

Jan.27th 2005

Livermore Casino
2223 first st.
Livermore, Ca. 94550
(925)447-1702

The games that is offered is Texas Hold'em , Omaha and
Pan.

The main game that is being played is Texas Hold'em.
The fee collection is as follows:

# of players	amount collected
2,3	\$ 1
4,5,6	\$ 2
7,8	\$ 3
9,10	\$ 4

The collection is taken after the flop and based on number
Of players(it is taken from the pot).

LOWBALL RULES

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

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

TEXAS HOLD'EM RULES

THE GAME

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

THE SYSTEM

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

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

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

THE RULES....

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

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

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

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

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

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

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

OMAHA RULES

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

RULES FOR "PAN"

FOREWARD

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

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

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

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

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

You'll enjoy it!

"PAN"

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The conditions are:

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

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

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

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

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

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

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

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

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

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

Buster Blackjack



US Patent 6,845,981

"WE CREATE GAMES TO ENTERTAIN"



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Rules of Play

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

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

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

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

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

Buster Blackjack Pay Tables

(All payouts are "to 1")

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



OBJECT OF THE GAME

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

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

PURE 21.5 BLACKJACK

VALUE OF THE CARDS

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

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

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

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

ROUND OF PLAY

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

PURE 21.5 BLACKJACK

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

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

PURE 21.5 BLACKJACK

DIAGRAM #1

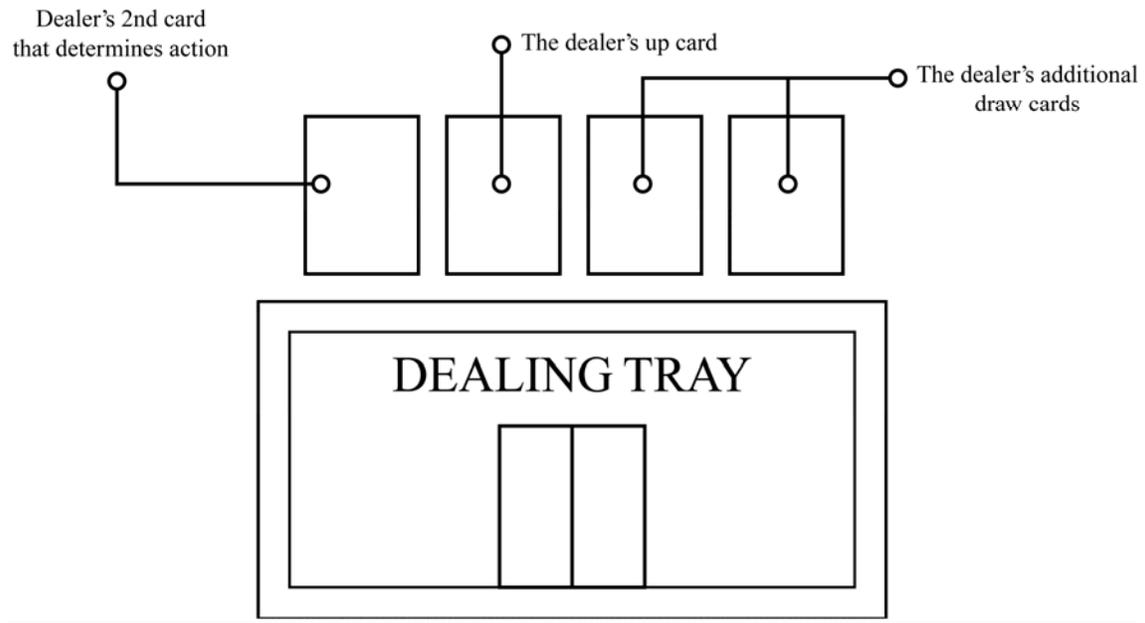


CHART 1A

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

CHART 1B

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

PURE 21.5 BLACKJACK

GAME RULES

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

PURE 21.5 BLACKJACK

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

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

PURE 21.5 BLACKJACK

LEGAL

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

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PURE 21.5 BLACKJACK

Collection Fees

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



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Standards of play:

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

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

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

Type of gaming table utilized for this game:

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

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

Number of players in the game:

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

Type of card deck used:

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

Betting scheme:

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



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

Dealing procedures:

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

Round of Play

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



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

Bonus Bet:

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

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

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



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How and when house fees are collected:

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

Glossary of terms used in the controlled game:

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



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Three Card Poker 1.2

Collection Fees

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

Livermore Casino

Pai Gow Poker (Double Hand Poker)

Standards of play:

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

Type of card deck used:

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

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

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

Dealing procedures:

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

Livermore Casino

Pai Gow Poker (Double Hand Poker)

Number of players in the game:

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

How and when are house fees collected:

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

Betting scheme:

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

How winners determined and paid:

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

Round of Play

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

Livermore Casino

Pai Gow Poker (Double Hand Poker)

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

Type of gaming table utilized for this game:

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

Other equipment used:

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

Livermore Casino
Pai Gow Poker (Double Hand Poker)

Glossary of terms used in the controlled game:

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

Livermore Casino
Pai Gow Poker (Double Hand Poker)

Table Limits & Collection Fees

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

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



BGC Fortune Pai Gow Poker 1.1

Standards of play:

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

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

Type of card deck used:

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

The hand rankings are as follows:

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



BGC Fortune Pai Gow Poker 1.1

Dealing procedures:

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

Type of gaming table utilized for this game:

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

Number of players in the game:

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

How and when house fees are collected:

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

Betting scheme:

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

Only seated players may place a Bonus Bet wager.

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

Round of Play

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



BGC Fortune Pai Gow Poker 1.1

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



BGC Fortune Pai Gow Poker 1.1

PAYTABLE

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

Glossary of terms used in the controlled game:

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



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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.