winner of the "War" collects all the money on the table and the dealer starts a new game. If the player and the player/dealer’s cards are of equal rank on the "War" the player wins the "War” and is paid an additional amount equal to their ante wager.

If the player chooses not to "War" with the dealer he or she may option to surrender half their Primary wager. In addition to the primary wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the Tie wager, the ranks of the player and the player/dealer’s cards must be equal.

The player/dealer will only “bank” the hand (including bonus bets) for two (2) consecutive rounds before it is rotated in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Casino War shall be played on a table having betting areas for eight (8) places on one side for the players and the player/dealer. There is a place for the Casino dealer on the opposite side of the table. Within each betting area there will be a separate circle for the placement of the tie bet.

Number of players in the game:

A minimum of two and a maximum of eight players including the player/dealer position may occupy a seated position in the game. More players may participate in the game via backline betting.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Casino War shall be dealt from an automatic card shuffling device (“shuffler”).

2. ***Physical Characteristics:*** Cards used to play Casino War shall be in standard decks of fifty-two (52) cards.

3. ***Number of Decks:*** Cards used to play Casino War shall be played with at least twelve (12) decks of cards in accordance with the following requirements:

a. The cards shall be separated into two batches with an equal number of decks included in each batch.
b. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch.
c. One batch of the cards will be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
d. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
e. The cards from only one batch shall be placed in the discard rack at any given time.

Ranking of Hands:

1. The rank of the cards used in Casino War, for the purpose of determining a winning hand, shall be, in order from the highest to lowest rank: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The suit of a card shall have no effect on its rank.

Betting scheme:

1. All wagers at Casino War shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

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

3. At the beginning of each round of play, each player shall be required to place a primary wager.

4. Each player at a Casino War table, who has placed a primary wager as required above, shall also have the option to make the optional Tie wager.

5. 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. Prior to starting the first round of play after the cards have been cut and placed in the dealing shoe, the dealer shall remove the first card from the shoe face down and, without revealing its rank to anyone, place it in the discard rack, which shall be located on the table in front of or to the right of the dealer. Each new dealer who comes to the table shall also discard one burn card before dealing any cards in a round of play.

2. Prior to dealing any cards, the dealer shall announce "No more bets." Each card shall be removed from the dealing shoe with the left hand of the dealer and placed face up on the appropriate area of the layout with the right hand of the dealer.

3. Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the cards shall be reshuffled.

4. No player shall touch any card used in the game of Casino War other than the cutting card.

5. The dealer shall, starting with the player farthest to the dealer's left and continuing in a clockwise manner, deal the cards as follows:

    a. One card face up to each player who has placed on primary wager; and
    b. One card face up to the player/dealer.

Round of Play

1. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card with that of the player/dealer's card and settle all primary and tie wagers.

    a. If a player's card is lower in rank than the player/dealer's card, the player shall lose his/her primary wager and, if applicable, tie wager.
    b. If a player's card is higher in rank than the player/dealer's card, the player shall win his/her primary wager and, if applicable, lose his/her tie wager.
    c. If the player's card and the player/dealer's card are of equal rank (a tie hand), the player shall be afforded the options specified in (3) below as to his/her primary wager and, if applicable, win his or her tie wager.

2. All losing primary wagers and tie wagers shall be collected by the dealer and placed in front of the player/dealer. All winning primary wagers and tie wagers shall be paid by the player/dealer in accordance with the approved payout table as provided below.

3. If a player has a tie hand, the player shall be offered one of the following options:

    a. The player may surrender one-half of his/her primary wager and end his/her participation in that round of play. If a player selects this option, the dealer shall collect one-half of the player's primary wager and place it in front of the player/dealer position. The dealer shall return the remaining one-half of the primary wager to the player. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player with a tie hand who selects this option.
    b. The player must place a war wager equal to their primary wager. The player/dealer will place a wager equal to the player’s primary wager.

4. After settling all primary wagers and tie wagers on the original deal, the dealer shall collect the cards of all players except for the cards of those players with a tie hand who have elected to go to war. The collected cards shall be placed in the discard rack in a manner that permits the reconstruction of each hand of the original deal in case of a question or dispute.

5. If any player elects to make a war wager upon the occurrence of a tie hand, the dealer shall confirm the placement of the war wager and collect the full amount of the player's primary wager. The player's card and the player/dealer's card from the original deal shall remain exposed during the war deal.

6. The war deal shall begin with the dealer discarding three burn cards and then dealing the next card face up to the player farthest to the dealer's left who has placed a war wager. The player's war deal card shall be placed on the table adjacent to the player's card from the original deal. The dealer shall then proceed around the table in a clockwise direction, repeating the process for each player who has placed a war wager and the player/dealer.

7. After the dealing procedures above have been completed, the dealer shall, beginning from the dealer's left and proceeding around the table in a clockwise direction, compare the rank of each player's card from the war deal to the player/dealer's card from the war deal and settle all war wagers.

    a. If the player's card in the war deal is lower in rank than the player/dealer's card in the war deal, the player loses.
    b. If the player's card in the war deal is higher in rank than the player/dealer's card in the war deal, the player shall win the three units wagered.
    c. If the player's card and the player/dealer's card in the war deal are of equal rank, the player shall win the three units wagered and an additional unit.

8. All losing war wagers shall be collected by the dealer and placed in front of the player/dealer. All winning war wagers shall be paid in accordance with the approved payout odds. After the collection of all losing wagers and the payment of all winning wagers from the war deal, the dealer shall remove all remaining cards from the table and place them in the discard rank in a manner that permits the reconstruction of each hand of the war deal in case of a question or dispute.

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

10. 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.

Payout Odds

Winning wagers shall be paid as follows:

- A primary wager shall be paid at odds of 1 to 1
- A tie wager shall be paid at odds of 10 to 1.
- A war wager shall be paid at odds of 1 to 1, unless the war deal results in a tie hand, in which case a war wager shall be paid at odds of 2 to 1 of the war wager.

Glossary of Terms

Definitions

The following words and terms, when used in this Section, shall have the following meanings unless the context clearly indicates otherwise:

Burn card	means a card that the dealer removes from the shoe and places face down in the discard rack without revealing its rank to anyone.
Primary wager	means the wager that must be made by a player prior to any cards being dealt in order to participate in the round of play.
Original deal	means the first card that is dealt to each player and the dealer to determine the primary wager in a round of play.
Player/Dealer	means one participant in the game designated to act last and whom all the other participants are trying to beat on a given deal. Taking on the role of Player/Dealer is offered to all participants and is optional.
Round of play	means one complete cycle of play during which each player then playing at the table has placed an primary wager, has been dealt a card has surrendered or gone to war, if appropriate, and has had his or her wagers paid or collected in accordance with this Section.
Suit	means one of the four categories of cards: club, diamond, heart or spade.
Tie hand	means the rank of a player's card and the rank of the dealer's card are equal.
Tie wager	means an optional wager, made it the same time as an primary wager or war wager, that the deal on which the tie wager is made will result in a tie hand.
War	means the decision of a player, in accordance with the option offered by (h)(5) below, to place a war wager when there is a tie hand on the original deal.
War deal	means the deal of the cards that follows the placement of a war wager.
War wager	means a wager, equal in amount to the player's primary wager,that is required to be made if the player elects to go to war.

Collection Fees

Schedule Option	Table Limit	Player Fee	Player-dealer Fee	Jackpot Fee
1	$2 - $20	$0.50	$1.00	$0.00
2	$5 - $50	$0.50	$1.00	$0.00
3	$10 - $100	$1.00	$2.00	$0.00
4	$25 - $100	$1.00	$2.00	$0.00
5	$50 - $300	$2.00	$4.00	$0.00
6	$100 - $500	$3.00	$5.00	$0.00

21st Century Blackjack Switch

21

21st Century Blackjack Switch

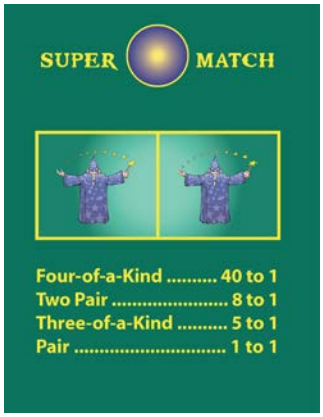
OBJECT OF THE GAME

The object of 21st Century Blackjack Switch is for the players and the player-dealer to add the numerical value of their cards and obtain the best possible hand of 21 ½, referred to as a "Natural." A natural beats all other hands.

HOW TO PLAY

Each player plays two (2) hands and places a wager in both betting spots. Players have the chance of keeping the hands that have been dealt or switching their second cards around.

For example, if a player is dealt a king on the first card and 5 on the second card (with the value of 15) for one hand and 6 on the first card and ace on the second card (with the value of 7 or 17) for the second hand, the player can request to switch the A & 5. The player will end up with K & A on one hand and 6 &5 on the other hand.



TYPE OF TABLE

The game shall be played on a standard blackjack table having six places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each 21st Century Blackjack Switch table shall have a drop box attached to it. The cloth covering a 21st Century Blackjack Switch table (the layout) shall have wagering areas for six players. The wagering areas shall be designated as shown in the picture to the right. The game wager for each of the two player's hands will be placed on the wizards and the Super Match wager will be placed on the circles with a crown inside. Backline betting is not permitted.

VALUE OF CARDS

A plural standard deck of cards (52 cards) with no Joker is used in the play of the game. However, all four (4) of the Ace cards shall be removed from the deck and shall be replaced with four (4) specially marked Aces with the word "Bonus" on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

- Any two card hand, before a switch, consisting of a specially marked "Bonus" ace with any 10 or face card is a "Natural" and beats all other hands. **A switched "Natural" is considered a 21 ½ not a "Natural."**
- A "Bonus" Ace has the following values :
  - 11 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.

RANKING CHART

Card	Value
"Bonus" Ace	a) 11 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.
Ten, Jack, Queen, King	10
Two - Nine	Hold their face value.

ROUND OF PLAY

1. 21st Century Blackjack Switch is played on a raised gaming table. The table seats six players who face the house dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The house dealer stands opposite of the players, and in the center of the table. The house dealer's chip tray is set in front of him/her. The play starts from the left of the house dealer and proceeds in a clock-wise fashion.

2. All tables will have signage displaying the name of the game along with the minimum and maximum wagers allowed, and collection fees for the players and the player-dealer.

3. 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 designating whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his/her betting circle.

4. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in accordance with the collection rate schedules.

5. Collection fees will be taken in accordance with the collection rate schedule.

6. Play commences with the house dealer distributing the cards to the players and the player-dealer. All cards are dealt face up, with the exception of the player-dealer's second card, which will be dealt face down and will remain face down until all players have acted on their hands. The house dealer is the only person on the table to touch the cards.

7. The house dealer deals the first card to the player seated to the left of house dealer and continues in a clockwise fashion around the table. Each player will be dealt one card, face up, to each of their hands for a total of two cards. After each player has received their cards, the player-dealer receives one card face up. The player-dealer's card will be placed in front of the house dealer face up.

8. The house dealer will deal a second card, face up, to each of the players' two hands, again starting with the player to the first seated position to the left of the house dealer, in a clockwise fashion. After all players have received their cards, face up, the player-dealer will receive their second card, which will be placed in front of the house dealer face-down.

9. When each player has two hands and the player-dealer has two starting cards, the Super Match wager will be settled beginning with the player to the right of the house dealer and continuing in a counter-clockwise manner until all Super Match wagers have been acted upon or the player-dealer's funds are exhausted.

10. The player-dealer's hand shall be checked for a "Natural" when the player-dealer's face-up card is a "Bonus" Ace card. If the player-dealer is dealt a "Bonus" Ace face-up, players will be asked if they would like to place an "Insurance" wager. Players may either decline this or place an "Insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "Insurance" wager, the house dealer will check the player-dealer's face-down card. If the player-dealer has a "Natural," players shall not be given the opportunity to draw additional cards and the hands shall be compared immediately.

11. If the player-dealer does not have a "Natural," each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to switch the second card of each hand (See Procedure for Switching the Cards). After the player has made their decision on whether or not to switch their second card, the player then has the opportunity to "Hit" and be dealt additional cards to make the best possible hand for each of their two hands. The players will signal to the house 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 player may also decide to "double-down," "split," or "stand." Each player shall be required to hit or stand according to the chart below:

Rules For Player		
Must Stand On	*Must Hit On*	*Have Option On*
Soft & Hard 21 "Naturals"	11 Or Less	12 - 20

A Hard hand is achieved when a hand contains a combination of three or more cards totaling 21. In the event that the hand includes an Ace, the Ace is only able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 21 with an Ace counted as 1 or 11.

12. After all players have made their best hands by indicating to the house dealer that they do not wish to have additional cards dealt to them, the house dealer will turn over the player-dealer's hole (second) card.

13. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray.

14. The house 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		
Must Stand On	*Must Hit On*	*Have Option On*
Hard 17 And Above	Soft 17 Or Less	None

A Hard hand is achieved when a hand contains a combination of two or more cards totaling 17. In the event that the hand includes an Ace, the Ace is onle able to be counted as 1, not 11.

A Soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an Ace counted as 1 or 11.

15. 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.

16. Beginning with the player to the right of the house dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon or the player-dealer's funds are exhausted. Furthermore, wagers will be settled in the following order: All Super Match wagers (see number 8 above), then all game wagers on the table.

17. 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 offered in a clock-wise fashion around the table.

18. The next round of play begins once the house dealer collects all cards from the table and places them in the discard tray.

19. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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

GAME RULES

1. A "Natural" is an initial two card hand containing a "Bonus" Ace and any card with a value of 10 and is the best possible hand. A switched "Natural" is considered a 21 ½ not a "Natural."
    a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
    b. A switched "Natural" (considered a 21 ½) loses against a player-dealer "Natural" and pushes against a player-dealer 21 or 22.
    c. If the value of a player's hand is less than a "Natural" and the value of the player-dealer's hand is more than a "Natural," the player wins the hand except where the player-dealer has a 22 and then the hand will "PUSH" and no action is taken on the wager.
    d. If the value of a player's hand is greater than a "Natural" and the player-dealer's hand has a value of less than a "Natural," the player-dealer wins.
    e. If the value of both the player's and the player-dealer's hands are less than a "Natural," the hand closest to a "Natural" without going over (busts) wins.
    f. If a player and the player-dealer's 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.
    g. If a player's and the player-dealer's totals are more than a "Natural", the following will apply:
        i. If the player-dealer is closer to a "Natural," the player-dealer wins the hand.
        ii. If the player is closer to a "Natural," the player loses except when the player-dealer has a 3-card hand consisting of 7, 8, & 9 of the same suit and then the hand will "PUSH" and no action is taken on the wager.

2. Double-Down:
    a. Players can double-down on the first two-cards of each hand only, with the exception of all "Natural" hands. A player may double down before or after a switch. 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 executed by a player, nor is there any extra collection fee charged to the player-dealer.
    c. A player may not double down for less than his original wager

3. Splits:
    a. Players can split two cards of the same value or rank on the first two cards of each hand dealt to them. A split may occur before or after a switch. The player must place a second

wager for each split 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 hand to make the best hand. Players may double-down 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 on each hand. A "Natural" cannot be attained in any hand follow the split of a ten-value card.
c. Players can split any two "Bonus" Aces originally dealt to them but can only receive one extra card per "Bonus" Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. "Bonus" Aces may only be split once and cannot qualify for a "Natural" hand after the split.
d. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

4. Insurance:
   a. Players may make an optional insurance wager.
   b. When the player-dealer has a "Bonus" Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has a "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the Player's original wager loses.
   c. There is no extra collection fee taken by the casino on any split executed by a player, nor is there any extra collection fee charged to the player-dealer.

5. Players cannot surrender.

6. Odds: All winning player hands pay 1 to 1 including "Naturals."

7. Optional Bonus Bet: Super Match

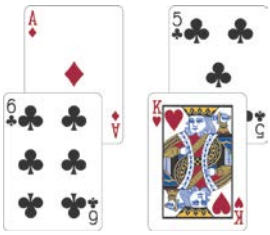
The Super Match is an optional bonus bet for 21st Century Blackjack Switch. The rules are as follows:

1. A player shall only place a Super Match wager if he/she has also placed a game wager prior to the initial deal.
2. See the collection rate schedule for any restrictions on the amount that may be wagered on the Super Match and any collection fees that may be taken.
3. The Super Match wager considers the first four cards dealt to both of the player's two hands before any switches occur.
4. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
5. If the player's hand does not qualify for payouts, the player-dealer collects the Super Match wager.
6. The Super Match wager may win or lose regardless of the outcome of the base game wager.
7. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
8. Winning Super Match wagers pay as follows:

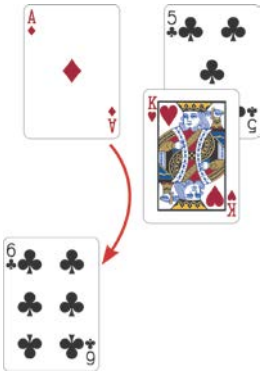
Super Match wager is paid according to posted paytable

First 4 cards	Payout
4 of a Kind	40 to 1
Two Pair	8 to 1
Three of a Kind	5 to 1
Pair	1 to 1

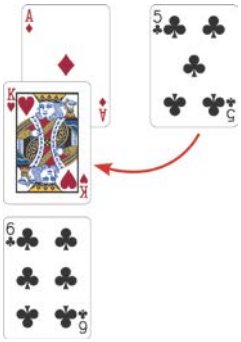
Procedure for Switching the Cards



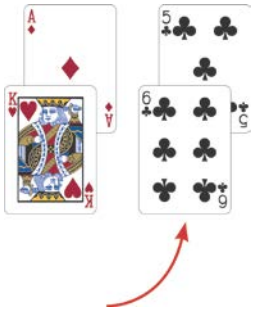
Starting position of the player's hand



Using the right hand only, the dealer will first pull the left hand card to be "switched".



Next, the dealer will move the right hand card into the position originally taken by the left card.



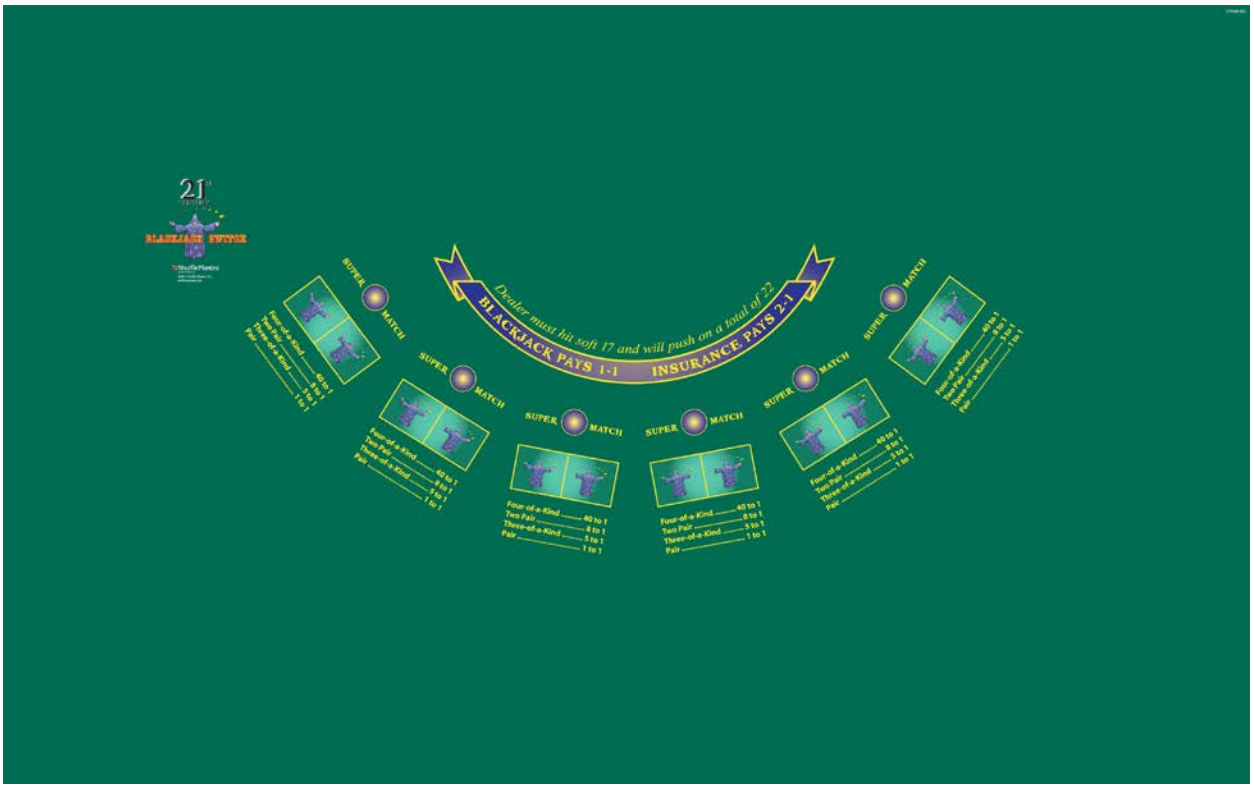
Finally, the dealer will move the original left card into the position left vacant by the right card.

TABLE LIMITS & COLLECTION RATES

All table fees are collected by the house 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.

A collection fee will be taken per hand from the player-dealer position based on the posted table limit, prior to cards being dealt or any round of play being conducted. There will be a collection fee taken from each player for each betting square that they place a game wager on. There is not additional collection fee when a player doubles-down, splits cards, places an insurance wager, or places a Super Match wager; however, a collection will be taken for each of the two hands that a player is dealt.

Schedule Option	Table Limit	Player Collection Fee	Player-Dealer Collection Fee
1	$2 -$10	$0.50	$1.00
2	$5 - $50	$0.50	$1.00
3	$5 - $100	$1.00	$2.00
4	$10 - $100	$1.00	$2.00
5	$25 - $100	$1.00	$2.00
6	$50 - $300	$2.00	$4.00
7	$100 - $500	$3.00	$5.00

21st Century Blackjack Switch

This is a sample table layout only. All wording will match the game rules on the actual table layout.